THE LORD OF THE RINGS
STRATEGY BATTLE GAME™

WAR OF THE RING™



Mass Battles in Middle-earth

NEW LINE CINEMA
A Time Warner Company

GAMES WORKSHOP®

WAR OF THE RING™



By Matthew Ward & Jeremy Vetock

Contents

INTRODUCTION 6
An overview of the game, as well as explaining how to get started collecting an army.

WHAT YOU NEED TO PLAY 8

COLLECTING AN ARMY 10
Points 10
The Size of a Game 11

OVERVIEW OF GAMEPLAY 12

BATTLE IN THE WESTFOLD 14

THE RULES 22
The first half of this section details the basic rules of the game. The rest of the section covers the rules for defending buildings, mighty Heroes, different weapons, the use of magical powers and the special abilities of other unusual troop types.

COMPANIES & FORMATIONS 24
Movement Trays 24
Monsters 24
Companies 25
Formations 25
Formations in Contact 26

DICE AND MEASURING 27
Dice (D6) 27
Measuring 27
Re-rolls & Roll-offs 27

CHARACTERISTICS 28
Wargear 29
Special Rules 29
Absolute Zero 29

THE GAME TURN 30
Taking Sides 30
The Turn Sequence 30

THE PRIORITY PHASE 31

THE MOVE PHASE 32
Who moves first? 32
Moving the Formations 32
Difficult Terrain 33
Impassable Terrain 33
Moving off the Board 33
The Enemy are Upon Us! 33
Measurement Etiquette 34
Monsters and Movement 34
Flying Monsters and Movement 34
Moving Disordered Formations 35
Fall Back! 35

THE SHOOT PHASE 36
Choose Shooting Formation 36
Choose Target 36
Calculate Number of Dice 38
Rolling To Hit 39
To Hit Chart 39
Remove Casualties 40
Target Driven Back 41

THE CHARGE PHASE 42
Choose Charging Formation 42
Choose Spearhead 42
Choose Target 42
Roll Charge Distance 43
Move Spearhead 43
Move Remaining Companies 44
Impacting Multiple Targets 44

FIGHT PHASE 46
Choose Which Fight to Resolve 46
Determine Striking Order 46
Calculate Number of Dice 46
Roll To Hit 48
To Hit Chart 48
Removing Casualties 49
Determine Victor 50
Loser Tests for Panic 50
Earth-shaking Charge 50
Multiple Fights 51

DEFENSIBLE TERRAIN 52
Capacity 52
Occupying a Terrain Feature 52
Exiting a Terrain Feature 53
Shooting at a Defensible Terrain Feature 54
Shooting from a Defensible Terrain Feature 54
Charging a Defensible Terrain Feature 55
Our Numbers Are Too Great! 55

ARMS AND ARMOUR 56
Representing Wargear 56
Hand Weapons 56
Special Close Combat Weapons 56
Shooting Weapons 58
Armour 59

COMMAND COMPANIES 60
Models in a Command Company 60

SPECIAL RULES 61

HEROES 64
At the Double! 64
Heroic Profiles 64
A Heroic Death 65
Heroic Actions 66
Epic Heroes 68
Epic Actions 69
Epic Hero Special Rules 69

MAGIC 70
Using Magical Powers 70
Magical Mastery 70
Focus 70
Counterspells 71
Spell Disciplines 71
Spells of Dismay 71
Spells of Command 72
Spells of the Wilderness 73
Spells of Ruin 74
Spells of Darkness 75

TO BATTLE! 76
Choose Forces 76
Prepare the Battlefield 76
Determine Objectives 76
Deployment 79
Reinforcements 81
Play the Game! 81
Winning the Game 81

ARMIES OF MIDDLE-EARTH 82
Explaining how to forge your Citadel Miniatures into an army. This section also details powerful fates and fortunes that can aid your forces.

FORGING YOUR ARMY 84
Choose a Faction 85
Choose a Leader 85
The First Formation 86
The Rest of the Army 86

FORTUNES AND FATES 87
Choose Your Fortune 87
Using Fortunes and Fates 87
Fortunes 88
Fates 90

GONDOR AND ARNOR 92

THE KINGDOM OF ROHAN 108

THE ELVEN KINGDOMS 118

THE DWARF HOLDS 130

THE FORGOTTEN KINGDOMS 140

MORDOR 152

THE FORTRESS OF ISENGARD 168

THE MISTY MOUNTAINS 180

THE FALLEN REALMS 190

ANGMAR 206

COLLECTING, PAINTING & PLAYING BATTLES 212
Tips on collecting and painting an army, plus pages recreating the battles of the War of The Ring.

WHAT ITS ALL ABOUT 214

COLLECTING AN ARMY 216
Assembling Miniatures 224
Painting 226
Painting an Army 228
Marching to War 230
Assembling Multi-part Miniatures 232
Banners of Middle-earth 234
Modelling Tips 236
Battlefields of Middle-earth 240
Terrain 242

GREAT BATTLES FROM THE WAR OF THE RING 244
The Fords of Isen 248
Altering Scenarios 252
Uglúk's Last Stand 254
The Relief of Helm's Deep 256
Multi-player Games 260
Fall of Isengard 262
Battle for Osgiliath 266
The Hammerstroke Falls 268
The Battle for Pelargir 276
Battle of the Pelennor Fields 280
Cair Andros 286
Siege of Lothlórien 288
Dáin's Last Stand 290
The Black Gate 292

SCENARIOS BEYOND THE WAR OF THE RING 296
The Last Alliance 298
Disaster at Gladden Fields 300
The Doom of Fornost 302
The Battle of Khazad-dûm 304

LINKING YOUR GAMES 308

EXPANDING YOUR GAMES 312

THE LORD OF THE RINGS STRATEGY BATTLE GAME 314

GETTING INVOLVED 316

FINDING OUT MORE 318

REFERENCE 320
Quick Reference Sheet 322
Rules Index 326
Index of Warriors 327
Sequence of Play 328

Now is a time of war and strife throughout Middle-earth. From out of the black lands of Mordor Sauron's power has grown, his iron rule has been too long unchallenged. His confidence fed by the unbridled and ever-growing might that is his to command. A storm is rising that will cover the lands in darkness...

The War of The Ring has begun

The Black Gates of the Land of Shadow have opened, issuing forth Orcs, Trolls, Southrons, and Easterlings, the hosts of Mordor all bound under the banner of the Lidless Eye. From Lindon to Erebor the ground shakes beneath the marching feet of this endless swell of troops, the soldiery of darkness. Inexorably, as deliberate as it is destructive, the bastions of the Free Peoples are besieged.

Gondor has long been assailed, but the force that now presses upon its outer boundaries is far greater than any seen in this Age of Middle-earth. Valour is now the only defence for the soldiers of Osgiliath and Cair Andros, Ithilien and Minas Tirith – valour, high walls, and the hope of aid from the Rohirrim.

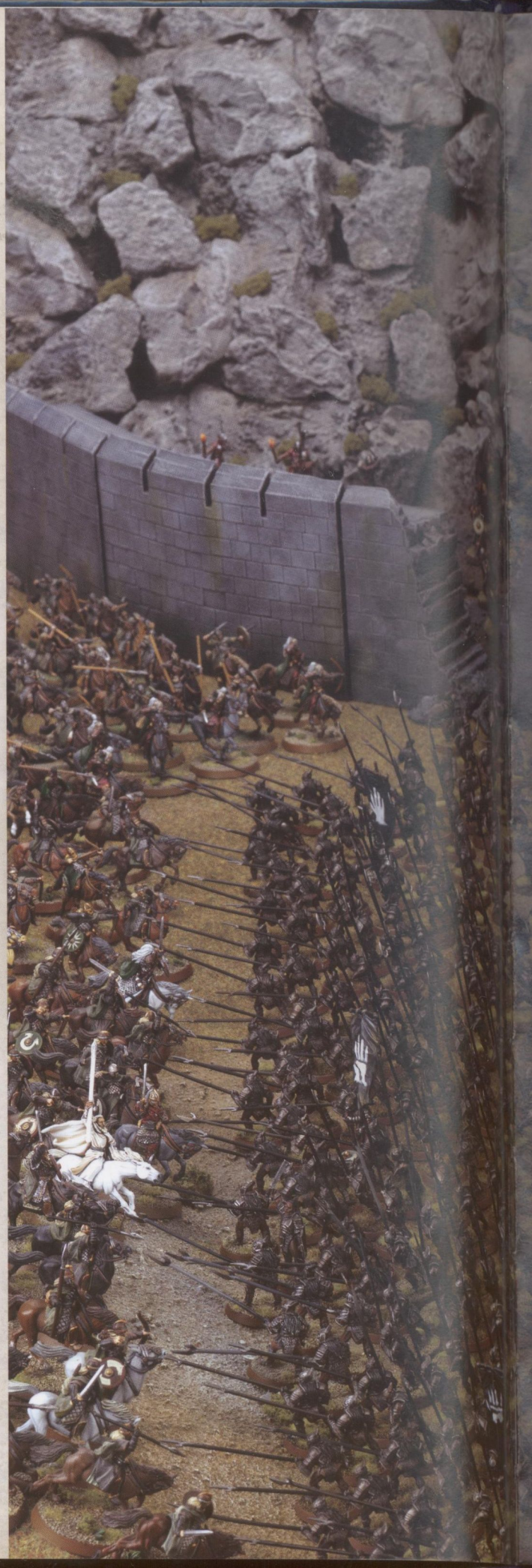
Yet the kingdom of Rohan must look to its own borders, for a new power is rising. At long last Saruman has revealed his true intentions – he strives to claim The One Ring as his own. The vale of Isengard is wreathed in smoke as forges toil endlessly, girding a new army for war. And so it falls to the horse-lords of Rohan who must blunt the growing might of Saruman, or perish, trapped between the two towers of Orthanc and Barad-dûr.

Far to the north, in Erebor and in Dale, it is only through the combined strength of Men and Dwarves fighting as one that Sauron's hand is denied. The Dark Lord is doubtless enraged by the continued resistance yet still they stand firm, a defiance that causes the forces of the Eye to break upon the Lonely Mountain like a dark forbidding sea.

In Mirkwood, Thranduil finds his borders embroiled in war once more, and his people hard-pressed against the foul creatures that seek to lay low the sylvan realm. Further south and west, Goblins and Orcs prowl the edges of Lórien and Fangorn, seeking to humble the two woodland realms of old, for Sauron hates and fears the power concealed by the trees. Even now his own might is not yet sufficient. Once more the Dark Lord is halted by those that oppose him, as the Elves have stood against him through all his long years of power.

Each of these battles, and more besides, have a part to play in these, the closing days of the Third Age. To preserve anything that is wholesome in Middle-earth, the forces of Good must withstand the storm of battle that now rises out from Mordor.

"Sauron's wrath will be terrible, his retribution swift... The Battle for Middle-earth is about to begin."
– Gandalf, The Two Towers





Introduction

Welcome to War of The Ring. The book that you now hold in your hands is a gateway to tabletop battle gaming in Middle-earth.

War of The Ring puts you in charge of the army of your choice – the bold and noble men of Gondor, the dwindling but powerful forces of the Elves, the evil might of Mordor, or the armoured Uruk-hai of Isengard. At the head of each of these armies you'll find all The Lord of The Rings characters ready to join your battles, from the likes of Aragorn, Gandalf, and King Théoden of Rohan, to Saruman, the dreaded Ringwraiths, and even the Dark Lord of Mordor, Sauron himself.

During a game it will be up to you to command your army of Citadel miniatures – manoeuvring your formations across a tabletop battlefield and positioning your heroes where they are most needed. You can choose to refight the great battles of the War of The Ring – such as the Relief of Helm's Deep, the desperate fight amidst the ruins of Osgiliath, or the swirling maelstrom of the Battle of Pelennor Fields. Or, if you decide, you can try your hand at inventing your own legendary battles – sending the glittering Elven hosts of Lothlórien against the Orc hordes, or pitting the sturdy Dwarves of the Lonely Mountain versus all comers. Regardless of the theme of the battle, it will take deft moves and bold tactics to defeat your foe.



But War of The Ring is more than just a game – it is an entire hobby with a host of different activities. There are miniatures to collect and paint, battlegrounds of great renown to model, and a whole community of players across the entire world to engage and challenge. Each new step spurs on the next. You'll find yourself planning which models to collect next, thinking of tactics for an upcoming battle, trying a new painting technique, or discussing the minutiae of The Lord of The Rings and how it applies to a certain scenario.

Getting Started

If you have never played a tabletop battle game before, there is no need to be overwhelmed by the amount of rules or the level of modelling needed. The basics of the game are relatively easy to learn and the more detailed special rules can be added once you're comfortable with the core mechanics of moving, shooting, charging and fighting. Similarly, don't be daunted by having to paint all your models straight away; our first games were played with unpainted miniatures. Likewise, acquiring or making a gaming board is not a prerequisite – playing across a kitchen table with piled books representing hills will still allow for exciting battles and is how most of us started.

Before you go further, we want to offer fair warning – creating the spectacle of a fully painted army, or recreating one of the iconic battles from The Lord of The Rings is a stunning accomplishment. The game and the collecting and painting of models can become consuming, we find ourselves talking or thinking about War of The Ring even when we are away from paintbrushes and modelled battlefields. It takes time and a labour of love to achieve the level of detail in the painted models, armies, and terrain you'll see throughout this book. The best way to get started is to jump in and give it a try. The fate of Middle-earth is yours to decide…



What You Need to Play

In order to play a game of War of The Ring you will need the items shown here.

The Rules Manual – When first learning the game, a player may often find himself flipping through the rules during a battle. After a few games the core mechanics (moving, shooting, and so on) become second nature and the rules manual will only be checked occasionally for reference, or in case of an unusual game situation.

An Opponent – It goes without saying (although that won't stop us from writing it) that you will need a foe worthy of fighting. It is worth noting that War of The Ring is a game fought between two *sides* – it is quite possible for each side to be represented by a team of players.

Tape Measure – A tape measure or some similar measuring device marked in inches is required. The movement of miniatures, as well as the ranges for shooting attacks and other distances, are measured in inches.



A Battlefield – Your battlefield can be any flat surface – the kitchen table is a good start and the floor will do at a pinch (though mind you don't step on any models and beware of pets!). The table shown here is the premade Realm of Battle Gameboard, which is made up of 2' by 2' sections that can be rearranged to give players a variety of set-up options.

Terrain – The term terrain covers any features placed on the battlefield, such as hills, forests, ancient ruins, and so on. Terrain adds tactical challenges and can serve as areas to take cover, obstacles around which to manoeuvre, or even objectives to be captured. Terrain really helps to set the scene for the battle, be it the rolling hills of Rohan or the eaves of Fangorn Forest.

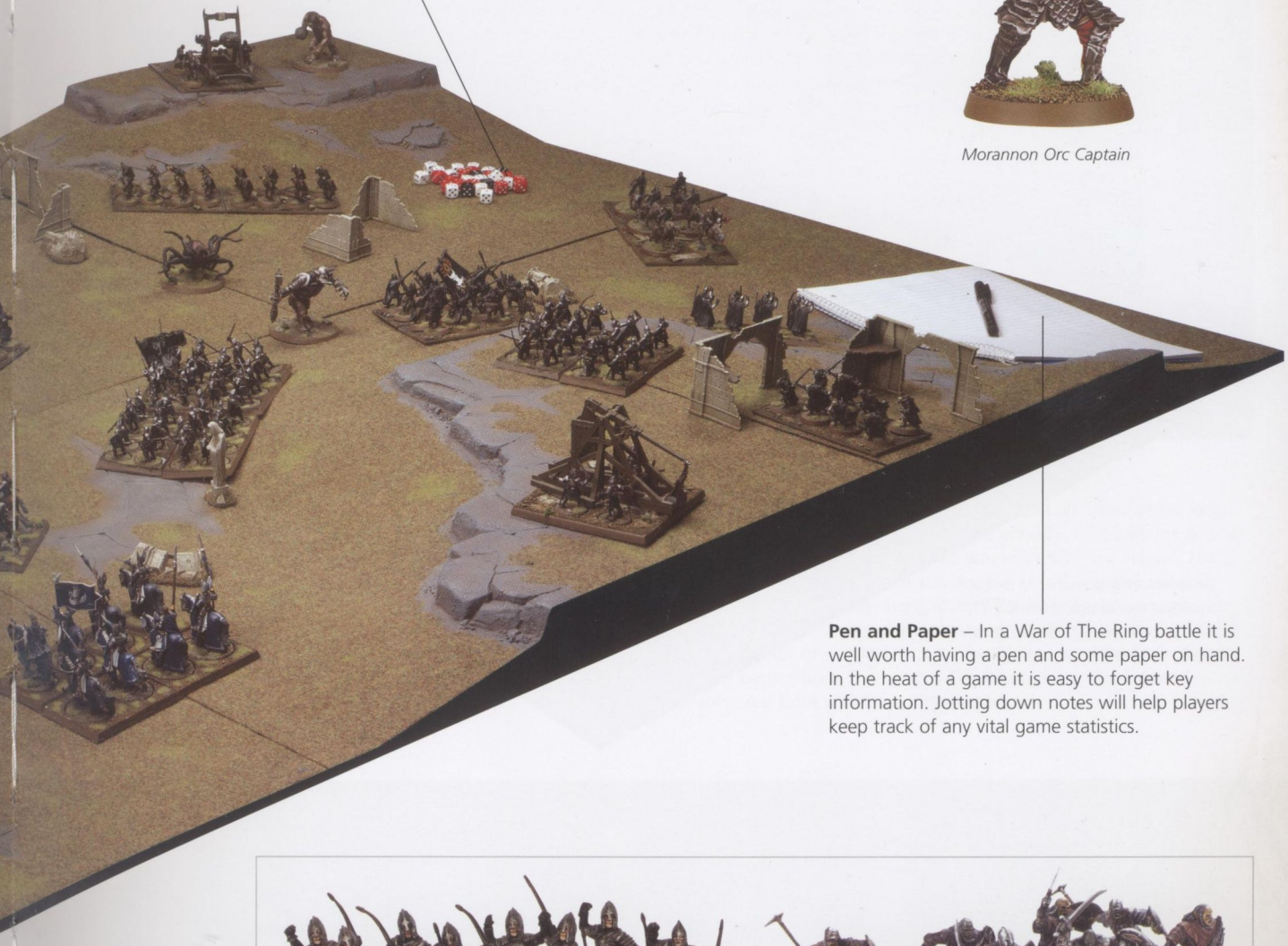
Armies of Citadel Miniatures – Both you and your opponent will need an army to battle with. When you first start playing it is a good idea to aim for roughly even numbers of models on both sides. After a few games, however, you will want to use the points system found in this book to organise your forces. This points system both ensures fair battles and still allows for purposefully lopsided games.

Dice – The game uses ordinary six-sided dice to work out shooting and combat results. It's handy to have quite a few dice on hand for the bloody close combats.

Models – It may take a while to build up a good-sized collection of painted figures, but a finished army arrayed for battle on the tabletop is an impressive sight.



Morannon Orc Captain



Pen and Paper – In a War of The Ring battle it is well worth having a pen and some paper on hand. In the heat of a game it is easy to forget key information. Jotting down notes will help players keep track of any vital game statistics.



A company of Warriors of Minas Tirith.



A company of Mordor Orcs.

Movement Trays – In War of The Ring, models are organised into companies – two cavalry or eight infantry per company. These companies are placed on trays or bases which can either be bought or custom made out of thin card or other durable material (see page 230 for more information about basing your models).

Collecting an Army

In order to play a War of The Ring battle you will need an army. It is possible to play with a collection of whatever models you have, collating a variety of different forces, but most players choose to focus on a particular army. Choosing and collecting an army is one of the most important (and enjoyable!) aspects of tabletop battle gaming. Inside this book you will find rules, army lists and advice for building armies alongside plenty of examples for inspiration. But how large an army should you collect? Armies can be any size – from a small force of three formations led by an Epic Hero (about 50 models) to a sprawling horde that covers the battlefield and contains many Heroes, monsters and even allied formations. There is no right or wrong, but the more models you own, the larger the size of game you can play.

Points

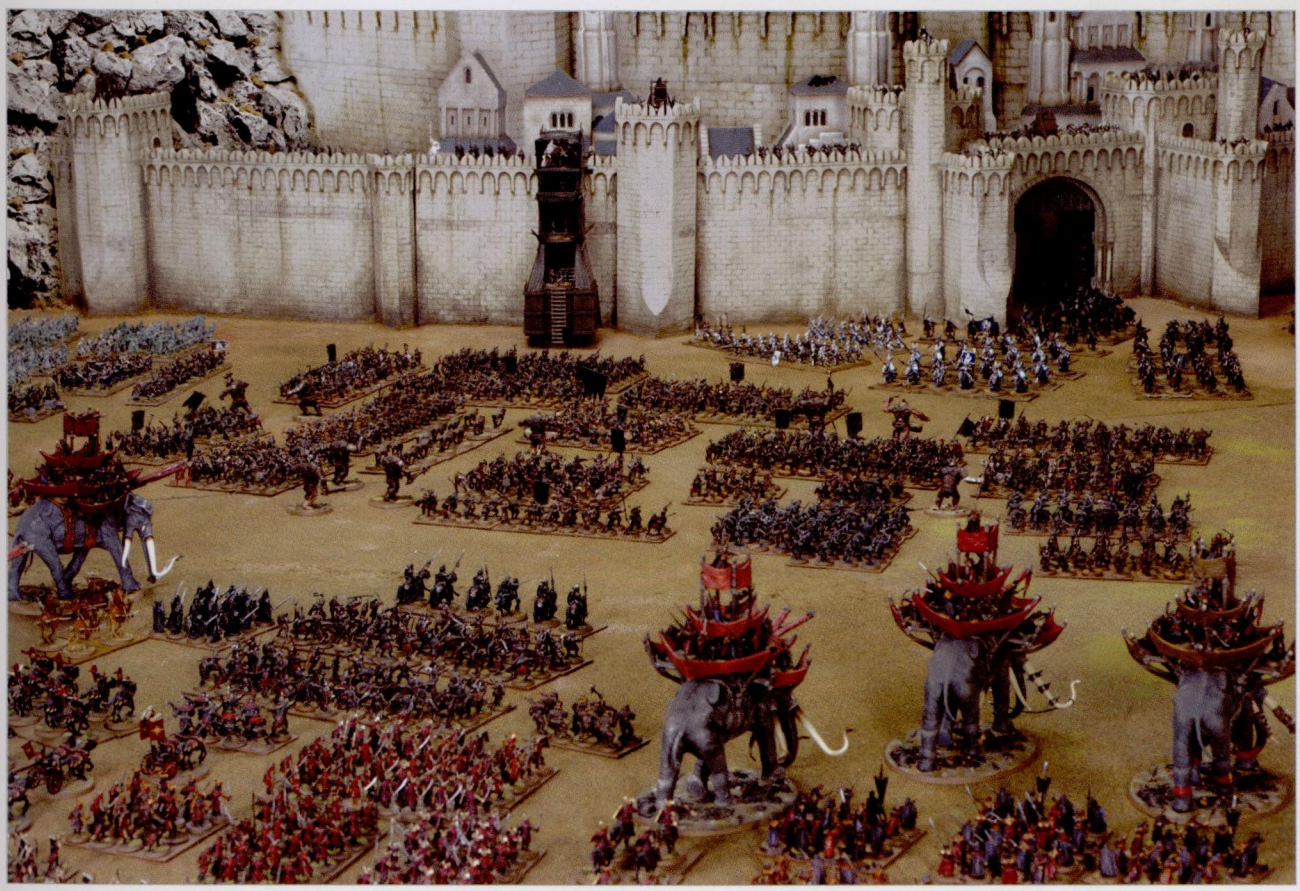
War of The Ring uses a system of points values that allow players to fight out evenly matched battles, or to purposefully 'stack the odds' and give one side an advantage. Each formation, Hero, or monster is given a cost that reflects its value in a game. For example, a formation of Warriors of Minas Tirith (made up of one company of eight models) is worth 25 points, while Aragorn, Isildur's Heir is worth 200 points by himself. In game terms the Warriors of Minas Tirith are a sturdy lot, able to hold their own against like-pointed formations, while Aragorn is an Epic Hero, capable of single-handedly changing the course of an entire battle with his special abilities, which can greatly increase both the fighting prowess and the manoeuvrability of friendly formations.



An Elven army attempts to defeat an Uruk-hai attack. Each force is made up of 750 points of formations and Heroes.

When starting off it is best to keep things manageable – a small army with only a few Heroes per side will allow players to concentrate on the basics.





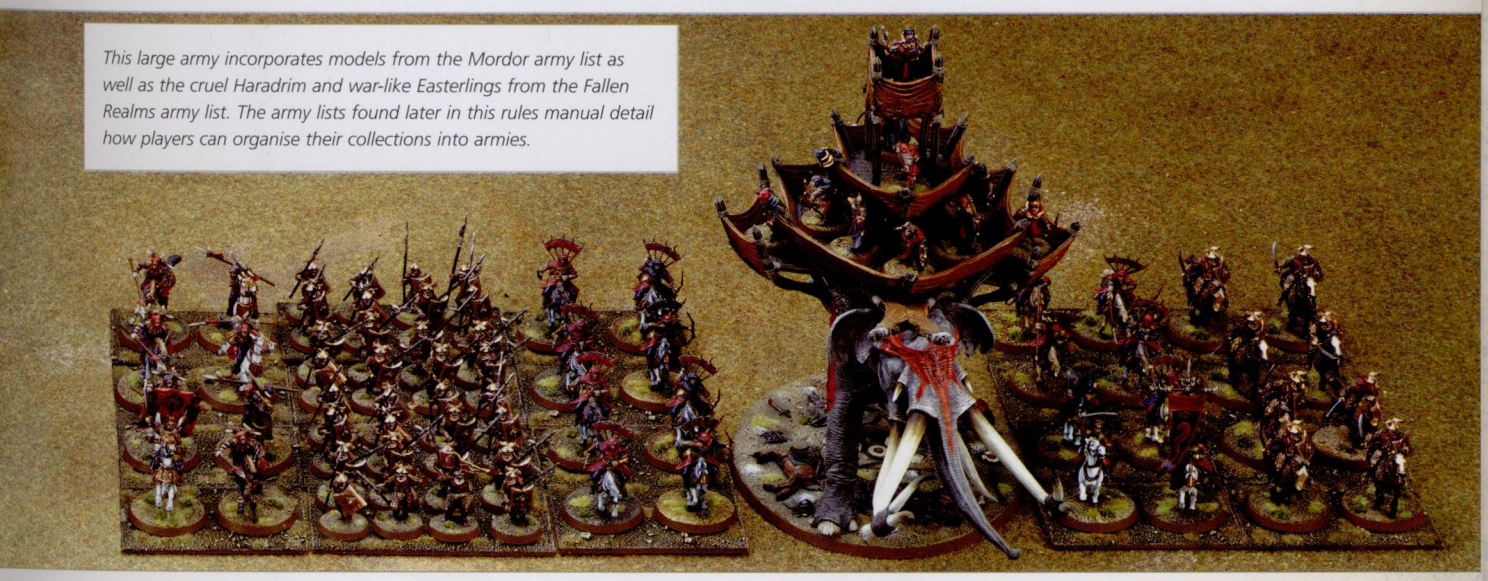
The Size of a Game

The size of a War of The Ring battle is based on how many models you have, how much time you dedicate to the battle, and what type of game or scenario you will be playing. A battle between armies of 500 to 1,000 points should last an hour or two, whereas a game pitting 2,000+ point armies per side could take all day, or even a weekend to reach a satisfying conclusion, be it glorious victory or bitter defeat.

Whether you play all day or start and finish a battle in an evening, the choice is yours. War of The Ring is equally flexible when it comes to the kind of battle you wish to play as there are an endless variety of scenarios – prearranged guidelines for deployment, victory conditions, and the like. Some scenarios are straightforward, whilst others add special rules or conditions. It is possible to recreate famous battles from The Lord of The Rings or you can invent some from your own imagination.

War of The Ring battles can be small or massive. The game pictured above would take all day (including breaks for snacks and drinks!).

This large army incorporates models from the Mordor army list as well as the cruel Haradrim and war-like Easterlings from the Fallen Realms army list. The army lists found later in this rules manual detail how players can organise their collections into armies.



Overview of Game Play

Profiles

To represent the various abilities and skill levels of the different types of Warriors found in War of The Ring each company of models has a profile listing the characteristics that make up their physical and mental demeanour. Each company has the following characteristics, which are explained briefly on these pages and more thoroughly on page 28.

Race What kind of creature the model is.

Type Classification of either infantry, cavalry, monster, flying monster, or Hero.

Move (M) How far the models can move (measured in inches).

Fight (F) This number represents martial skill. The second number (if any) shows the company's shooting skill, or Shoot value.

Strength (S) This characteristic represents the force of the company's attacks.

Defence (D) How tough or well-armoured the company is. The second number in brackets (if any) accounts for shields.

Attacks (A) The number of dice a company rolls when attacking.

Resilience (R) This represents how many hits the company can sustain before removing a model as a casualty.

Courage (C) The bravery and determination of the company.

Might (Mt) Allows Heroes to perform special actions or modify dice rolls.

RACE	TYPE	M	F	S	D	A	R	C	Mt
Man	Infantry	6	3/4+	3	5(7)	8	1	3	-

The Turn System & Priority

Each game of War of The Ring is played over a series of turns. During each turn both sides can move, shoot, charge and fight with all of their formations. One side will go first during all the phases of a particular turn, based on priority. The first step of each turn is to roll dice to see who wins priority – with the highest roll choosing to go first or second for all the phases of that turn.

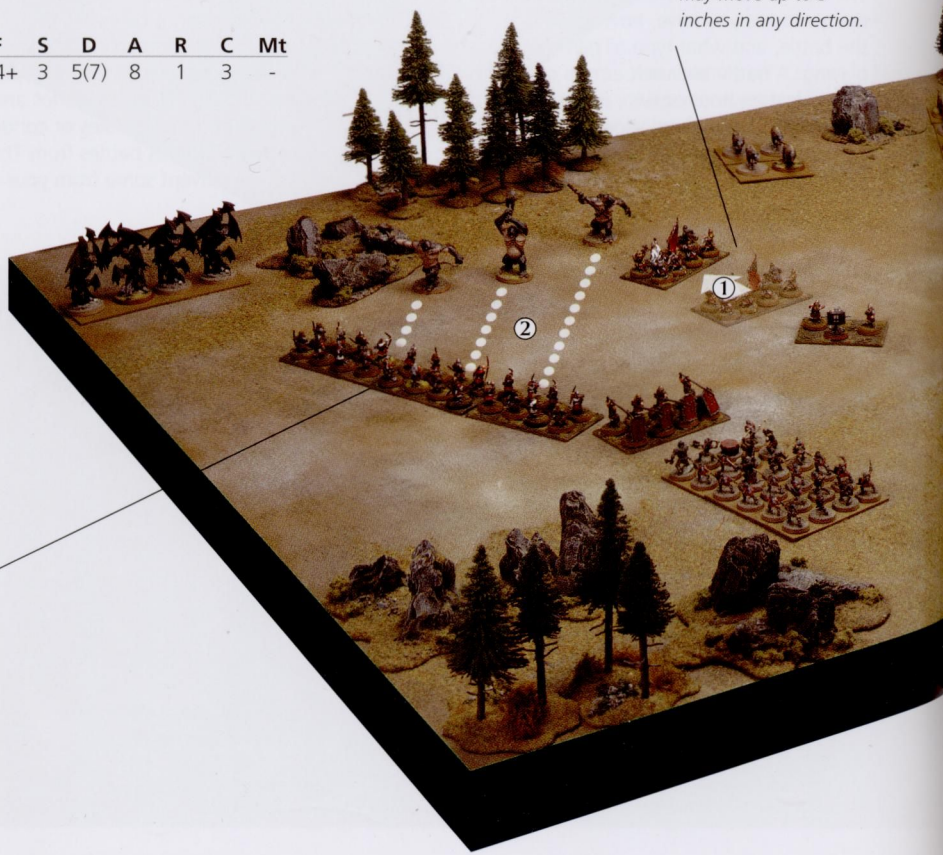
1) The Move Phase

In the Move phase a player may move any or all of his formations up to their full Move distance. After one player has moved all the formations he wishes, the opposing player moves any of his models. Cavalry and monsters are faster than infantry, and some races move more quickly than others, so be wary of faster-moving enemy formations outflanking your own troops! The Move phase is fully covered on page 32.

2) The Shoot Phase

The Shoot phase is when the skies darken with arrows. Any formation equipped with ranged weaponry, such as bows, is allowed to shoot. Using a formation's Attacks and Shoot value a player determines how many dice to roll To Hit. Page 36 has the rules for the Shoot phase.

1) Dwarf Warriors have a Move of 5, and so may move up to 5 inches in any direction.





2) The Dwarf Rangers may shoot any one of the Cave Trolls as they can all be seen clearly in the front arc of the Dwarf models. The Dwarfs cannot shoot at the Cloud of Bats as they are not in the Ranger's field of fire. See page 36 for a full explanation of the arc of sight rules.

3) The Charge Phase

In the Charge phase formations that are near enough to an enemy can attempt to move into contact with them – this is called a charge. The side with priority goes first and after he has moved any chargers the opposing player can make any charges of his own. As models typically gain an advantage for charging, it is usually better to ensure your formations charge, rather than be charged themselves. Full details on moving chargers can be found on page 42.

4) The Fight Phase

Once both sides have made all of their charges it is time for the swirling melee known as the Fight phase. The side that has priority chooses the order in which to resolve combats. In the course of these brutal clashes models are removed as casualties and the results end with opposing sides breaking off or perhaps being destroyed altogether. More can be found on the Fight phase on page 46.

Casualties

As models take hits from shooting, combat, or magic they are removed from play as casualties. Most troops have a single point of Resilience, meaning they will be slain by a single successful hit. Some models, such as monsters or Heroes, can absorb a substantial amount of damage. A Troll or Mûmak, for instance, can often take many hits before succumbing. Page 40 has more details.

Magic

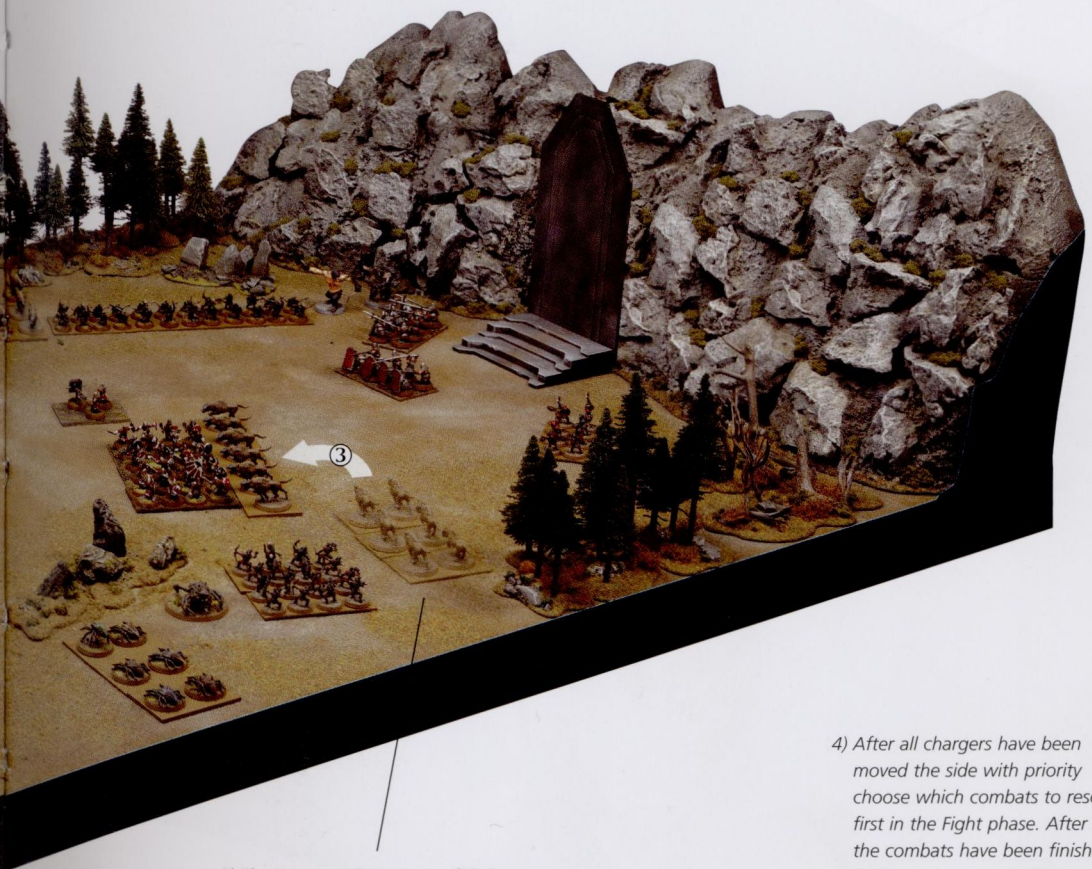
In Middle-earth, magic is a potent and powerful force that players can use to aid friendly formations, thwart or terrorise the foe, or even blast away enemy models. Magic is done as part of the Move phase. Beginners may want to play their first few matches without using any magic and only add these more advanced rules once they are comfortable with the basics – moving, shooting, charging and fighting. The rules for using magic can be found on page 70.

The Next Turn

After both sides have completed their Move, Shoot, Charge and Fight phases it is time for another turn, which starts anew by rolling for priority.

Victory

The scenario, the guidelines set out for a particular battle, dictate how one side wins the game. There are a range of victory conditions, such as wiping out the other side, slaying particularly powerful or important Heroes, capturing objectives, and so on. Some scenarios last until a victory condition is met, and some stop after a predetermined number of turns. More on scenarios can be found on page 76, and recreating the legendary battles of the War of The Ring can be found on page 244.



3) The Wargs make a successful charge move and may be moved into base contact with the Dwarf Warriors.

4) After all chargers have been moved the side with priority choose which combats to resolve first in the Fight phase. After all the combats have been finished, it is time to start a new turn, which begins with players again rolling dice to see who has priority.

Rules

War of The Ring is an involving game with a host of variables – there are endless combinations of armies, troop types, tactics, weapons, spells, and more. This is gratifying news to most experienced wargamers, however it may be off-putting if you are just getting started or want to get playing without delay. But fear not! The basics of moving, shooting, charging, and fighting in War of The Ring can be picked up and learnt quickly, and these straightforward battles are immensely satisfying. As players gain experience, the deeper levels can be more thoroughly explored – adding in defensible terrain, weapon options, special rules, and the extra rules for Heroes. As befits The Lord of The Rings, the heroes and villains from the rich tapestry of the books and films raise the game to a whole new level. The scope for manoeuvre, momentum-turning actions, and what-will-happen-next tension, or late game-saving heroics make for not just great battles, but epic ones.

Because of the vast range of possibilities and the wide variety of different gaming scenarios, it is conceivable (or even probable) to encounter a situation that lies outside of the written rules. Or perhaps the occasion *is* covered in the rules, but can be interpreted in several equally correct seeming ways. An insightful Wizard once said "even the very wise cannot see all ends" and it certainly will occasionally apply to your games. The point here is that players will need to 'work it out' themselves. Some prefer to debate rules options using logic, others prefer doing what 'feels right' for the character of the armies involved, while many simply roll a dice and let the high scorer choose. The only right answer is what best suits you and your opponent or gaming group. If you make your own interpretations or change rules altogether over the course of an exciting battle, then that's just fine. May all the late, battle-winning heroics be yours!

Companies & Formations

In a War of The Ring game your warriors are organised into groups, which we refer to as 'companies'. A company consists of a number of loose models arranged on a rectangular base or movement tray.

By placing models onto trays to make companies we can move around large armies much more quickly and easily than if we were moving one model at a time. Note that we do not glue the models onto the trays at all – the trays and models are quite separate from one another.

A tray, and all models upon it, are treated as a single entity for the purposes of the rules. They move together, shoot together and fight together. The actions of the whole tray are worked out rather than that of each individual model. Casualties suffered by the company are represented by removing models from the trays. In this way, the number of models in the company directly correlates to their combat effectiveness.

Arranging models into companies in this fashion enables us to swiftly resolve movement, shooting and combat for hundreds (or even thousands) of warriors. We can therefore fight battles of any size, from relatively small encounters between warbands and garrisons to epoch-ending confrontations fought by mighty armies.



Infantry are usually arranged eight models to a tray like this.



Cavalry are usually arranged two models side-by-side on a tray like this.

Movement Trays

Of course, this means that you'll need a number of trays to play a War of The Ring game – one for each company in your army. Trays can easily be made from card, or sheet plastic (in fact, any kind of thin board) cut to the minimum dimensions shown below.

	Tray Width	Tray Depth
Infantry company	110mm	60mm
Cavalry company	90mm	50mm

Alternatively – you might wish to invest in some of the moulded plastic trays that have been produced to accompany the game. Whichever method you choose, be careful that your models are secure to prevent accidents while gaming. Our trays are designed to hold either eight infantry or two cavalry models in a convenient fashion. You can find more information on making your own movement trays on page 228.

Whilst there is a minimum size for movement trays, there is no maximum. They can be slightly larger if you wish – it makes no difference in the game. Some dynamic models, such as mighty Heroes, Banner Bearers and so on, look even more impressive if given more space. Provided the number of models on each tray is correct, we don't need to worry about the exact position of those models, so feel free to experiment with different configurations to customise your army's appearance.

Monsters

Some individual monsters are so large that a single monster is considered to be a company unto itself. Even so it is not necessary for a monster to have a movement tray – its own enormous base is quite sufficient. We will be discussing the role of monsters later – for now all we need to know is that no trays are required for them.



Our plastic trays are designed to hold eight or two models as securely as possible during play.



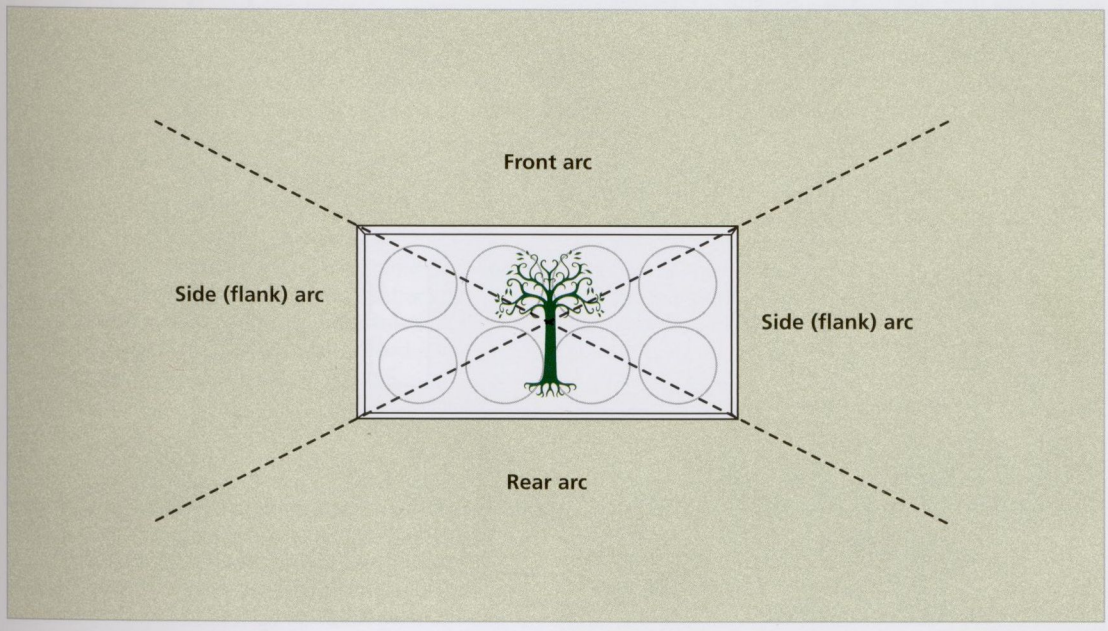
This movement tray has been made out of plasticard, before being painted and textured.

Companies

Before we describe how to arrange companies into larger formations, it is important to recognise some basic terms about companies and movement trays. This is all fairly obvious, but worth getting straight from the start to prevent potential confusion later on.

All models in a company are arranged facing one of the long edges, thusly defining the front of the company. Models in a company must continue to face this direction during the game – they cannot turn to face their sides or rear. Each company therefore has a defined front, rear and two sides (or flanks).

In addition, the area around each company is divided into front, rear and side arcs as shown on the diagram below. This concept is important because troops are only able to see, and therefore shoot or charge, enemies to their front, as explained later.

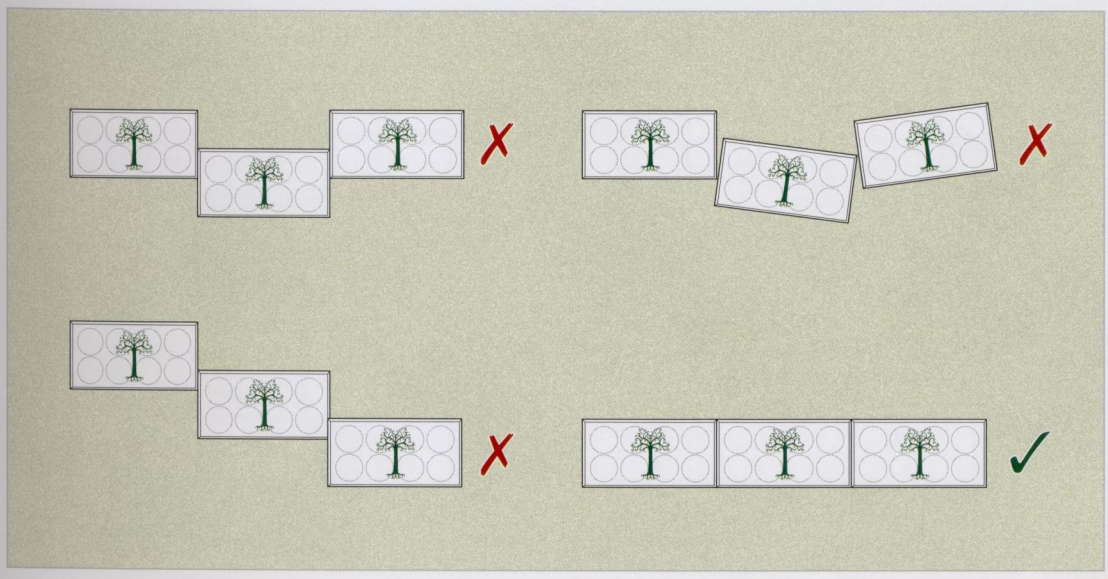


A company's front, side and rear arcs – the division between each arc is established by drawing imaginary lines through opposite corners.

Formations

A number of companies of the same type of warriors are arranged into whole regiments of infantry or squadrons of cavalry. These groupings of companies are called 'formations'. A formation can consist of any number of companies.

Companies in the same formation move and fight together for the entire game. Formations must always be arranged to make a straight line as shown in the diagram below. Each company is placed corner-to-corner beside the next company to make a legal formation.



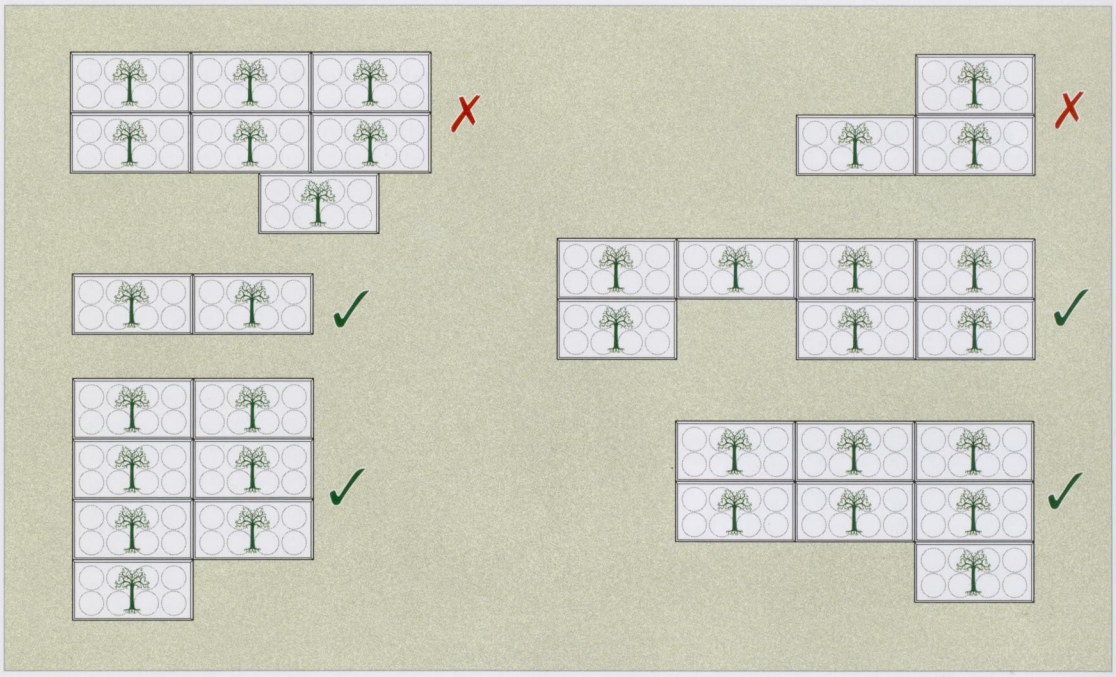
Companies must be arranged corner-to-corner to make a straight line.

Ranked Formations

Formations can be made deeper by arranging some companies behind those in front – which is to say by ranking some companies behind others. Companies can be arranged into a third, fourth or as many ranks as you wish, but each rank in the formation must be filled out before another can be started. Companies positioned in a rearward rank must always be placed directly behind a company to their front, corner-to-corner as shown in the examples below.

A company ranked behind another must be positioned corner-to-corner.

Remember that companies placed in rear ranks must be place directly behind another. Each rank must be filled out before starting another.

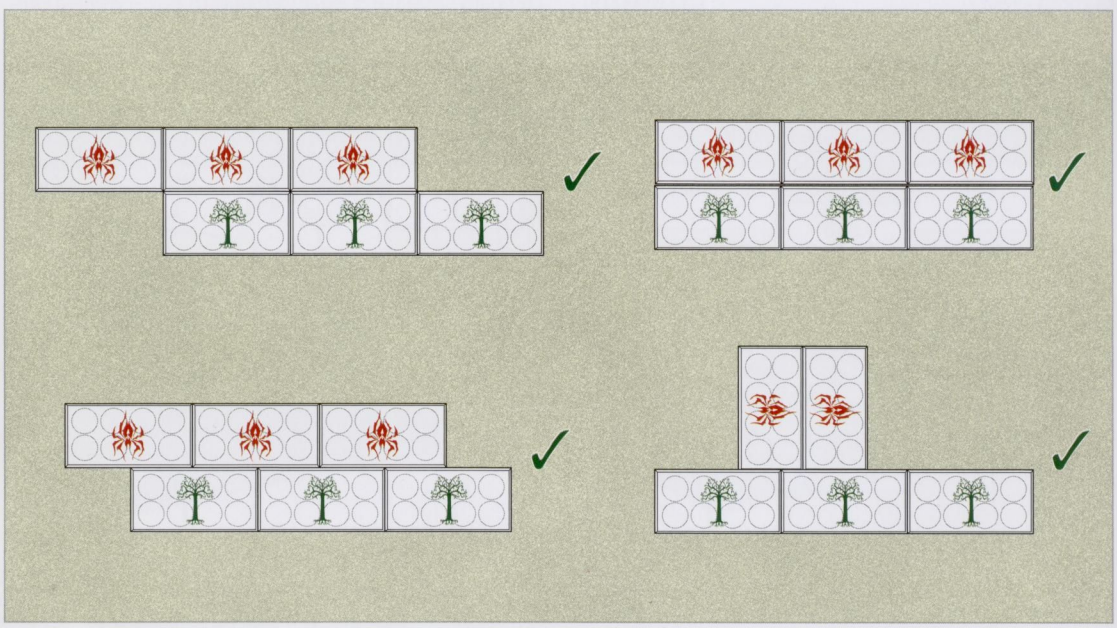


Formations in Contact

Different formations are not allowed to touch unless they are engaged in a fight (which we'll cover later on in the rules). Therefore, if two formations should happen to move into contact accidentally they must be separated by at least an inch. This makes it clear that they are separate formations.

In close combat things are a bit different. When opposing formations clash they are arranged so that they align into what we call base contact. Base contact means that the edges of their movement trays (or bases, if they have no tray) touch, but not necessarily exactly corner-to-corner as we have described for companies in the same formation. As this only happens during a fight, we will deal with this properly later on.

When opposing formations clash in close combat they are arranged in base contact along the lines shown here. Remember that because the formations are enemies, their companies do not need to align corner -to-corner.



Dice and Measuring

Dice (D6)

In a War of The Ring battle you often need to roll dice to see how the actions of your models turn out – how effective their shooting is, what damage they've done in combat, how far they fall back from enemy fire, and so on. Almost all of the dice rolls in War of The Ring use standard six-sided dice (usually referred to as 'D6').

Rolling a D3

In rare circumstances you may be told to roll a D3. As there's no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

Modifying dice rolls

Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number to or from the score to get the final result. For example, D6+2 means roll a dice and add 2 to the score, giving a total of between 3 and 8.

You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6, and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of between 2-12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 for a total between 5 and 30. Finally, a combination of methods may be used, such as 3D6-3 giving a total of 0-15.

Measuring

In the War of The Ring, players can measure any distance at any time, in order to decide on the best tactics and manoeuvres.

When measuring distances between two companies, use the closest point of their movement trays as your reference points (or the model's base if it does not have a movement tray). Some large war machines models are supplied without a base. It is handy to mount these on a custom-built base (see page 228), but if this is not possible, measure to the model's body instead.

When measuring distances between two formations, use the closest points of the closest companies as your reference points, as shown in the diagram opposite.

So, for example, if any part of a company is within 6" of any part of an enemy company, the two companies are said to be within 6" of each other. Equally, if these companies are each part of a formation, then those formations are likewise said to be within 6" of each other.



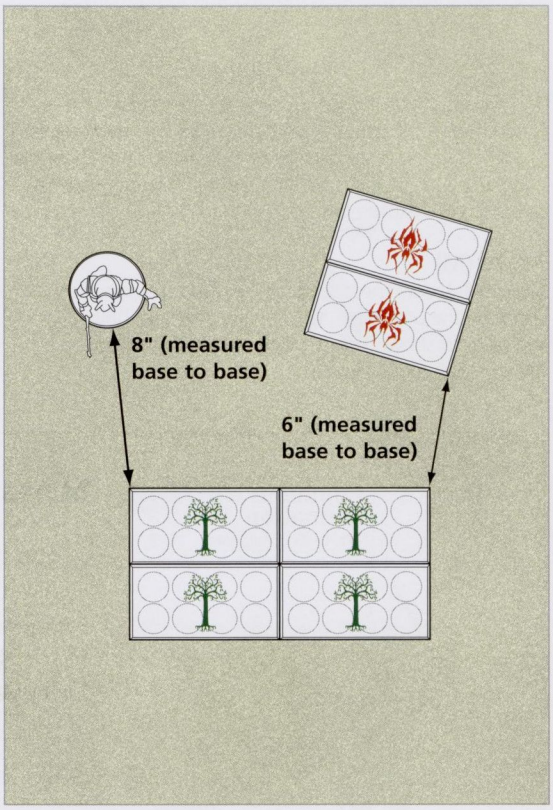
Re-rolls & Roll-offs

Re-rolls

In some situations the rules allow you a 're-roll' of the dice. This is exactly as it sounds – pick up the dice you wish to re-roll and roll them again. The second score counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once regardless of the source of the re-roll. If you re-roll a 2D6 or 3D6 roll, you must re-roll all of the dice and not just some of them, unless the rule granting you the re-roll explicitly specifies otherwise.

Roll-offs

If the rules require players to roll-off, this simply means that each player rolls a dice and the player that scores the highest result wins the roll-off. If the players roll the same result, both dice must be rolled again until one player is the winner.



The distance between the Minas Tirith Warriors and the Troll is 8 inches. We normally say that the Troll is within 8" of the Warriors' formation.

The distance between the Minas Tirith Warriors and the Mordor Orc formation (i.e. between the two closest parts of the closest movement trays) is 6 inches. The two formations are within 6" of each other.

Characteristics

Middle-earth is home to many kinds of warriors and all manner of Heroes, all of which have different strengths and weaknesses. In War of The Ring, fighting capabilities are expressed through characteristics.

There are ten different attributes that define a troop type's battle prowess: Race, Type, Move (M), Fight (F), Strength (S), Defence (D), Attacks (A), Resilience (R), Courage (C) and Might (Mt). Each of these attributes is written in the form of a characteristic profile.

Race

There are many races in Middle-earth, from graceful Elves and doughty Dwarves to verminous Goblins and brutal Trolls. Certain special abilities or magical powers only work on a particular race. For example, the *Light of the Valar* magical power reduces the Courage of all enemies in the game, but also inflicts hits on creatures designated as Spirits. Certain Races also have other special abilities, but these are denoted by the company's special rules.

Type

There are four broad categories for troop types in War of The Ring: infantry, cavalry, monster and flying monster. As we saw earlier, troop type informs the number of models in the company.

A company's Type is used for several other things. It determines the stage at which it strikes in close combat, as well as the bonuses it receives. It can also affect how the company interacts with terrain, magical powers or special rules, as we'll explain later on.

Move (M)

Move (M) shows the number of inches a company can move on the battlefield. A company of Minas Tirith Warriors, as shown below, could move 6" whilst a Mordor Troll could move 8".

Fight (F)

A company's Fight value (F) consists of two numbers divided by a slash. The first represents skill in hand-to-hand fighting – the higher this number, the better!

The second number is the Shoot value. This is used to work out the number of bonus dice the company will get when it shoots. If a company does not have ranged weapons it is convenient to miss out the Shoot value and replace it with a dash (-). Unlike other characteristics, the lower the Shoot value, the better! A Fight value of 3 is about average for hand-to-hand fighting, and 4 is average for shooting.

Strength (S)

The Strength value (S) represents the physical might of a company, and how powerfully it can strike its enemies. Minas Tirith Warriors have Strength 3, whilst the slavering mount of the Warg Riders gives them a Strength of 4. A mighty Mordor Troll Chieftain has a Strength of 8 – just the thing for crushing shieldwalls!



Defence (D)

A company's Defence value (D) indicates how tough or hardy it is. Many monsters are incredibly hardy, whilst armour and shields all increase a warrior's resistance to a blow. A Defence value of 3 is about average for a company of unarmoured Men. Defence 5 would be about average for the same warriors fully armoured for battle. A company equipped with shields will normally have a split Defence characteristic, i.e. 5(7), with the first number representing the base Defence and the number in brackets representing the increased Defence offered by the shield to the company's front.

Common Formation
One to six companies.



Minas Tirith Warriors — 25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of Minas Tirith	Man	Infantry	6	3/4+	3	5(7)	8	1	3	-
Captain of Minas Tirith	Man	Infantry	-	4/-	-	-	-	2	4	2

Wargear
Each company has hand weapons, heavy armour and shields.

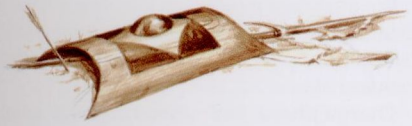
Command
The first company purchased is automatically the command company. The command company may have the following options:

Captain of Minas Tirith	50 points
Banner Bearer	35 points
Hornblower	15 points

This is the characteristic profile for a company of Minas Tirith Warriors. Most ordinary Men will have similar characteristic values, but elite warriors and mighty Heroes will have greater values to represent their superior abilities.

Attacks (A)
The Attacks value (A) indicates how many blows a company can strike in close combat, and how many shots it can fire. Infantry companies have 8 Attacks. Cavalry companies have 2 Attacks. As a company suffers casualties, its Attacks value drops. For each casualty a company has taken, its Attacks value is reduced by 1. For example, a company of Minas Tirith Warriors that has taken two casualties will have an Attacks value of 6 (8 Attacks on the profile, less 2 casualties).

Finally, monsters have 3 or more Attacks each. Monsters do not suffer casualties in the same way as other companies, so their Attacks value will not be reduced until they are slain.



Resilience (R)
The Resilience value (R) indicates how many hits a company can suffer before a model is removed as a casualty. In the case of most infantry companies this value is 1; a single hit is sufficient to kill. Cavalry are more durable and can suffer 2 hits before a casualty is taken, whilst a monster can suffer 2, 3 or even more hits. We'll discuss casualty removal in more detail later in the rules.

Courage (C)
The Courage value (C) shows the bravery and determination of the company. The Minas Tirith Warriors' Courage of 3 is about average, whilst at Courage 2, Warg Riders are a little more craven. By contrast, Elves are stalwart indeed with their Courage of 5, or even higher. Sometimes, a formation is called upon to take a Courage test. Here, two dice are rolled and added together, and the formation's Courage value is added to the total. If the total is 10 or more, the test is passed – the formation's leaders manage to hold their troops together. If there is more than one Courage value in the formation, always use the highest.

Might (Mt)
Might allows Heroes to perform incredible feats of leadership and combat. It can be used to modify dice rolls and call Heroic actions that can drastically change the shape of a battle.

Wargear
In addition to its characteristics, a company will also have wargear. This catch-all title covers any weapons, armour or special equipment it might have. Rules for wargear can be found on page 56.

Absolute Zero
Some magical powers or special abilities can alter characteristics. It should be noted, however, that a characteristic cannot be reduced below 0, and can never be raised above 10.

Special Rules
Some companies also have special rules. These cover any unusual abilities that a company has that are not covered by the main rules. Details of the most common special rules can be found on page 61.





Mordor Troll Chieftain — 200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Mordor Troll Chieftain	Troll	Monster	8	8/4+	8	8	3	2	5	2

Wargear
Heavy armour, thrown weapons and massive sword or spear (hand weapon).

Special Rules
Inspiring Leader (Trolls), Terror, Very Hard to Kill!

Troll Charge. During a turn in which a Troll Chieftain calls a Heroic Charge, all friendly Trolls within 6" (whether they are Heroes or not) must declare a Heroic Charge. These extra Heroic Charges do not cost any Might.

Rare Formation
Single model.

Fearsome monsters, such as Trolls, have high Fight, Strength and Defence values. They also take more hits to slay than infantry or cavalry.



The Game Turn

The game is divided into turns. During each turn, formations can move, shoot, charge and fight in close combat.

Taking Sides

There are always two sides in a War of The Ring battle. Normally one side commands the forces of Good and the other the forces of Evil. Of course, players may find themselves in a situation where two similarly aligned armies must clash. This is nothing to worry about. Good realms have come to blows many times in Middle-earth, for fair reasons and foul, whilst the minions of Sauron will squabble amongst themselves with little or no provocation, so you've a fine tradition to uphold!

Each side is represented by a number of formations controlled by one or more players. Refer to the Scenarios section for rules about choosing models.

There must be at least one player on each side. If there are more players taking part, each controls a portion of the models. The bigger the game, the more useful it is to have extra players to help with such things as movement and rolling dice.

The Turn Sequence

During each turn both, sides move, shoot, charge and fight with each of their formations in the order given below. This is called the 'turn sequence'. Each part of the sequence is called a 'phase'.

1. **Priority phase.** Both sides roll a dice to determine which side has priority that turn.
2. **Move phase.** Both sides move their formations. Once the side with priority has moved, the other side moves.
3. **Shoot phase.** Both sides shoot. Once the side with priority has finished shooting, the other side shoots.
4. **Charge phase.** Both sides charge into combat. Once the side with priority has charged, the other side charges.
5. **Fight phase.** Both sides fight in hand-to-hand combat. The side with priority decides the order in which combats are fought.
6. **End.** The turn is over. Begin another turn starting with Phase 1: Priority.



The Priority Phase



Wars are won and lost for many reasons. The relative strengths of the opposing sides, the lay of the battlefield, the determination of individual warriors – all these things are important, but gaining the initiative is all-important. A general who acts boldly will command the flow of the battle, often dictating when and where the armies will clash. In War of The Ring, the relative initiatives of the two sides are determined by priority.

In War of The Ring, priority can be your closest ally or your deadliest enemy. You'll often want your opponent to seize priority and act first, leaving you free to capitalise on his mistakes. However, as the game progresses you'll encounter situations where acting first is crucial to your plans, only to discover fickle fate has abandoned you and now favours your opponent.

The scenario you are playing will normally tell you which side starts the game with priority. If it does not, the players roll-off to determine who has priority.

In the second and subsequent phases, both players roll a D6 at the start of the Priority phase. Whoever scores the highest chooses which side has priority for that turn.

If the dice rolls are equal, the players roll off to decide which side has priority this turn.

It is important to remember which side has priority each turn. You can use a token such as a coin or a suitable model, passing it from one side to the other as indication of who acts first in that turn.





The Move Phase

With priority established, the Move phase begins. During the Move phase, each side gets to move its formations, attempting to outmanoeuvre the enemy and seize vitally important areas of the battlefield.

The Move phase is the only part of the turn where the player is completely in control of what his warriors do. Unlike subsequent phases, there are few dice to blame (or thank) for strategies gone awry, so careful manoeuvre of your troops can prove decisive. A canny general will use the Move phase to great effect, setting the stage for devastating attacks later in the turn, or dictating the shape of the battle for several turns to come.

Who moves first?

The side that has priority moves first.

There are advantages to both moving first and moving second. By moving first, a player forces his opponent to react to his manoeuvres. On the other hand, by moving second, a player can exploit weaknesses in the other side's strategy. Once all of the first side's moves are complete, the other side moves all of its formations.

Moving the Formations

Each player can move any or all his formations in any order. The distance each formation moves depends upon its Move value – for example, Elves move 8" whilst Orcs move 6". Formations do not have to move their full distance, and can move less or not at all if desired – necessary if the player wishes the formation to shoot.

Formations move one company at a time. You must move all the companies in a formation before you start moving companies from a different formation.

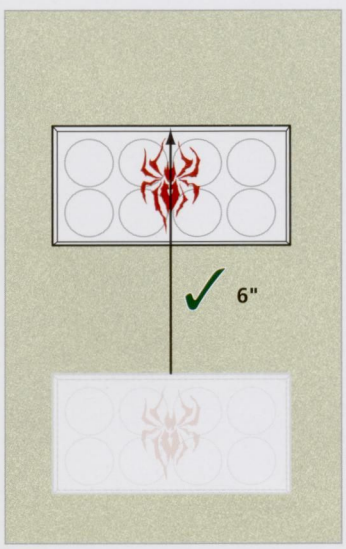
To move a company, pick it up and move it in any direction, ensuring that no part of the company ends the move a distance greater than its Move value away from its start position. To ensure this does not occur, it's a good idea to keep an eye on the corners of each company as the formation moves – if the formation does anything other than move directly forward or backward, it is the corners that will move furthest!



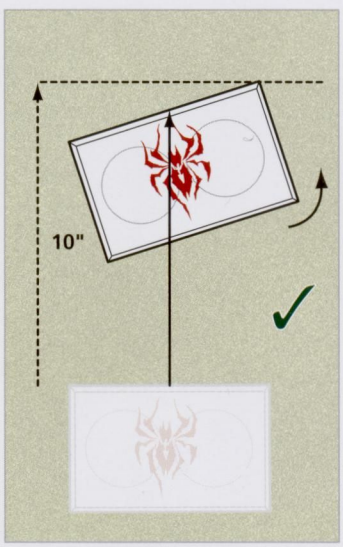
As they move, companies can move through other companies from the same formation. The companies themselves are after all merely representations of the formation's shape – they are not intended to represent the warriors' precise positions. As the formation moves, we assume the individual warriors exchange places, part ranks to let others through, and so on to allow the formation to adopt its new shape with a minimum of delay and confusion.

That said, companies are not permitted to move through (or even come into contact with) companies from other formations. To do so would be to invite chaos as the two formations collide and collapse into a disordered mess – and that's between two friendly formations. Trying to move through an enemy formation would surely provoke carnage!

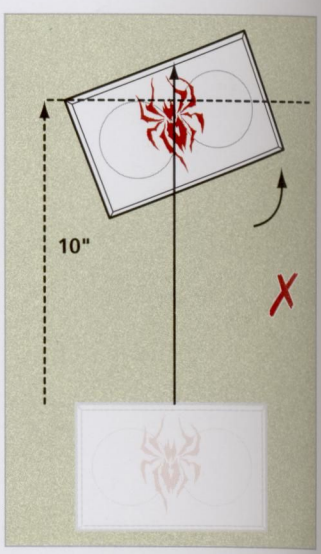
As a formation moves, you can rearrange its companies as you wish. Companies must remain touching but can be turned round or arranged into a different legal configuration as you wish.



This company of Orc Warriors (Move 6) travels 6" directly forwards.



This company of Warg Riders (Move 10) travels directly forwards and turns anti-clockwise. No part of the company has moved more than 10".



This company of Warg Riders has moved 10" directly forwards and then turned, causing its right-hand corners to travel further than its Move value.

Difficult Terrain

A company's Move value assumes that the warriors will be moving over firm and level ground with a minimum of obstructions. This is fine for gently sloping hills, fields, roads and other surfaces, but often a formation will find it needs to traverse difficult terrain.

Areas of difficult terrain represent various kinds of treacherous footing or obstructions such as swamps, scree or undergrowth and are largely flat. Larger battlefield terrain elements, such as houses, forests and ruins, are called defensible terrain features and are discussed later (see page 52).

All distances moved over difficult terrain count as double the actual distance. This means that a company that normally moves 6" would instead move a maximum of 3" through difficult terrain.

Impassable Terrain

Some terrain is so difficult to traverse that movement of any kind is impossible! This impassable terrain comprises such things as lava flows, fast or deep rivers and sheer cliffs. Formations may not move into or through impassable terrain.

Moving off the Battlefield

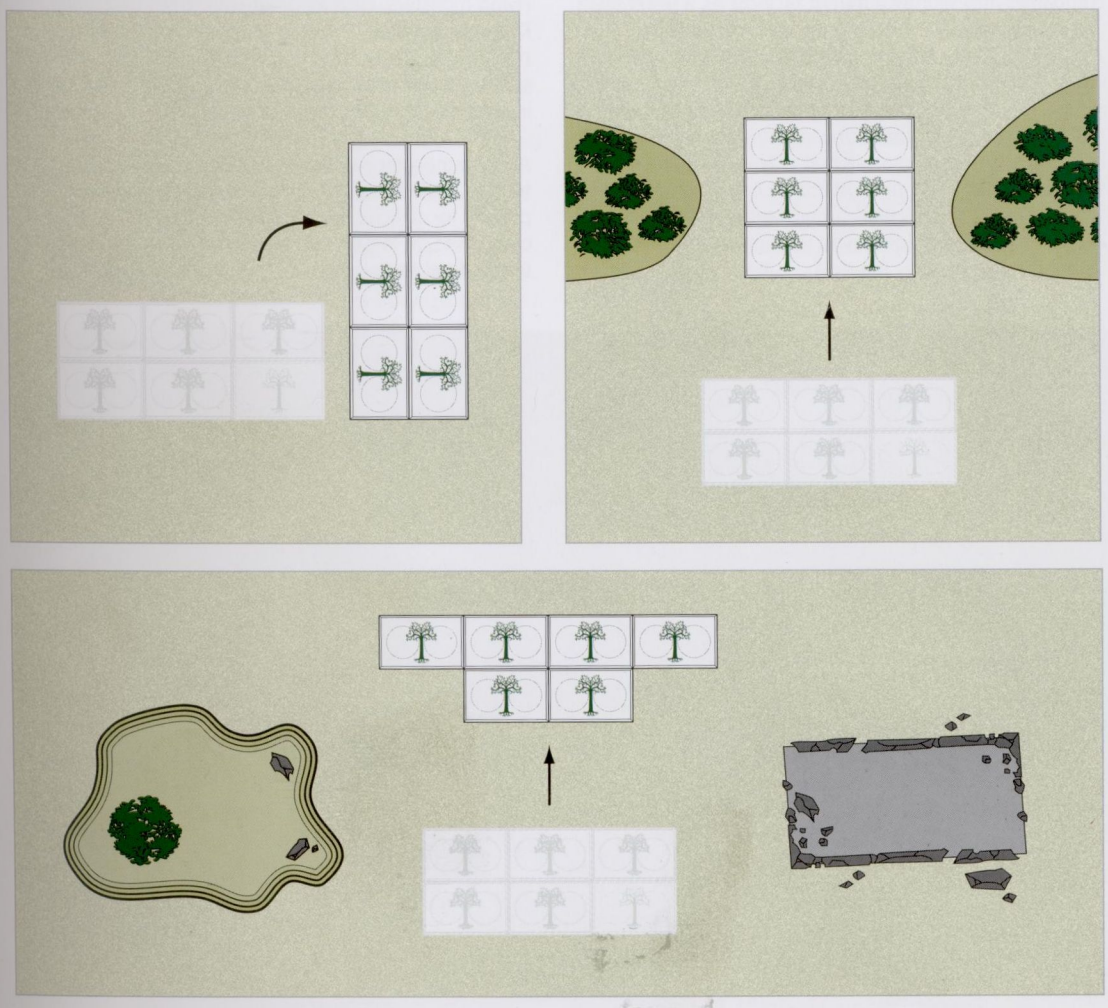
Formations are not permitted to move off the playing area – the gaming table (sometimes referred to as the 'board') represents the extent of the battlefield, and all participants must remain until the bloody work is done. This might perhaps seem a little harsh – after all, battlefields are rarely enclosed environments – but it is necessary to keep the game moving.

The Enemy are Upon Us!

Formations do not move as swiftly if the enemy are nearby. As the commander of the army you may have your view on the larger battle, but individual warriors have eyes only for the nearest foe. If the enemy gets too close, the entire formation will slow down as its warriors draw swords, nock arrows and brace their shields.

To represent this, if there is an enemy within 6" at the start of a formation's move, all distances moved by the formation count as double the actual distance.

Note that the penalties for nearby foes and moving through difficult terrain do not stack – the doubling of distance is counted only once.



Formations can change configuration as they move, provided that none of the individual companies exceed their Move value. In example 1, the formation has taken advantage of this to turn right. In example 2 the formations alters its frontage to pass between two forests. In the third example, the formation expands its frontage.



Measurement Etiquette

When changing direction or shape of a formation, it's a good idea to first move the company with the furthest distance to travel. In these situations, companies in the rear ranks of a formation will often be unable to keep pace with those at the front. By moving the rear companies first, you can reduce the distance travelled by the front companies accordingly – this is far easier than having to rearrange the entire formation when you discover one company cannot move far enough!

Of course, when moving an entire formation in this manner, its likely that a company's final position will be blocked by another part of the same formation that has yet to move. Don't worry about this happening, simply mark the position as best you can (with a counter, or in relation to other companies perhaps) and move the rest of the formation until you can place your uncooperative company. A little inaccuracy is bound to slip in when this happens, but this should be seen not only as permissible, but inevitable.

It's also worth remembering that you're never quite going to be able to measure distances completely accurately. Models fall over at inopportune moments, trays slide down hills and stray hands inevitably knock companies into slightly different facings. As a result, you'll inevitably lose (or gain) the odd fraction of an inch each time a company moves. This is not to be worried about. It's far better to keep the game moving rather than fretting over being precise – distances are rarely so crucial that these tiny inaccuracies will prove important. This is not to say that players should seek to take advantage in an unsportsmanlike manner. As such, where a move is particularly important it's a good idea to agree what you are doing with your opponent before any companies are actually moved.

Monsters and Movement

Remember that unlike other companies, monsters, such as Mordor Trolls, are mounted on circular bases and therefore need not worry about corners – you just need to ensure that the distance moved does not exceed the monster's Move value.

Some monsters, such as Dragons and Mûmakil, are mounted on oval bases. Remember to pay close attention to the extreme ends of the oval as the monster moves – like corners, these parts of the base may end up exceeding the model's Move if you're not careful.



Flying Monsters and Movement

Flying monsters, such as Great Eagles, Fell Beasts and Dragons, are able to sweep across the battlefield on their powerful wings. As you might expect, this gives such creatures a distinct advantage when it comes to moving in a timely and efficient fashion.

A flying monster can fly over other companies (both friendly and enemy) or impassable terrain and suffers no penalty for difficult terrain. It cannot land on other companies, in impassable terrain, or enter defensible terrain features.



Moving Disordered Formations

As the game goes on, a formation can become disordered if it has lost a fight (see page 50). You'll not have any disordered formations in the first turn of the game, so feel free to skip this section for now if this is your first read through of the rules.

A disordered formation is of little use unless its leaders can restore order. A disordered formation must therefore take a Courage test at the start of its move (with a -1 penalty if an enemy is within 6"). If the test is passed, discipline has been restored – the formation regroups and may move, shoot, charge and so on as normal. If the test is failed, the formation remains disordered for the duration of the turn. A disordered formation can do little save defend itself, and so may not move, shoot or charge – its leaders have their hands full preventing the warriors under their command from fleeing!



Fall Back!

The only action a disordered formation can take is to fall back – it does not have to do so, the controlling player can simply choose for it to remain in place. Falling back is a risky business, because any form of obstacle will instil further panic amongst the formation and cause warriors to flee.

A disordered formation may only fall back in the Move phase, immediately after it has failed a Courage test to regroup. When falling back, formations always move directly towards the nearest board edge as described below. The rate at which a formation falls back depends upon its type, as shown below.

Troop Type	Fall Back Value	Max. Fall Back
Infantry	D6+2"	8"+ bonuses
Monster	D6+4"	10"+ bonuses
Cavalry	D6+6"	12"+ bonuses
Flying monster	D6+8"	14"+ bonuses

Note that fall back moves are not slowed by enemy proximity – the retreating formation is already in flight and cares little for nearby foes.

When a formation falls back, you need to nominate a company to lead the fall back move. This can be any company in the formation. Once nominated, this company is turned directly towards the nearest board edge, and moves forward the full fall back distance, ignoring other companies from its own formation.

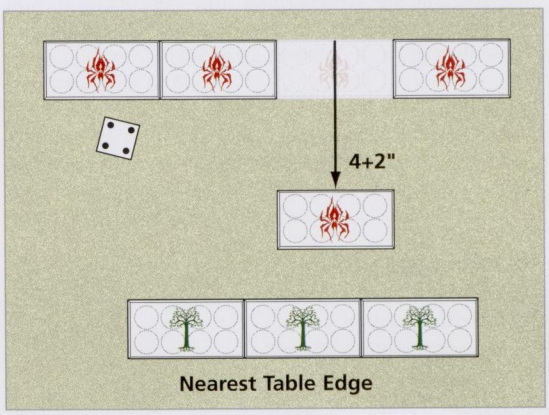
Once the final position of the initial company has been determined, the controlling player then arranges the remainder of the formation around it in a legal configuration, ensuring that these other companies do not move further than twice their Move value. Any companies that cannot be placed in this fashion are removed from play – their warriors give up all hope and scatter from the battlefield.

You Cannot Pass!

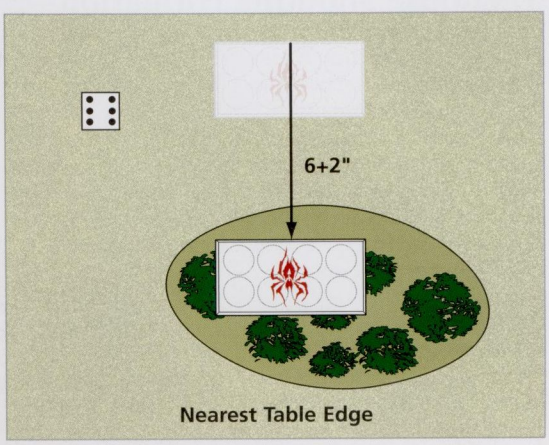
If the initial company cannot make its full move because another formation (friend or foe) a defensible terrain feature or area of impassable terrain lies in the way, the entire formation is destroyed. The warriors see the obstacle looming out of the battle-haze and realise their only option is to disperse and flee. Similarly, if the initial company moves off the board (or even moves into contact with the board edge) the warriors escape the fray and the entire formation is removed from the board.

Flying monsters can pass over intervening obstacles as they move. As such they will only be destroyed if their fall back move would cause them to land on another formation, a defensible terrain feature, or an area of impassable terrain.

Note that if a formation survives its fall back move it is still disordered and will have to test its Courage at the start of its next move. Hopefully the formation's retreat will have managed to put enough distance between itself and the enemy to give it a further chance to regroup – but that remains to be seen…



This formation of Orc Warriors elects to fall back. The initial company rolls 4 for its fall back value, therefore moving a total of 6" towards the nearest table edge. Fortunately, it stops a little short of the enemy formation – all is well.



This second formation of Orc Warriors has not been so fortunate. Having rolled 6 for its fall back move, it has blundered into the woods. Unless the Orcs have some way of modifying their dice roll, they're doomed.

The Shoot Phase

Once both sides have moved, the Shoot phase begins. In this phase, formations from both sides can shoot with their bows and other ranged weapons at enemy targets they can see. The player that has priority shoots first, and can shoot with his formations in any order. Once the first side has completed all of its shooting attacks, the other side makes its shooting attacks.

Though shooting will rarely win the game outright, the hail of arrows, crossbow bolts and artillery payloads can thin the enemy numbers before they can charge into battle. If you're lucky, your formations will inflict enough damage to drive the enemy back, giving you another turn to prepare for their onslaught.

Missile Weapon Characteristics

Different kinds of missile weapons have different characteristics. Some shoot further than others, whilst some are harder hitting. The chart below covers two common shooting weapons – these are described in more detail on page 58.

Weapon	Range	Strength
Bow	24"	2
Longbow	36"	2

Shooting Procedure

1) Choose Shooting Formation
2) Choose Target
3) Calculate Number of Dice
   a. Shooting Directly
   b. Accuracy Bonus
   c. Supporting Fire
4) Roll To Hit
5) Remove Casualties
6) Target Driven Back

1) Choose Shooting Formation

First, the player nominates the formation which will make a shooting attack. A formation may not shoot if it is disordered, or has moved more than half its Move value in the preceding Move phase. Once the first formation has completed its shooting attacks, the player chooses another formation to shoot, and so on until all formations that are able to shoot have done so. A player's formations can shoot in any order he chooses, but each can only shoot once each turn. If a company has a Shoot value of 0, or '-', it may not shoot.

2) Choose Target

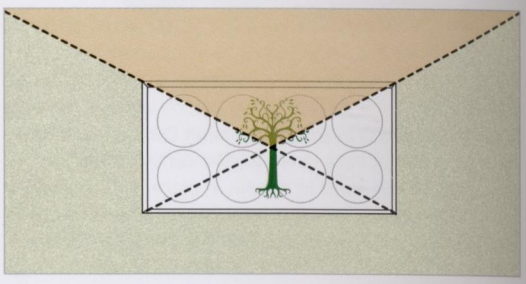
A formation can shoot at a target within range as long as at least one company from the target formation lies within its arc of sight and can be seen by the firer. All companies in a formation must fire at the same enemy formation. If some companies in the firing formation cannot see the target (because it is out of their arc of sight, or because another formation or terrain feature blocks their view) those companies cannot shoot that turn.

Am I In Range?

All missile weapons have a maximum range that indicates the furthest distance they can shoot. Your formations may not shoot at enemies that lie outside their weapons' maximum range. Some companies are armed with weapons that have a minimum range, normally trebuchets and similar huge war engines. Where this is the case, the company cannot shoot at the target unless at least part of it is beyond the minimum range. As you can measure at any time, you are free to determine the range to all potential targets before you select which to shoot at.

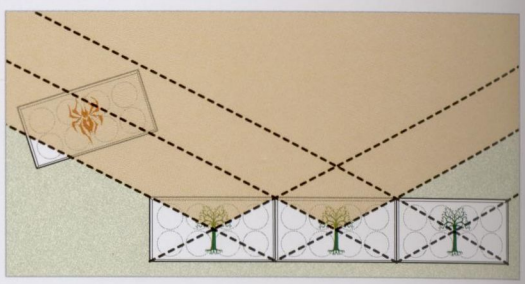
Arc of Sight

The close press of bodies in a formation means that the individual warriors are limited in the amount they can turn to face a target – the formation itself must be positioned to face its target if a shooting attack is to be made. This is where arc of sight comes in.



Arc of sight is not worked out for the formation as a whole, but on a company by company basis. Enemies can only be shot at if they are within a company's arc of sight. Imagine projecting lines through the company's corners. This is the company's arc of sight (its forward arc as explained on page 25) and thus its field of fire. If any part of the intended target is within the firing company's arc of sight, it can be shot at – provided, of course, that it can be seen, as discussed opposite.

This will sometimes lead to some of a formation's companies having the target in arc of sight, whilst others do not – in which case, only those companies that have the target in arc of sight can shoot. Enemies within the front facing of a company are said to be in its arc of sight, and may be eligible targets.



For example: Only the two leftmost companies of Rangers may shoot at the Orc Warriors – the target is not in the rightmost company's arc of sight.

Monsters' Arc of Sight

As they fight as individuals, monsters and flying monsters have a greater freedom of movement and vision than other troops. To represent this, all monsters and flying monsters have a 360-degree arc of sight – i.e. all around them.

Can I See?

A company must be able to see the target to shoot directly at it – a company that cannot see the target may still provide supporting fire, but we'll get on to that later.

If you can trace a straight line between any point on the firing company and a point on at least one company in the target formation, the enemy can be seen.

This 'line of fire' cannot be traced through other formations, defensible terrain features or hills. Players should assume that the entire base of the terrain feature blocks a company's view in this manner, regardless of how the specific feature is modelled. We assume that the warriors in question, which after all do not have the luxury of our eagle-eyed overview, can see only shadowy shapes beyond gaps in trees, ruins and so on.

This convention is used for two reasons. Firstly, terrain features are often modelled in a fairly stylised fashion. Most 'forests', for example, only contain three or four trees – this is fine as a representation, but doesn't have the same effect on line of fire as we might wish. Secondly, and most importantly, formations can occupy terrain features as the game goes on. You might wish to remove one or more trees, walls or boulders to accommodate the occupying companies.

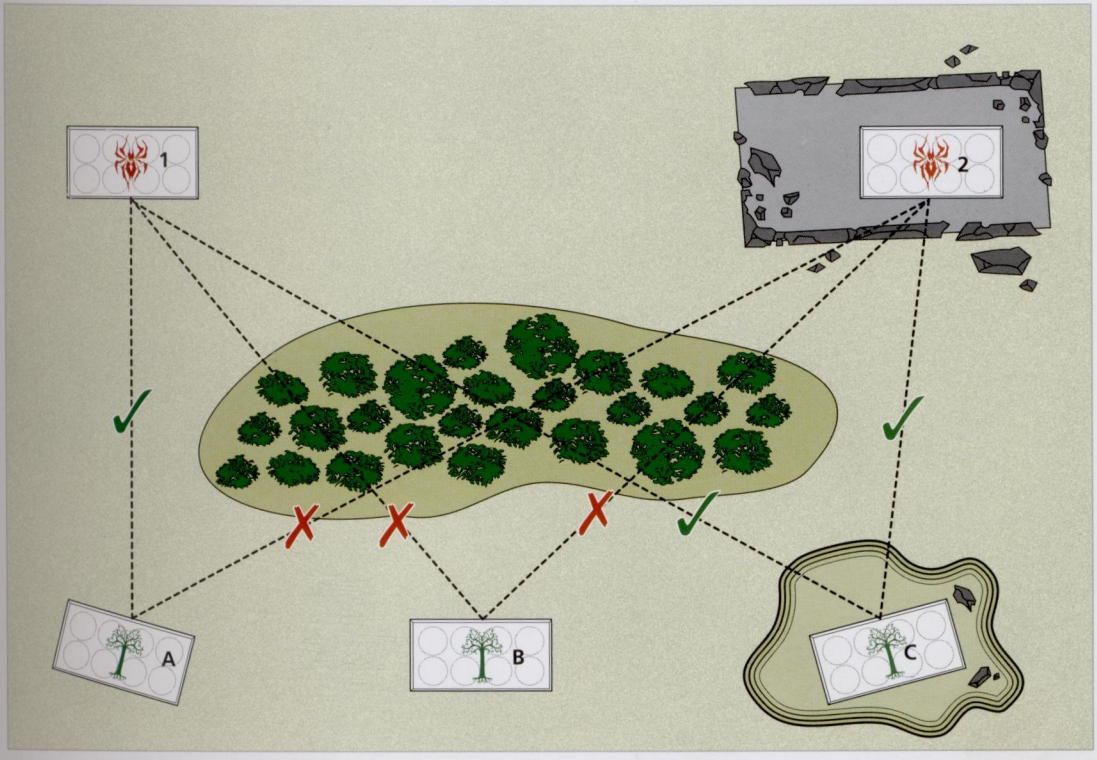
By having this rule to cover line of fire and terrain features, we allow players complete freedom in modelling their terrain, whilst preventing unsportsmanlike behaviour, such as shuffling the positions of a wood's trees to benefit one side over the other.

Hills and Elevated Positions

Hills offer hugely important tactical positions, allowing archers to overlook the battlefield. This greater freedom of vision allows troops armed with missile weapons to choose targets much more freely, making hills very valuable features of the battlefield.

A company on a hill is assumed to be able to see (and be seen) over other troops, and even terrain features. You are therefore permitted to trace its line of sight through formations or terrain features that are on the lower level. Conversely, a company on a hill can be seen by formations on the flat in the same manner. Note that companies or terrain features behind hills elsewhere on the battlefield cannot be seen. Other hills are assumed to be sufficiently lofty to block even an elevated company's line of fire.

If players agree, tall buildings can also be treated as elevated positions – these are treated in precisely the same manner as hills for the purposes of whether or not formations can see.



Company A can see Company 1 as there are no intervening terrain features or formations, but cannot see Company 2 as a forest lies in the way. Company B can see neither Company 1 nor Company 2 because the forest is in the way. Because it is on a hill, Company C can see Companies 1 and 2, despite the presence of terrain features in the way. This also means that Companies 1 and 2 can see Company C in return.



3) Calculate Number of Dice

The total number of dice rolled in a shooting attack is determined by three things: the combined Attacks value of any companies shooting directly, the accuracy bonus of those companies and the amount of supporting fire.

Shooting Directly

Archery is more accurate if the company can see its target. While a company can sometimes shoot at things it cannot see (we'll get onto this with supporting fire later in this section) such shots are far less effective.

If a company's target is in arc of sight and can be seen, the company shoots directly. Companies that are shooting directly contribute their Attacks value worth of dice to the shot. I.e. if the company has 8 Attacks, it will contribute 8 dice. Remember – a company that has suffered casualties will have a reduced number of Attacks, based on the number of models it has lost.

For example: A full-strength company of Minas Tirith Archers (Attacks 8) firing directly would contribute 8 dice to the shooting attack. If the company had suffered two casualties, it would only contribute 6 dice to the shooting attack.

Accuracy Bonus

Warriors are not all equal in shooting skill. Whilst an Elf might be able to split a cornstalk at three hundred yards, a Goblin would be lucky to hit a barn door at a quarter of the distance. We use a company's Shoot value – and the accuracy bonus it provides – to differentiate between poor, fair and excellent shots.

A company's accuracy bonus is determined by its Shoot value, as shown in the table below. Most warriors in Middle-earth have a Shoot value of 4, and so receive only a slight bonus. Exceptional shots, such as Elves, receive a bonus of 2, whilst troops with a poor Shoot value, such as Goblins, will not receive any bonus at all, and might even suffer a penalty.

Shoot Value	Accuracy Bonus
6	-1
5	0
4	1
3	2
2	3
1	4

A handy way of remembering your accuracy bonus is by subtracting your Shoot value from 5 – the result is your accuracy bonus.

Applying Accuracy Bonus

Every company in the formation that is shooting directly contributes additional dice (or loses them) based on its accuracy bonus.

For example, a company of Galadhrim Archers (Shoot value 3) would have a accuracy bonus of 2, and therefore contribute two extra dice to the shooting attack. On the other hand, a company of Orc Archers (Shoot value 5) would have an accuracy bonus of 0.



Supporting Fire

Companies that have the target in range and arc of sight, but cannot see the target do not receive an accuracy bonus or contribute their Attacks to the shot. However, they provide supporting fire. Supporting fire represents warriors that cannot see the enemy following the lead of those that can, firing a wild volley in support of their comrades' more precisely aimed shots.

We handle supporting fire in a fairly abstract fashion, assuming that most of these extra shots will miss as a matter of course. Supporting fire is not accurate and contributes far fewer dice than shots fired when the enemy is visible. However, it does allow companies in the shooting formation that could otherwise not shoot to make an attack – these companies are referred to as supporting companies.

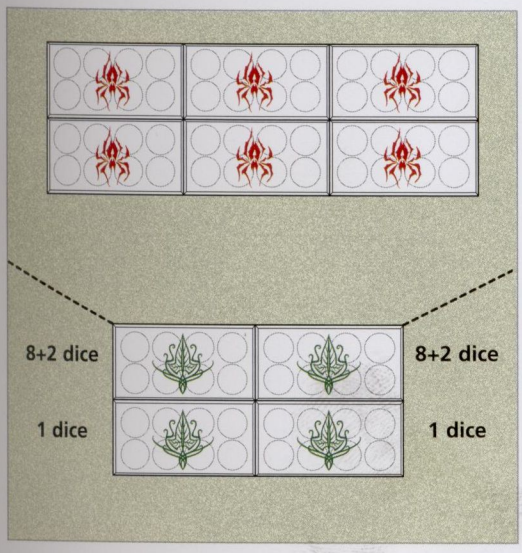
All supporting companies in range of the target contribute 1 dice each. Companies that are out of range or for whom the target does not lie in arc of sight do not contribute any extra attacks.

Note that the number of dice contributed by supporting companies does not decrease if the company has suffered casualties.

For example: A formation of Galadhrim Archers is shooting at a formation of Mordor Orc Archers. There are four full-strength companies in the Galadhrim formation. All of them are in range, but only two can see the target – the other two are in the formation's second rank. This leaves us with two companies shooting directly, and two companies providing supporting fire.

The companies that are shooting directly each contribute dice equal to their full Attacks plus their accuracy bonus. As Galadhrim Archers have a Shoot value of 3, they have an accuracy bonus of 2 – meaning that each company shooting directly contributes 10 dice, for a total of 20 dice.

As each company in the rear rank has the target in both range and in arc of sight, they can both contribute supporting fire and add 2 dice. The shooting attack therefore has a total of (20+2) 22 dice.



4) Rolling To Hit



Now you know how many dice your shooting attack has, unleash the volley! Not all the shots will cause a significant hit on their target. Some will miss altogether, whilst others will glance off armour or cause injuries so minor we ignore them for the purposes of the game. To find out how many casualties you have caused, you now need to roll 'To Hit' with all the dice for the attack.

Consult the chart below, and cross-reference the weapon's Strength with the target's Defence. The number shown is the minimum score needed To Hit on with each dice.

A score of 6/4, 6/5 etc means that you must roll a single D6 and score a 6, followed by a further dice that must score either a 4, 5 or another 6, depending on the number after the slash. 6/5, for example, would require a roll of 6, followed by a 5. Note that if a special rule allows you to re-roll missed hits, then either or both of these dice can be re-rolled.

To Hit Chart

Strength \ Defence	1	2	3	4	5	6	7	8	9	10
1	4	5	5	6	6	6/4	6/4	6/5	6/5	6/6
2	4	4	5	5	6	6	6/4	6/4	6/5	6/5
3	3	4	4	5	5	6	6	6/4	6/4	6/5
4	3	3	4	4	5	5	6	6	6/4	6/4
5	3	3	3	4	4	5	5	6	6	6/4
6	3	3	3	3	4	4	5	5	6	6
7	3	3	3	3	3	4	4	5	5	6
8	3	3	3	3	3	3	4	4	5	5
9	3	3	3	3	3	3	3	4	4	5
10	3	3	3	3	3	3	3	3	4	4

Continuing the example, the Galadhrim Archers must now roll To Hit. They are armed with longbows (Strength 2). The Orcs have a Defence of 4. Cross-referencing on the chart, it can be seen that the Galadhrim require a score of 5 or more to cause a hit. The 22 dice are rolled and score two 5s and three 6s – a total of five hits!

Long Range

At long range, attacks from missile weapons lose momentum, and thus their hitting power. To represent this, if a company shoots at a target that is more than half their weapons' range away, the Strength of the weapon is reduced by 1. For example, a bow (Strength 2, Range 24") would only be Strength 1 if the target is more than 12" away.

Note that this means that different companies in the same formation might end up making shooting attacks at two different Strengths because some companies are at long range and some are not. When this happens, roll the dice separately for each set of shots to avoid confusion.



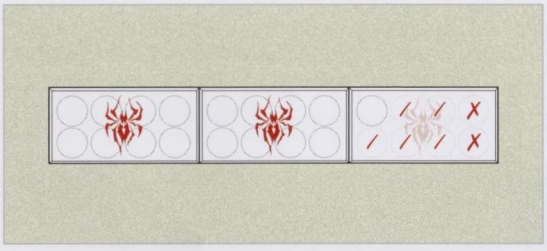
5) Remove Casualties

Every dice that has successfully rolled the required score has the potential to cause significant damage to the enemy. Infantry will be killed or incapacitated, but cavalry and monsters may just be wounded, or shrug off the damage altogether.

Where a troop type has a single point of Resilience, casualties are removed as follows. For each hit suffered, one model is removed as a 'kill'. Casualties are removed one at a time.

If there is a depleted company in the formation, the next casualty is removed from that depleted company. Casualties may only be removed from a full-strength company if there are no depleted companies in the formation.

If there are no depleted companies in the formation, the next casualty is removed from a full-strength company of the controlling player's choice in the rear rank. This keeps the formation neat and represents warriors stepping forward to take the place of fallen comrades. If the formation is deployed in a single rank, casualties are taken from one of the endmost companies (controlling player's choice).



The Mordor Orc formation has suffered five hits and its controlling player must remove five casualties. The Orcs have already suffered some casualties earlier in the game – one company has lost two models. The Orc player must remove casualties from this depleted company first.

Automatic Hits

Some attacks are so deadly that they do not require a roll To Hit, but instead automatically cause damage. An attack that does automatic hits will always be successful – there is no need to roll.

Hope is Lost!

The final company in a formation is instantly removed as soon as it is reduced to half strength or below (to 4 models for infantry, and 1 for cavalry. This represents the warriors losing heart and fleeing once the majority of their compatriots are slain. Note that as monsters are only ever fielded as single models, this rule does not apply to them.

Casualties and Resilience

Warriors such as cavalry and monsters that have a Resilience value of 2 or more are substantially harder to kill or drive off than normal infantry. For cavalry, this represents the chance of shots striking the horse instead of the rider and the fact that cavalry formations are not so densely packed as infantry. On the other hand, monsters have higher Resilience to represent their huge and unstoppable mass and (in some cases) an intellect incapable of registering pain in a timely fashion.

In these cases, it takes one hit for each point of Resilience on the target's profile to cause a casualty. In other words, when shooting at a company with Resilience 2, the firing formation needs two hits to kill a single model. Troops with Resilience 3 require three hits, and so on. Any hits that are left over are immediately discounted – the durability of the formation has allowed them to shrug off the extra damage.

Later in the game, the Galadhrim Archers shoot at a formation of Warg Riders and score three hits. Warg Riders have Resilience 2, and so the attack causes one casualty with one hit left over. The extra hit is immediately discounted.

There are no depleted companies in the Warg Rider formation and the companies are arranged in a single rank, so the Evil player removes one Warg Rider from a company at the end of the line.

Redress the Ranks!

As a company takes casualties, the hale and healthy inevitably push their way to the front, ready to carry their blades against the enemy. Accordingly, whenever a formation has finished any action, including moving, shooting, fighting, taking casualties, falling back from a fight and so on, the player must swap around the companies to ensure that the depleted stand (if there is one) is in its proper place – i.e. in one of the endmost positions on the rearmost rank. This reorganisation cannot be used to alter the position or configuration of the formation as a whole.



"The Shadow does not hold sway yet"

Arwen, The Fellowship of The Ring

6) Target Driven Back

Shooting not only thins the foe's ranks – it can also drive the enemy back! All but the bravest soldiers must harden their hearts if they wish to hold position when under a sustained archery attack, otherwise they shuffle backwards, instinctively shrinking away from danger.

A formation is driven back if one or more companies is removed as the result of a single shooting attack. A formation that is driven back immediately moves D3" directly away from the formation that made the Shooting attack for every company that has been lost.

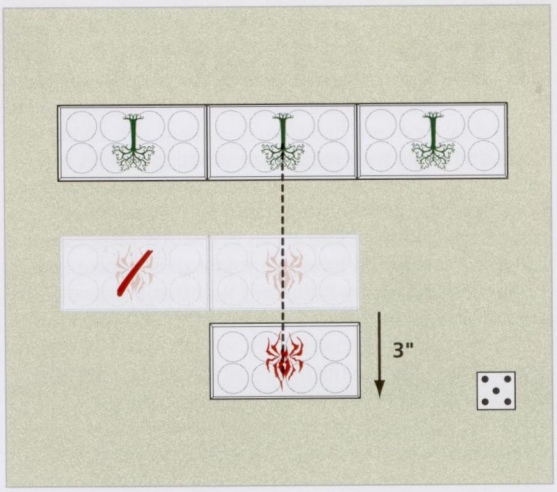
To do this, imagine a line extending from the centre of the shooting formation to the centre of the target formation. Extend this line by D3" and reposition the target formation (in the same facing and configuration) at the new endpoint, as shown opposite. Essentially, you're 'pushing' the target D3" away from the firer.

A formation that is being driven back will stop immediately if it comes to within an inch of another formation or a terrain feature. Note that difficult terrain does not slow a formation that is being driven back.

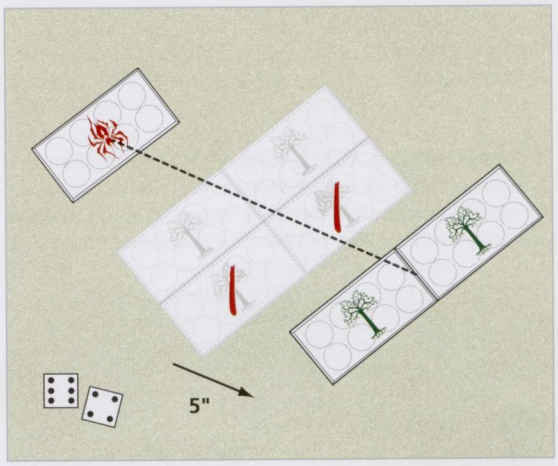
Providing there is room for it to be driven back, a formation can be driven back more than once in a single Shoot phase.



That said, it's acceptable to alter the line of movement a little so that the formation avoids terrain and/or other formations. In reality, it would take a substantial obstacle to halt a formation that is being driven back by archery. How much is a little? We'd suggest up to about 1" – although players are free to agree a different value.



This formation has lost a single company and is driven back D3" – in this case a distance of 3".



This formation has lost two companies and is driven back 2D3" – in this case a distance of 5".



The Charge Phase

Once both sides have made their shooting attacks, the Charge phase begins. In this phase, formations from both sides charge forwards, engaging their enemies in close combat. The actions taken in the Charge phase will determine which formations fight during the ensuing Fight phase. Charging is the only way that a formation is allowed to move into close combat.

The side that has priority makes all its charges first. It's important to charge your foes before they can charge you, as although both sides strike blows in the Fight phase, the formation that charged is at a distinct advantage.

Charge Procedure

1) Choose Formation that will Charge
2) Choose Spearhead
3) Choose Target
4) Roll Charge Distance
5) Move Spearhead
6) Move Remaining Companies

1) Choose Charging Formation

A player can charge with his formations in any order that he wishes. A formation does not have to charge – often a good idea with archers or other vulnerable formations.

Once the first formation has completed its charge, the player chooses another formation to charge, and so on until all formations that want (and are able) to charge have attempted to do so.

Who can charge?

Formations are normally free to charge. Most formations in an army are equipped and trained for close quarters battle and are determined, or perhaps even eager, to get to grips with the foe.

However, there are some important conditions under which a formation is not permitted to charge. A formation may not charge if it is disordered, or if it made a shooting attack in the preceding Shoot phase. Similarly, a formation may not charge if it has itself been charged earlier in the Charge phase – it is now engaged in a fight and must battle for supremacy in the Fight phase.

2) Choose Spearhead

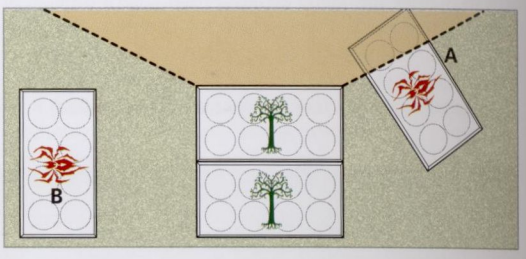
With the charging unit chosen, you now need to select a spearhead. The spearhead is the company that leads the charge. It will move first, and it is the spearhead's distance from the target that will be used to determine whether or not the charge is successful. The spearhead's location relative to the target will also determine whether the charge is made against the target's front, side or rear.

You may select any company in the charging formation's front rank to be the spearhead. Normally, this will be the closest company to the enemy, as this increases the chance of the charge being successful. Sometimes, however, you may find advantage in choosing a more distant spearhead whose position offers a tactical advantage, such as charging into the enemy's flank.

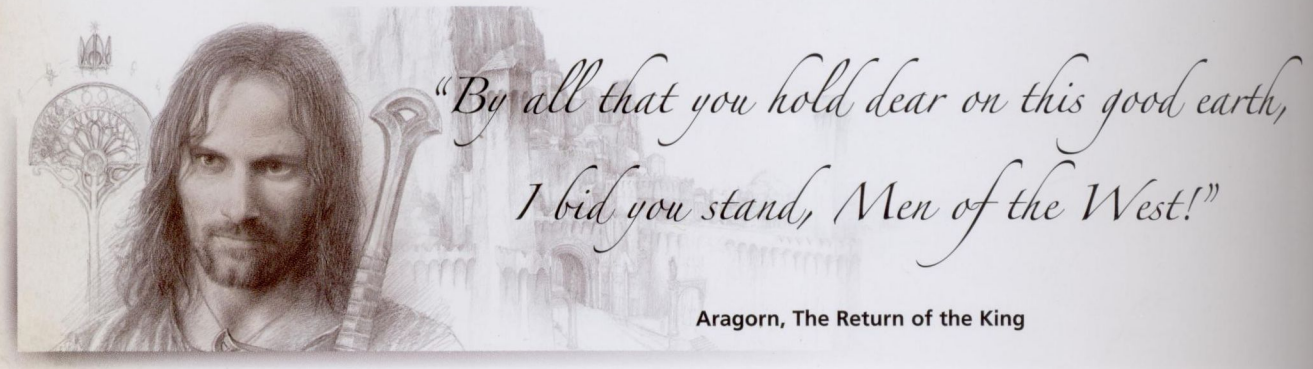
3) Choose Target

You must now select an enemy formation that your spearhead will attempt to charge. Choose your target carefully – if your spearhead cannot reach the nominated target, you will not be able to select another. Remember that you are free to measure the distance between the spearhead and its potential target(s) before declaring who it will charge, so you don't need to worry about accidentally attempting a charge against a target that is too far away.

A spearhead may only attempt to charge a visible enemy within its arc of sight. Remember that monsters and flying monsters can see all around them, and so can charge in any direction.



For example: The Minas Tirith Warriors may charge Orc Formation A, but not Orc Formation B, as it is not within arc of sight.



4) Roll Charge Distance

It's now time to see if the charge is successful. Compared to the disciplined and ordered manoeuvring of the Move phase, charging is an uncertain business. Warriors that are eager for the fray will charge further than reluctant combatants. Similarly, if order breaks down in the formation, individual warriors can start to get in each others' way, slowing the charge down, or even bringing it to a grinding halt.

To represent this, each charging formation has a Charge value. Unlike normal movement, Charge values include a random element (provided by a handy D6) to represent the kind of factors mentioned above. Some factors, such as special abilities can further increase the maximum charge distance, but these are covered elsewhere in the rules, so don't worry about them for now.

Troop Type	Charge Value
Infantry	D6+2"
Monster	D6+4"
Cavalry	D6+6"
Flying Monster	D6+8"

A spearhead may only charge an enemy that is within its maximum charge distance – i.e. the best result a formation can hope for when rolling its charge (including bonuses). Infantry have a Charge value of D6+2", so the maximum charge result they can manage is normally 8".

Cavalry, monsters and flying monsters have higher charge values than infantry. They therefore can charge more distant targets, or more reliably charge close targets.

For example: A company of Minas Tirith Warriors is infantry, and therefore has a charge value of D6+2". It may therefore normally attempt to charge an enemy up to 8" away.

Unstoppable Charge!

Make a note if the formation rolls a 6 for its charge – this means that it has made an unstoppable charge! and allow it to strike more blows in the ensuing Fight phase.

Stalled Charge

If the D6 roll is a 1, the charge stalls and the formation does not move. The warriors in the formation lose their nerve at the last moment, or manage to obstruct one another to such an extent that all momentum is lost. If the charge stalls, the formation does not charge this turn.

If the D6 roll is anything other than a 1, the formation attempts to charge towards the enemy, starting with the spearhead company.

Attack of the Flying Monster!

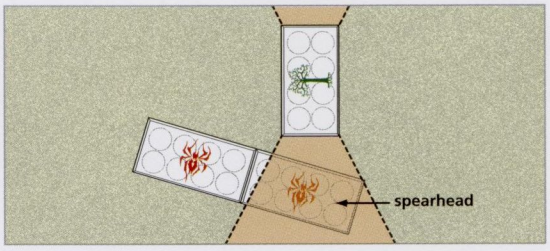
Flying monsters can ignore other formations and terrain features when they charge, just as they can when they move, providing that they don't end their move on top of another formation or terrain feature.

5) Move Spearhead



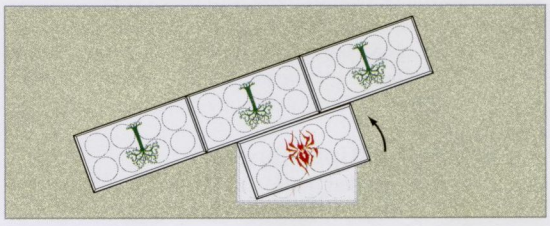
With the charge distance determined, the spearhead immediately makes a move up to its charge distance., without passing through companies from other formations. The spearhead must end the move with its front in base contact with one or more companies in the target formation.

If the spearhead is mostly in the target's front arc, it must move into base contact with the front of the target. Similarly, if the spearhead is mostly in the flank or rear arc of the target, it must move into base contact with the flank or rear respectively.



As the chosen spearhead is mostly in the flank arc of the enemy unit, it must be moved into contact with the flank.

Don't worry if the spearhead only has enough movement to touch the enemy formation, but not move into 'true' base contact. Once the spearhead touches the enemy formation, the charge is considered to be successful and any move required to complete the charge is considered to be free. A company repositioning in this fashion does not need to align corner to corner (indeed, sometimes this will be impossible because the company sizes are different) – it just needs to touch edge-to-edge.



The spearhead comes into contact with the enemy, and aligns so that it is in base contact.

If the spearhead cannot end the move in contact with the target formation, return the spearhead to its position in its own formation – the charge stalls as described above.

Charging Through Difficult Terrain

Charges are affected by difficult terrain, just as normal movement. If a spearhead charges through difficult terrain, every inch moved through the difficult terrain will use up two inches of the spearhead's charge move. However, the alignment move of any remaining companies is unaffected – they are assumed to keep pace with the spearhead.





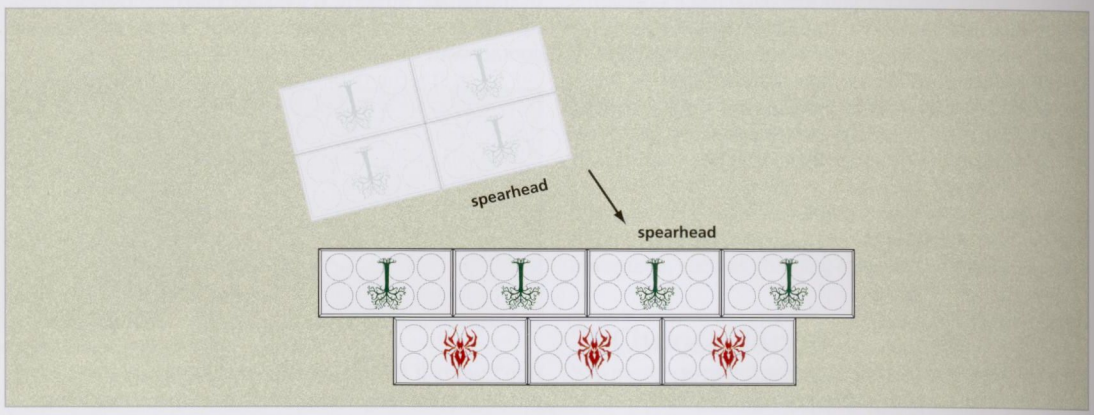
6) Move Remaining Companies

If the spearhead successfully moves into base contact with the target formation, the rest of its own formation will then charge in alongside it.

Arrange the companies in a legal configuration (see page 26) around the spearhead. Remaining companies may move up to twice their Move value (not their Charge value) when aligning to the spearhead in this way. You must bring as many companies into base contact with the enemy formation as possible. This will often mean that your formation changes shape as it charges. This represents the warriors fanning out in their eagerness to get to grips with the foe.

As with moving the spearhead, you don't need to worry about your companies aligning exactly edge-to-edge with the enemy companies – just make sure your formation ends the charge in a legal configuration.

The chargers change formation as they move, in order to increase the number of companies fighting directly.



Impacting Monsters

As monsters have round bases, a charging spearhead can move into contact with any part of the monster's base it can reach. However, it should be noted that as a monster's base is always circular or elliptical, only the spearhead will be able to move into base contact. Essentially, despite the monster's bulk, only a relative handful of foes can bring their weapons to bear against it. Similarly, a charging monster can only ever be placed in base contact with a single enemy company.

Impacting Multiple Targets

It is possible that when moving either the spearhead or the remaining companies, the charging formation comes into contact with enemy formations other than the target – we call this 'clipping'.

If this happens, complete the charge as normal against one target. When all companies in the charging formation have been moved, the opposing player must immediately align with any other formation(s) contacted. We do this by 'closing the door', i.e. moving the other formations so they end up in base contact with the charging formation. This move is free and immediate.

When closing the door you must bring as many companies from the aligning formation into base contact with the charging formation as possible, although neither may change their configuration. The charged formation always aligns to the nearest facing of the charging formation, i.e. the facing that requires the smallest angle to close – see diagrams opposite.

A Note on Charging and the Spirit of the Game

In a tabletop wargame, rules that govern charging are always a somewhat inexact science. No matter how tightly the rules are written, there will always be a situation that can't be fully covered. The more the rules attempt to cover all such possibilities, the more labyrinthine the rules become. The more labyrinthine the rules become, the more you lose the spirit of the very game you're trying to write. Worse still, no matter how many pages of rules and exceptions are written, there will still be situations that are not fully covered.

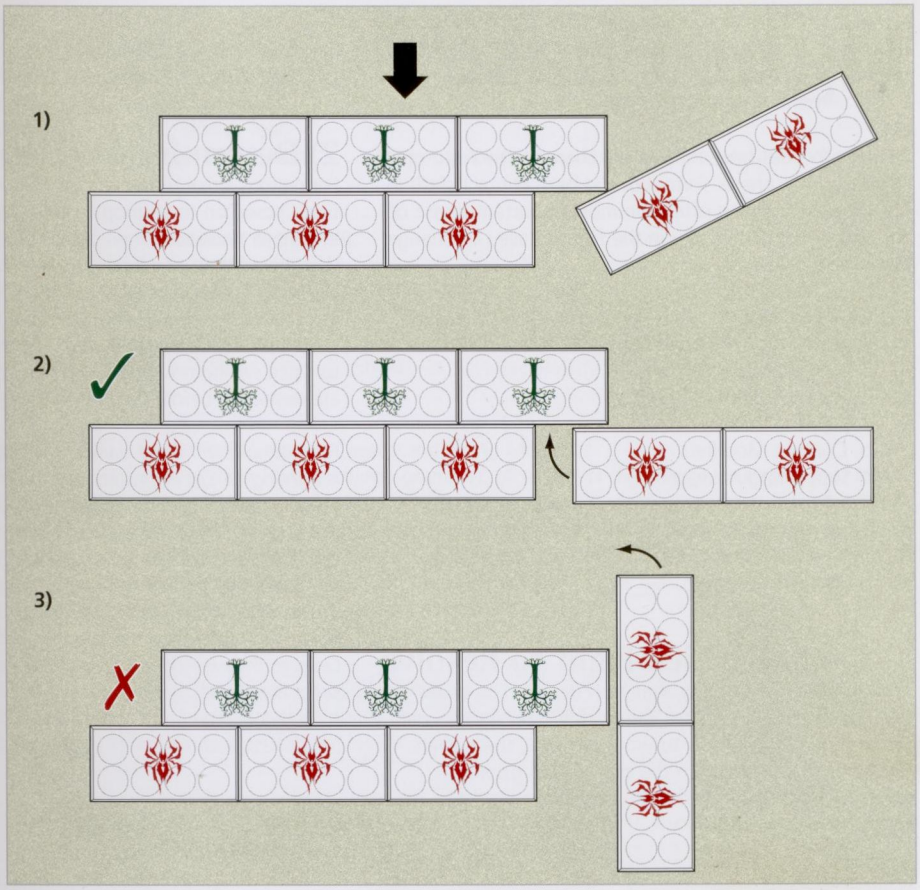
As such, these rules have been written specifically to keep charging simple whilst covering as many situations as possible. Inevitably players will sometimes have to use common sense when applying the rules to a situation in which there is no obvious solution.

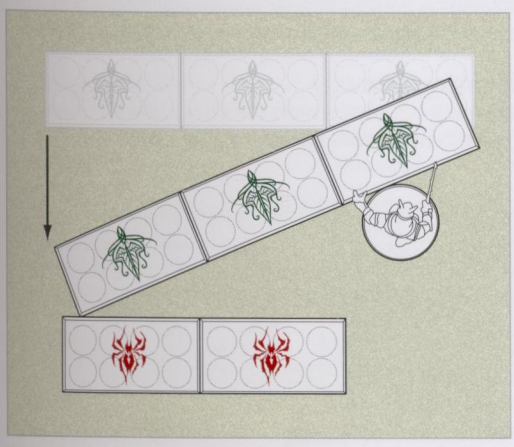
When faced with such a situation it's worth bearing in mind what you're trying to achieve in the game. The first thing, obviously, is for all the players to have fun! The second, and only slightly less important principle, is to fight a battle that really captures the spirit of Middle-earth.

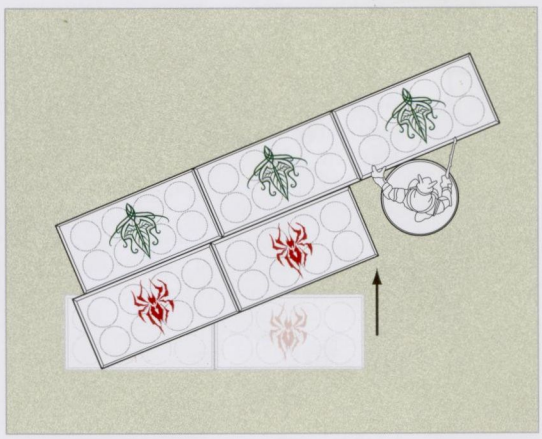
To this end, it's perfectly acceptable to shuffle a formation an inch or so one way or another to make sure everything reaches base contact the way it should, providing both players agree. If a charging formation can't quite align against its intended victim because another formation partially blocks the way, nudge one or both formations just enough to allow the charge to proceed. The important rule to observe all the way through this game is that only formations that are in close combat can be touching – providing this rule isn't broken, the game will run fine for all parties. This isn't 'cheating' – it's just making sure that sordid reality and inflexible geometry don't interfere with enjoying the game and fighting great battles.

In this example, the chargers clip a second formation (1). The clipped formation must now align to the charger.

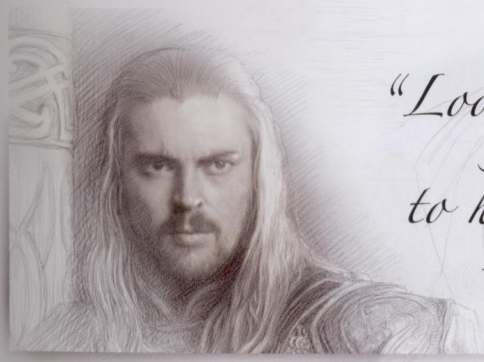
The second enemy formation must align to the front facing of the charging formation, as this is closest – i.e. it takes less of a change in angle to reach this facing than any other (2). It is not allowed to align to the charging formation's flank (3) as this is further away.







Here, the Elves have charged the Mordor Troll. The spearhead has aligned to the Troll in such a way that the rest of the Elves are able to clip into the Orcs behind, forcing them to align into the fight as well.



"Look for your friends, but do not trust to hope. It has forsaken these lands."

Éomer, The Two Towers

Fight Phase

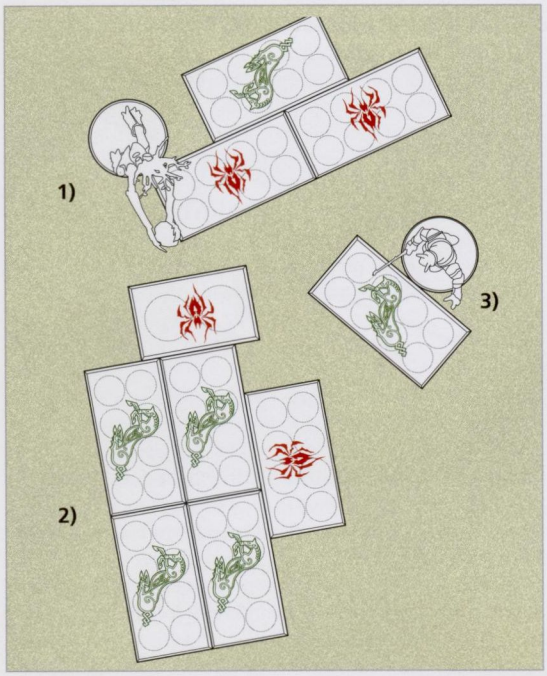
Once both sides have made their charges, the Fight phase begins. In this phase, formations in base contact clash in bloody melee. This is often the most important phase of the game – a solid victory in the Fight phase can change the course of the battle.

Fight Procedure

1) Choose Which Fight to Resolve
2) Determine Striking Order
3) Calculate Number of Dice
   a. Fighting Directly
   b. Combat Modifiers
   c. Supporting Attacks
4) Roll To Hit
5) Remove Casualties
6) Determine Victor
7) Loser Tests For Panic

1) Choose Which Fight to Resolve

The side that has priority that turn decides the order that fights are resolved in. The deciding player chooses which combat he wants to work out first, the players work out the result, then the player with priority nominates the second combat, and so on until all fights have been resolved.



There are three fights in this part of the battlefield:

1) An Ent and a formation of Warriors of Rohan fighting a formation of Orc Warriors.

2) A formation of Warg Riders and a formation of Orc Warriors fighting a formation of Warriors of Rohan.

3) A Mordor Troll fighting a formation of Warriors of Rohan.

2) Determine Striking Order

Formations strike blows in a specific order within each fight, based on their troop type. Monsters (including flying monsters) strike first, then cavalry and finally infantry. Warriors of the same type always strike simultaneously with their foes – though this does not mean you literally have to roll the dice at the same time. Striking order is very important as companies that are depleted before their turn to strike will fight with less Attacks, and companies that are destroyed before their turn to strike will not fight at all.

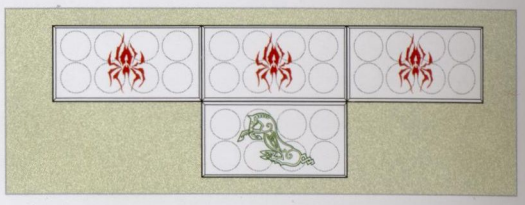
For example: In fight 1 earlier, a formation of Orc Warriors is fighting an Ent (monster) and a formation of Rohan Warriors (infantry). The Ent will strike its blows first, then the Orcs and Men will strike simultaneously. Casualties caused by the Ent are removed instantly and reduce the number of Attacks made by the Orcs when their turn comes around. Casualties inflicted by the Warriors of Rohan do not reduce the number of Attacks made by the Orcs, as they are fighting simultaneously. For convenience's sake, the Good player decides to roll his dice first. A note is made of how many casualties are inflicted, but models aren't removed until after the Rohan Warriors have struck.

3) Calculate Number of Dice

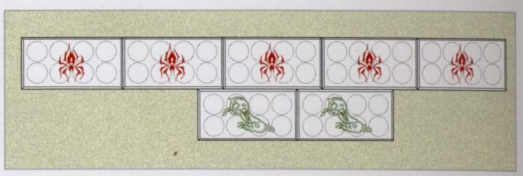
The total number of dice rolled in a fight is determined by three things: the combined Attacks value of any companies fighting directly, any combat modifiers of those companies and the number of supporting attacks.

Fighting Directly

Companies in base contact (including those in corner-to-corner contact) with the enemy fight directly.



Here, all three companies of Orcs will fight as they are all in base contact.



In this example, only the middle three companies of Orcs will fight – the others are not in base contact.

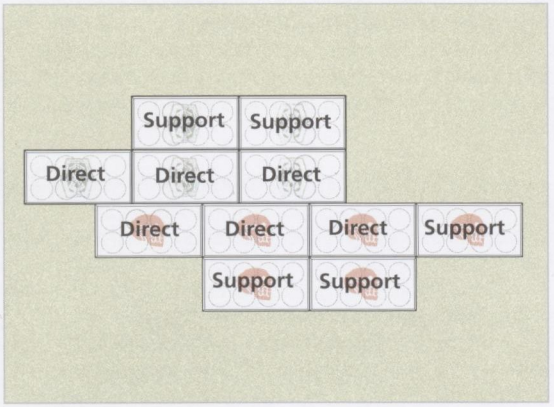
Companies that are fighting directly strike blows equal to their full Attacks value. For example, if the company has 8 Attacks, it will roll 8 dice. Remember – a company that has suffered casualties will have a reduced number of Attacks, equal to the number of models it has lost.

Supporting Attacks

Companies that are not in base contact with the enemy (but whose formation is engaged in a fight) do not receive combat modifiers or contribute dice based on their Attacks value. Instead they provide supporting attacks.

Supporting attacks represent Warriors pushing forwards, adding their mass to that of their comrades in an attempt to overwhelm the enemy. Supporting attacks contribute far fewer dice but do allow companies not in base contact to make an attack – these companies are referred to as supporting companies. All supporting companies contribute 1 extra dice each.

Note that the number of dice contributed by supporting companies does not decrease if the company has suffered casualties.



Here, a formation containing five companies of Dwarf Warriors is fighting a formation of six companies of Haradrim Warriors. As both formations are infantry, all strikes are simultaneous.

Three full-strength companies of Dwarf Warriors are fighting directly. Each company has 8 Attacks and so contributes 8 dice. In addition, the Dwarves charged (for an additional +1 dice for each company that is fighting directly) and their Fight value is one point higher than that of the Haradrim (for a further +1 dice per company that is fighting directly). Each company that is fighting directly therefore contributes 10 dice, for a total of 30 dice in all.

When combined with the supporting attacks of the two other Dwarf Warrior companies in the formation, the total number of dice rolled by the Dwarves is (30 + 2) 32.

The Haradrim also have three full-strength companies fighting directly. Each Haradrim company fighting directly therefore contributes 8 dice, but receives no bonuses (they have not charged and their Fight value is lower). When combined with the supporting attacks of the three companies in base contact, the total number of dice rolled by the Haradrim is (24 + 3) 27.

4) Roll To Hit

Rolling To Hit in a fight uses the same procedure as for shooting – in fact, you'll notice that both close combat and shooting use the same To Hit chart. Roll the dice calculated previously and consult the To Hit chart, cross-referencing the attacker's Strength with the enemy's Defence. The chart indicates the minimum score required on a D6 to cause a hit.

As before, a score of 6/4, 6/5 etc means that you must roll a single D6 and score a 6, followed by a further dice that must score either a 4, 5 or another 6, depending on the number shown after the slash.

To Hit Chart

		Defence									
		1	2	3	4	5	6	7	8	9	10
Strength	1	4	5	5	6	6	6/4	6/4	6/5	6/5	6/6
	2	4	4	5	5	6	6	6/4	6/4	6/5	6/5
	3	3	4	4	5	5	6	6	6/4	6/4	6/5
	4	3	3	4	4	5	5	6	6	6/4	6/4
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10	3	3	3	3	3	3	3	3	4	4



Combat Modifiers

Every company that is fighting directly is subject to a series of modifiers. These modifiers cover such things as the combatants' relative melee skills, whether or not the formation has been attacked to its front, side or rear, and whether or not the formation charged into combat.

Combat modifiers can be hugely important to the outcome of a fight. Skilled warriors can find themselves overwhelmed because the foe has the momentum of the charge, or has assailed them to the flank or the rear.

The most common combat modifiers are shown below:

CONDITION	COMBAT MODIFIER
Charging (Infantry and Monsters) The company charged this turn.	+1 dice. *Note the company receives this bonus even if it is itself charged later in the Charge phase – the momentum has already been built up!*
Cavalry Charge (Cavalry and Flying Monsters only) The company charged this turn.	+6 dice/+2 dice vs Cavalry and Flying Monsters. *Note the a cavalry charge grants +6 dice, unless the charge was against at least one formation of cavalry or a flying monster, in which case it grants +2 dice. Cavalry charges are less effective against other cavalry (and flying monsters) as the enemy are able to spur towards the charging formation and rob them of crucial momentum. Note the company receives this bonus even if it is itself charged later in the Charge phase.*
Battle Skill The company has a higher Fight value than the enemy.	+1 dice per point of difference. *For example, a company of Galadhrim (Fight 5) would receive +3 dice against a company of Moria Goblins (Fight 2).* A company always compares Fight value with the formation it is striking. So, if the Elves were fighting not only Moria Goblins, but also a Cave Troll (Fight 6) they would receive +3 dice if they chose to strike the Moria Goblins, but no extra dice if they attempted to strike the Cave Troll, as it has a higher Fight value than they do.
Fighting to the Flank The company has been charged in the flank by an enemy formation.	-3 dice (to a minimum of 1). *Note that this penalty applies to any attacks the company makes, not just those directed at the foe in the flank. This represents the company's order being disrupted by the flank attack.*
Fighting to the Rear The company has been charged in the rear by an enemy.	-5 dice (to a minimum of 1). *Note that this penalty applies to any attacks the company makes, not just those directed at the foe in the rear. This represents the company's order being disrupted by the rear attack.*
Disordered The company is disordered.	The company's total number of dice is reduced to 1. *Note that this penalty overrides all others – a disordered company only ever receives 1 dice, regardless of other modifiers.*
Unstoppable Charge The formation rolled a 6 for its charge value.	+D3 dice. *Note the company receives this bonus even if it is itself charged later in the turn. This bonus is on top of other bonuses for charging.*



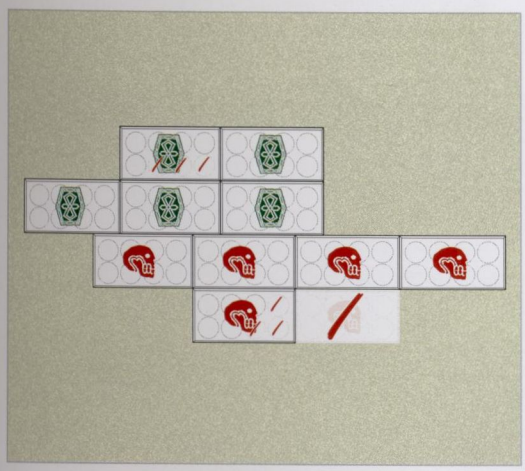
5) Removing Casualties

As with shooting, casualties caused in close combat must be removed from depleted companies first. If there are no depleted companies you must remove casualties from whichever full-strength company is in base contact with the least enemies, taking from rearmost companies where possible. Where this is tied, you can choose which company takes the casualties. This rule represents hale and hearty warriors flooding forwards to where the fight is thickest.

Casualties are therefore removed from companies in the following order:

1) A depleted company in the formation.
2) An undepleted company (in the rear rank if possible) that is not in base contact with an enemy.
3) An undepleted company (in the rear rank if possible) that is in contact with fewer enemies than other undepleted companies in the rear rank.

Remember that if the enemy has a Resilience score of more than 1, you will need to score two or more hits to cause a single casualty. See the Shoot phase for more details.

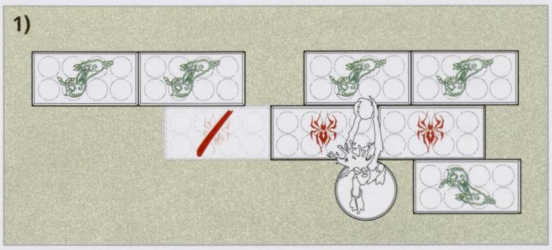


Continuing the earlier example, the Dwarves roll To Hit, causing 11 hits in total, destroying one company in the Haradrims' back rank and inflicting three casualties on a second. For their part the Haradrims' 30 dice only cause three casualties on the Dwarves, which the Good player removes from an unengaged company in the rear rank.

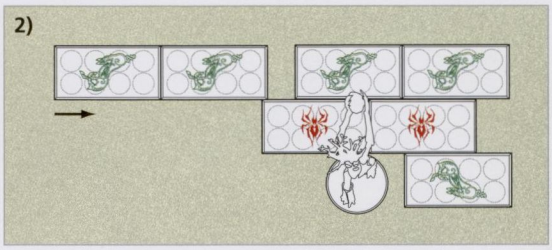
Stranded Units

Occasionally, a situation can arise when one or more companies in a formation are no longer in base contact with the enemy when their turn comes to strike. When this happens, those companies simply cannot fight directly – they must make supporting attacks.

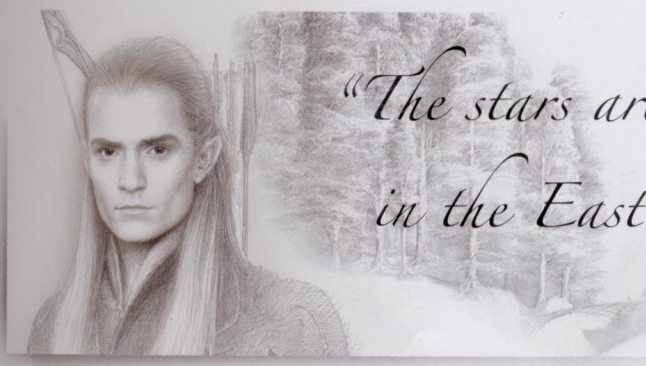
However, an entire formation will sometimes be stranded i.e. no attacks of any kind can be made because none of the formation's companies are in base contact. Clearly this is unacceptable – just as warriors in real life would push forward to assail the foe, so too must our warriors on the miniature battlefield. In these situations, the controlling player immediately repositions the attacking formation (by the smallest amount possible) so that one company is in base contact with the foe once more. This free reposition cannot be used to change the formation's configuration, nor can it be used to bring more than one company into base contact with its foe.



In this example, the Ent has struck first, causing enough casualties to remove the depleted company of Orcs on the left.

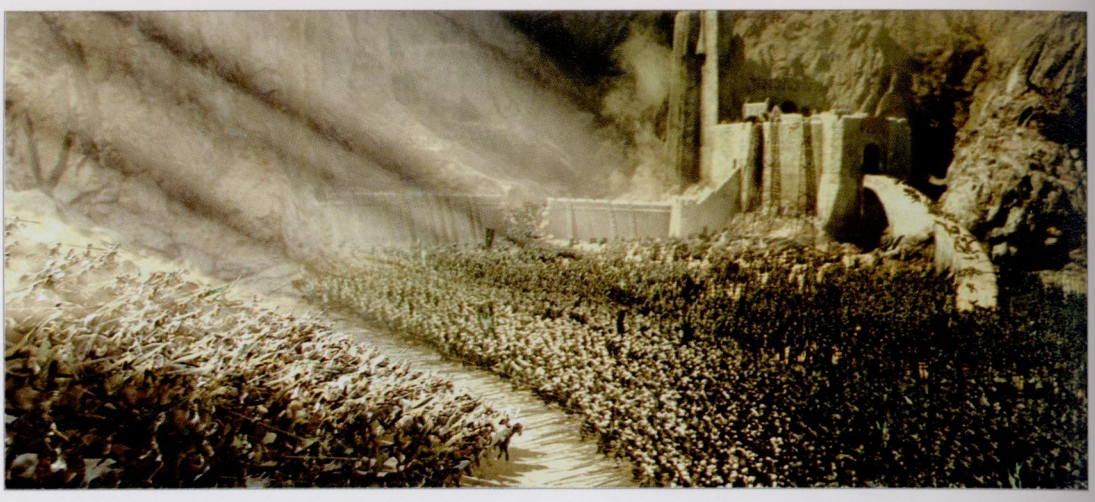


The Warriors of Rohan fight after the Ent and are now left out of contact with the Orc Warriors. The Rohan player therefore immediately repositions his formation so that it is in base contact once more.



"The stars are veiled. Something stirs in the East. A sleepless malice."

Legolas, The Return of the King



Hope is Lost!

Remember that the final company in a formation is instantly removed as soon as it is reduced to half strength. This represents the warriors losing heart and retreating when the majority of their compatriots are slain.

6) Determine Victor

A fight's winner is the side that has inflicted the most casualties (not hits!). Total the casualties scored by each side in the fight – the side with the highest score is the victor.

Continuing the example above, the Dwarves inflicted 11 casualties and the Orcs inflicted 3. The Dwarves are therefore the victors!

As a further example, a formation of Easterlings has fought a formation of Riders of Rohan. The Easterlings have inflicted 4 hits, and therefore cause 2 casualties (the Riders of Rohan being Resilience 2). The Riders also inflict 4 hits, therefore causing 4 casualties (the Easterlings being Resilience 1). The Riders of Rohan therefore win by 4 casualties to 2.

As all blows have now been struck, separate the formations slightly to show that the fight has been resolved. In this way, different formations never end a turn in base contact.

7) Loser Tests for Panic

When a formation loses a fight, confusion and panic set in. As individual warriors lose heart, the enemy press their advantage and hack deeper into the formation. Only the bellowed commands of the beleaguered formation's leader can prevent defeat turning into disaster. If the leader succeeds, his formation may yet endure, disordered but intact. If the leader fails to stem the panic, his warriors will flee and scatter to the four winds.

Once all blows have been struck and the victor established, all formations on the losing side must take a Panic test – roll a D6 and consult the table below for each result.

D6 Result

1 **Onset of Dismay.** The formation must immediately take a Courage test. If the test is passed, the formation becomes disordered, (see page 35).

If the test is failed and the formation still has more than 50% of the companies it started the game with, several more warriors lose heart and flee the battle. The formation immediately suffers a number of hits equal to the amount the test was failed by. If there are any companies left in the formation, they are now disordered.

If the test is failed and the formation has 50% or less of the companies it started the game with, the entire formation scatters and flees! Remove the formation from play.

2-5 **Disordered.** Warriors lose heart and shrink back from the foe, the shieldwall buckles and the formation loses cohesion. The formation is now disordered. In addition, the formation must immediately take a Courage test and suffers a number of hits equal to the amount the test was failed by. The formation remains disordered until it passes a Courage test at the start of its move, as described on page 35.

6 **Steadfast.** The warriors dig in their heels and refuse to succumb to panic! The formation holds fast and suffers no ill effects.

In the event of a draw, neither side tests for panic as both sides dig in to battle the foe once more – neither rolls on the Panic table.

Earth-shaking Charge

Cavalry excel in shattering formations. The combined mass of horses and riders can drive the enemy back in vulnerable disarray. If a cavalry formation charges and is victorious in a fight, its controlling player rolls a D6 to determine if the charge has sufficient momentum to follow up. On a score of a 6, the cavalry may immediately charge and fight again – this works the same way as a successful Heroic Fight – (see page 66). A formation can only benefit from a single Earth-shaking Charge in a single turn.

Multiple Fights

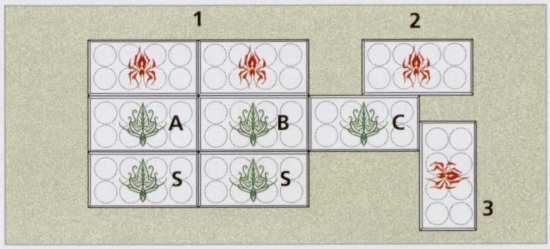
Quite often, a fight will include two or more formations from the same army. Multiple fights open up the possibility of a formation being able to split its attacks between two or more enemy formations. This is perfectly acceptable, provided that you declare how these attacks are apportioned before any dice are rolled. It should be noted, however, that each company that is fighting directly must aim all of its dice against one target in base contact – individual companies may not split their attacks between two or more different formations. Dice provided by supporting companies can be allocated against any formation that is also being fought directly.

In a multiple fight, calculate the total casualties caused in the fight to determine which side is victorious – a formation that has taken heavy casualties will not lose heart if its allies strike a greater blow against a mutual foe. All of the formations on the losing side must then test for panic, as described earlier.

It should be noted that each formation on the losing side rolls separately on the panic table. Whilst the formations have all fought together, their reactions to defeat are very much individual matters. As a result, some formations on the losing side might ride their defeat out with no ill-effect, whilst others are destroyed by it.

Monsters and Retreats

It's worth remembering that as a monster cannot suffer casualties in the same way as infantry and cavalry – it is either alive, or dead. As such, a monster will only ever test for panic if it is on the losing side in a multiple fight. While monsters can survive heinous wounds, they can be driven to fright by the deaths of smaller allies. With this in mind, make sure you back your monsters up with reliable formations or not at all!



Here, the Elven companies' attacks can be divided as follows: Company A must fight Formation 1, as must Company B. Company C must choose to fight Formation 1, 2 or 3. The supporting Elven companies (S) add their dice to any of the companies fighting directly – which means that they may only strike Formations 2 or 3 if Company C chooses to do so.

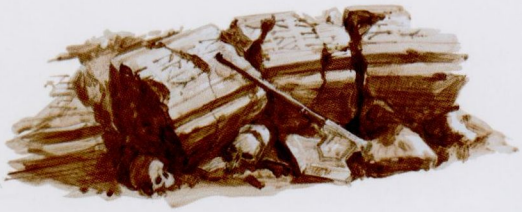


Defensible Terrain

The environs of a battlefield can vary wildly, ranging from swampy riverbanks to craggy mountain passes. There are streams, rivers, forests and caves to be fought over, not to mention the many buildings (ruined and intact) that litter Middle-earth's landscape.

In the section concerning the Move phase, we discussed the rules for difficult and impassable terrain. These cover many of the terrain types you're likely to encounter in a War of The Ring battlefield, but not all of them.

In this section we're going to look at the rules that cover defensible terrain features, such as buildings, ruins, forests and boundaried fields. We single out these types of terrain for the simple reason that they are defensible – formations can occupy them and hold them against the enemy. Defensible terrain features are very important in War of The Ring, as they can provide protection against both shooting and close combat attacks in the form of a Defence bonus. However, a formation that occupies a terrain feature of this kind sacrifices its manoeuvrability for a turn or two, and a cunning foe can take advantage of that!



Capacity

A defensible terrain feature can only hold so many fighters. As a result, players need to assign a Capacity to each defensible terrain feature before forces are deployed. Each point of Capacity allows a defensible terrain feature to shelter a company's worth of warriors.



Example One: This sturdy stone ruin can shelter several desperate warriors. A Capacity of 2 and a Defence bonus of +3 would be appropriate.

Occupying a Terrain Feature

A formation may enter a defensible terrain feature at the end of its move if it fulfils the following conditions:

1) The terrain feature is unoccupied. A formation may not enter an occupied terrain feature, although it may charge an enemy formation inside (see page 55).

2) The formation has moved so that it is touching the defensible terrain feature and all the companies in the formation are within 6" of the terrain feature. A formation may not touch an unoccupied defensible terrain feature if it is not intending to occupy it. It does not matter which facing of the company is in contact.

3) The defensible terrain feature's capacity is equal to or greater than the number of companies in the formation. There has to be enough room for everyone, after all! Formations that are too large to occupy a defensible terrain feature may still move through it if they wish (see Our Numbers Are Too Great on page 55).

If a formation enters a defensible terrain feature, place it in or on the defensible terrain feature. If it is impractical to place the formation in the defensible terrain feature, place a representative model in, on or next to the defensible terrain feature to show that it is occupied, and remove the rest of the formation from the battlefield. The defensible terrain feature is now considered to 'be' the formation for the purposes of range, base contact and so on.

It should be noted that some units cannot occupy certain types of terrain feature – cavalry cannot enter buildings, for example. See the Defensible Terrain Features Summary for details.



Example Two: This Rohan watchtower can hold a small garrison – a Capacity of 1 or 2 and a Defence bonus of +2 would be suitable.

Exiting a Terrain Feature

A formation may use its move to leave a terrain feature. If a formation leaves a terrain feature, it must be placed on the battlefield under the following conditions:

1) At least one company is in contact with the terrain feature. It does not matter which facing of the company is in contact.

2) Every company in the formation is placed within 6" of the terrain feature.

3) The formation is legal (i.e. all the ranks are full, with the possible exception of the rearmost).

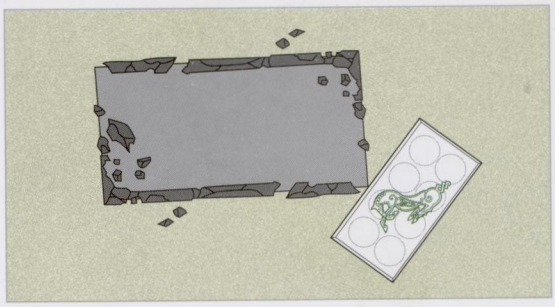
A unit that exits a terrain feature may not move further that phase – for the purposes of shooting it is considered to have moved at half rate. All of its move is used up in leaving the terrain feature.

Death Beyond the Gates

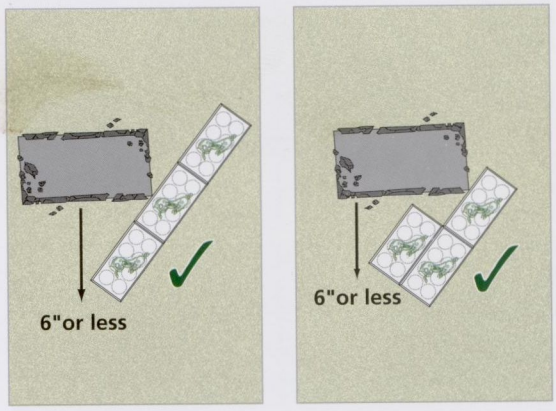
Warriors are often unwilling to leave the safety of defences when the enemy are in sight. A formation that wishes to leave defensible terrain while there is an enemy within 6" of the feature must immediately pass a Courage test or remain inside.

Defensible Terrain Feature Summary

	Def. Bonus	Who can occupy?
Walled field	+1	All
Forest	+2	All
Timber building	+2	Monsters, Infantry
Stone building	+3	Monsters, Infantry



These Warriors of Rohan wish to exit the building. There are no enemies nearby, so they may do so automatically. First, a single company is placed so that is touching the building.



The remainder of the formation is then placed in a legal configuration around the first company, and within 6" of the building. Both examples shown above are acceptable.

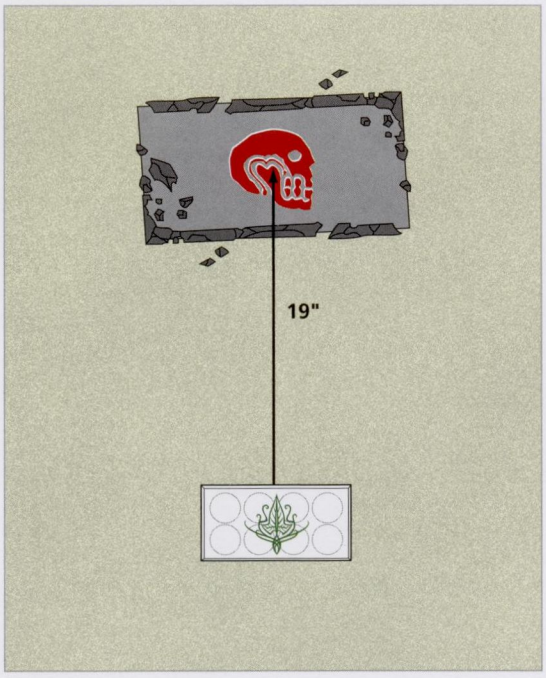


Example Three: This wood can offer refuge for a substantial number of troops, perhaps as many as three or four companies. You can see that we've removed the occupying formation from their movement trays and placed the individual models throughout the wood to show that it is occupied.

Shooting at a Defensible Terrain Feature

All shooting attacks (or other attacks that are made at range, such as some magical powers) made against a defensible terrain feature are measured to its centre, not its edge, as we assume that the defenders are spread throughout the feature. A defensible terrain feature never prevents a shooter from seeing the formation inside.

Depending on the type of terrain feature, an occupying unit receives a bonus to its Defence to represent warriors taking cover behind walls, trees or other obstacles. See the Defensible Terrain Feature Summary for details.

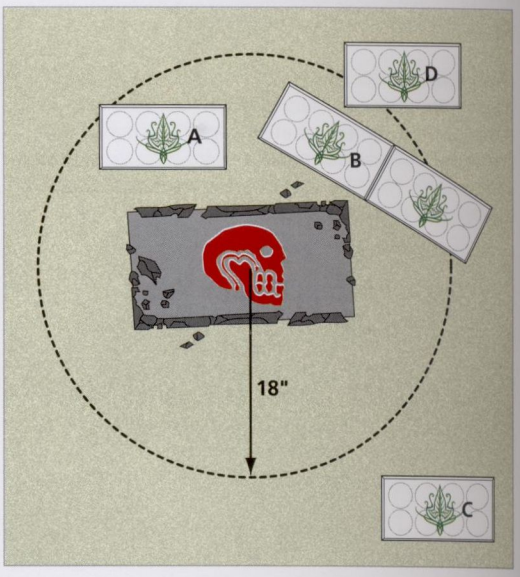


The centre of the building is 19" away. As this is less than the range of the Elves' longbows, they may shoot at the formation inside.

Shooting from a Defensible Terrain Feature

A formation in a piece of defensible terrain may shoot. It is assumed that the warriors occupying the terrain can find suitable vantage points for their archery. As such, line of sight can be drawn from any point on the occupied terrain feature, and the formation's arc of sight is considered to be 360-degrees. Range, however, is always measured from the centre of the defensible terrain feature.

Of course, a formation will never find as many firing positions in a defensible terrain feature as it will on the open ground – the formation may only Shoot with a number of companies equal to half the Capacity of the defensible terrain feature (rounded up). These companies are treated as shooting directly. Other companies may add supporting fire in this instance.



The Haradrim in the building may fire at Elf Formations A and B. They may not shoot at C because the formation is out of range. The Haradrim may not shoot at D, because B is in the way and blocks their view.



Charging a Defensible Terrain Feature

A formation occupying a terrain feature may be charged as normal. It is considered to be occupying the same space as the terrain feature, so the charge is completed against the defensible terrain feature as if it was itself the formation. Combat is then worked out as normal with the following exceptions:

1) All attacking companies in base contact with the defensible terrain feature fight directly – other companies make supporting attacks

2) The occupying formation is considered to have neither a flank or rear – the occupying troops use the various defences to counter such weaknesses. As a result, it will not lose dice for a flank or rear charge.

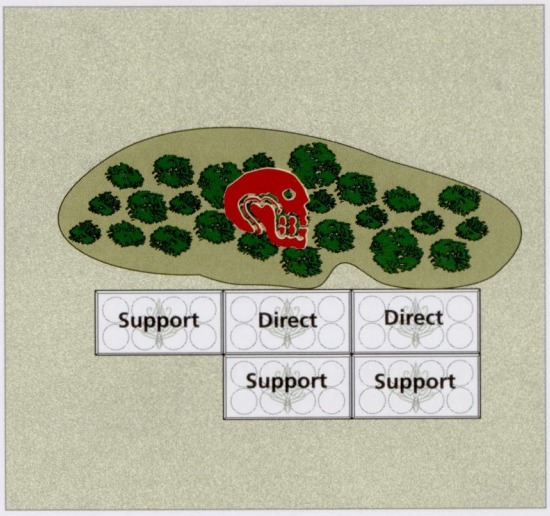
3) Not all of the companies in the occupying formation can fight directly – there are only so many points at which they can defend their ground. A formation must defend a defensible terrain feature with a number of companies up to half the Capacity of the defensible terrain feature (rounded up) – all other companies can make supporting attacks as normal. If the defending player wishes, he can assign different companies to attack different attacking formations, just like a normal multiple fight.

4) The attacker receives no extra dice for charging a formation in a defensible terrain feature. In addition, each company in the occupying formation receives a bonus to its Defence. This represents the protection offered by the features, any traps the defenders might have set as well as any defensive positions (obstacles and so on) they may have prepared. Different types of defensible terrain give different bonuses. See the Defensible Terrain Feature Summary for details.

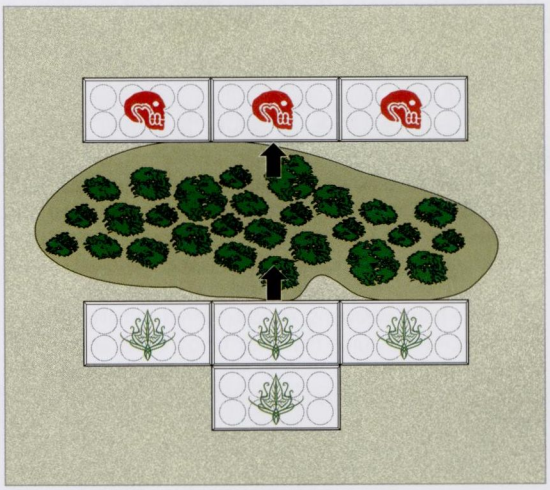
5) If a formation occupying a terrain feature loses a fight, it must take a Panic test as normal. Unless the formation is steadfast, it must immediately exit the defensible terrain feature as described earlier in addition to any other effects suffered as a result of the panic test. If it cannot do so, it is destroyed and removed from play – the enemy manage to corner the defenders and slaughter them to the last man.

   Regardless of the defender's fate, one attacking formation can choose to immediately occupy the defensible terrain feature, providing that its number of companies does not exceed the feature's Capacity and provided its type is allowed inside. In all other circumstances, the attacker is moved slightly back until it is no longer touching the defensible terrain feature.





Elves have charged a wood occupied by Haradrim. Two companies of Elves are touching the wood and so fight as if they were in base contact with the Haradrim. The other three companies fight in support as normal.



The Haradrim have been defeated and flee the wood! Victorious, the surviving Elves immediately occupy the now-deserted feature.

Our Numbers Are Too Great!

As previously stated, a formation cannot occupy a defensible terrain feature if it has more companies than the feature's capacity can support. However, any formation is allowed to move through an unoccupied defensible terrain feature, counting it as difficult terrain in all respects. As a result, the formation receives no Defence bonus for being in the terrain feature, and can be shot at exactly as if it were in the open.

Whilst the formation remains in the terrain feature, all other formations (on both sides) treat the feature as difficult terrain. It cannot be occupied by either side until the formation moves away. Note that companies may not use this rule to enter terrain that they would normally be prevented from occupying for reasons other than capacity – cavalry could still not enter buildings, for example.

Arms and Armour

So far, we've assumed that it makes no difference how a warrior is equipped. However, it is uncommon for two different formations to have identical wargear. Some have shields, whilst others may carry two-handed weapons, pikes or lances. In this section you'll find additional rules covering the effect of a company's wargear.

Representing Wargear

All models in a formation have the same armament, and this should be represented on your models. As with everything else in War of The Ring, the rule of thumb is to ensure that your opponent is clear exactly what wargear each formation has at the start of the game. Provided that there is a clear representation of a company's armament, it doesn't matter too much how individual models are armed.

Hand Weapons

Most warriors carry a sword, axe, spear, club or similar weapon in one hand – these are collectively called 'hand weapons'. All hand weapons are used more or less in the same way, and how effective they are is more dependent upon a warrior's familiarity with his armament than any inherent difference between swords, axes and so on.

As the rules already assume that a warrior (and thus, by extension, a company) is armed in this way, we need not burden ourselves with additional rules for hand weapons. Indeed this covers models with no visible hand weapon, such as some archers. Even animals and monsters with no visible hand weapons, are considered to have hand weapons – we assume that their fangs, claws and bloody-minded nature provide ample compensation for a few feet of sharpened steel.



A company of Warriors of Rohan. The models are armed with an assortment of axes, swords and spears – in game terms, these are all counted as being hand weapons.

Some incredibly skilled fighters are proficient in the use of two hand weapons at the same time – the Watchers of Kârna are a good example of this. Such warriors can unleash a flurry of blows, although to do so means that they forgo the protection of a shield.

For simplicity, there are no particular rules for fighting with two hand weapons – any advantage will be included in the Fight value of the troop type in question.

Special Close Combat Weapons

As detailed in their bestiary entry, many formations can be equipped with a special close combat weapon. Special close combat weapons bestow extra abilities as described below. A company that has a special close combat weapon must always use it – the new weapon effectively replaces its hand weapon.

Glaives

Some warriors fight with exceptionally well-crafted curved blades. These elegant weapons are so finely balanced that a skilled warrior can swing his blade in a fluid series of cuts and thrusts that would be impossible with a different weapon. A company armed with glaives counts its Fight value as being one point higher than it would otherwise.



These Galadhrim Warriors are armed with glaives, taking their already formidable Fight 5 to a goblin-shredding 6!

Lances

Heavily armoured horsemen are sometimes equipped with long thrusting spears called lances. These are fixed in place underarm when the warrior is charging, thus allowing the warrior to bring the entire mass of his thundering steed to bear against the enemy.

Cavalry Special Rule

In a turn in which it charges, a company armed with lances receives a +1 bonus to dice results when rolling To Hit in close combat.



Knights of Dol Amroth are armed with deadly lances, making them even more fearsome on the charge.

Two-handed Weapons

There are many kinds of two-handed weapons, from greatswords and battle-axes through to rarer falchions and halberds. Two-handed weapons are difficult to use because they are so heavy. Their advantage lies in the fact that this same weight makes them incredibly dangerous – two-handed weapons can smash through armour and shatter bones with horrific ease.

Infantry and Monsters Special Rule

Infantry companies and monsters armed with two-handed weapons receives a +1 bonus to dice results when rolling To Hit in close combat. However, due to the unwieldy nature of the weapons, the company also suffers a -1 penalty to its Fight value. For example, a company of Orc Warriors (Fight 3) armed with two-handed weapons would count as being Fight 2.



A company of Uruk-hai Berserkers armed with two-handed weapons.

Cavalry Special Rule

Cavalry armed with two-handed weapons are most effective on the charge, timing their blow to maximise the crushing impact. In a turn in which it charges, a company armed with two-handed weapons receives a +1 bonus to dice results when rolling To Hit in close combat.

Pikes



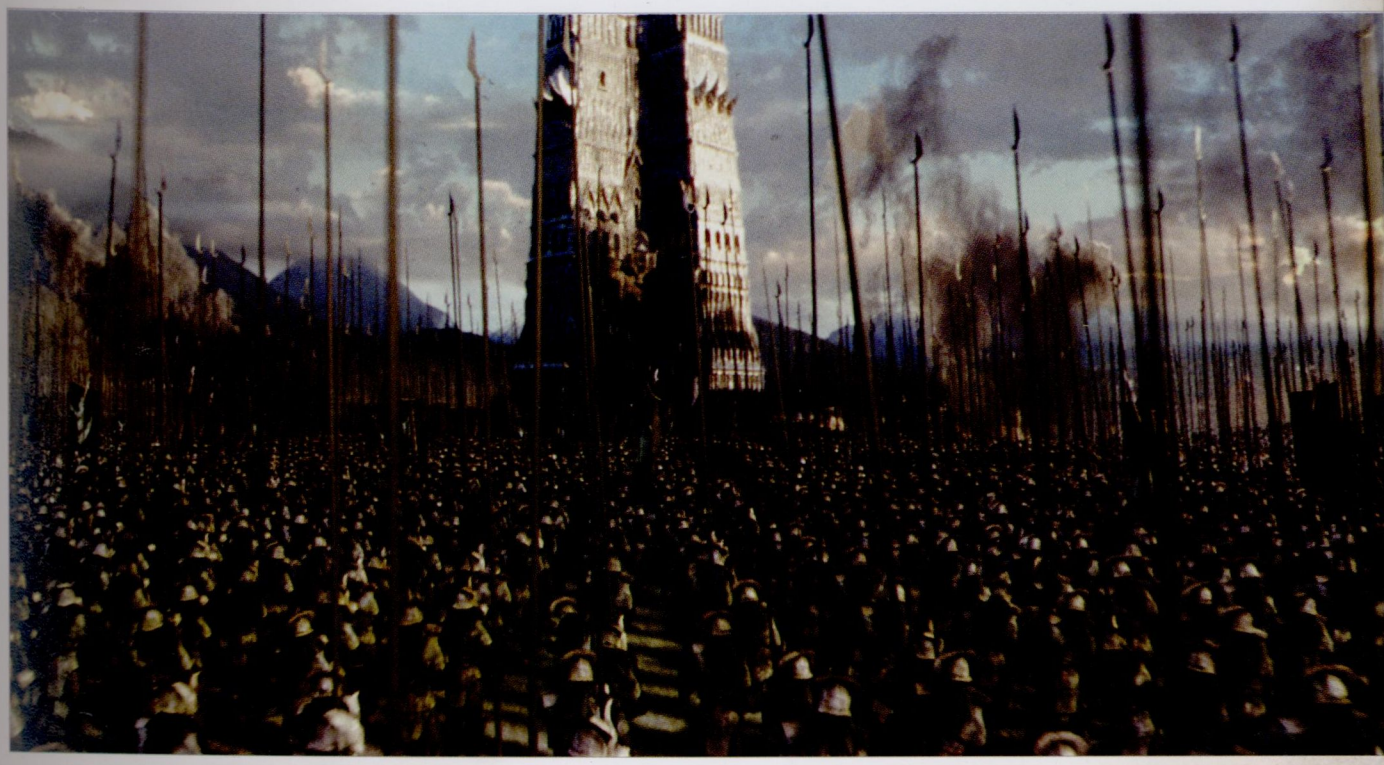
Pike are massive spears, normally fifteen or eighteen feet in length. They are best employed in tight, ordered formations where any enemy foolish enough to charge will be met by a bristling wall of razor-sharp blades. Though a famously deadly foe for cavalry, pikes are also effective against infantry and monsters.

A company armed with pikes counts its Fight value as being one point higher than it would otherwise. For example, a company of Uruk-hai (Fight 4) armed with pikes would count as being Fight 5.

In addition, enemies that charge the front facing of a pike-armed company receive no extra dice for charging. However, pike-armed companies never receive bonus dice for charging.



Equipped to fight the horse-lords of Rohan, the Uruk-hai of Isengard often carry pikes to war.



Shooting Weapons

Archery and other types of missile fire can be a deadly force on the battlefield, scouring the enemy from sight or pinning them down for close combat troops to finish off.

Bows

The races of Middle-earth use all kinds of bows in warfare, ranging from the simple but practical hunting bows of the Shire to the elegant master-crafted longbows of the Elves. In War of The Ring all bows are governed by the same basic rules, with their differing effectiveness represented by variations in Range.

Weapon	Range	Strength
Shortbow	18"	2
Bow	24"	2
Longbow	36"	2



A company of Galadhrim Archers armed with longbows.



Dwarves of Erebor armed with stout shortbows.

Blowpipe

The more primitive folk of Middle-earth are known to use blowpipes – hollowed-out reeds through which poisoned darts can be blown. Blowpipe wielders are invariably excellent shots – all the better to compensate for their weapons' lack of range.

Weapon	Range	Strength
Blowpipe	12"	2



The Wild Woses of Drúadan use their blowpipes to deadly effect when hunting Orcs.

Crossbows

The crossbow is still a comparatively rare sight in Middle-earth. Nonetheless, its ease of use and formidable firepower have already earnt the crossbow a fearsome reputation amongst its victims.

Weapon	Range	Strength
Crossbow	24"	4

A formation may not fire its crossbows if it moved any distance in the preceding Move phase.



Isengard Uruk-hai armed with crossbows, weapons born of Saruman's mechanical artifice.

Throwing Weapons

Some troops carry a variety of throwing axes, dirks and spears to battle. Though these weapons lack the range of a bow, they are deadly at close quarters. This same rule is also used by some monsters. In this case it represents the creature ripping out huge chunks of the battlefield and hurling them at the foe.

A company with throwing weapons may make a shooting attack with the following profile.

Weapon	Range	Strength
Throwing weapon	6"	*User

*The Strength of a throwing weapon is always equal to that of the company making the shooting attack.

Unlike other shooting attacks, throwing weapons do not use the company's full Attacks value, but rather half this number (rounding up). Thus, an undepleted infantry company (Attacks 8) would have 4 Attacks when using throwing weapons. Similarly, a depleted infantry company with only five models remaining (Attacks 5) would have 3 Attacks when using throwing weapons.

If the company also has a shooting weapon, you must choose which weapon they will use before making the shooting attack.

A company that makes a shooting attack with thrown weapons may charge in the same turn.



Armour

Most warriors wear armour, although it can vary hugely in appearance and construction. The Men of Rohan favour a combination of leather jerkin and iron scalemail, whereas the Men of Minas Tirith protect themselves with steel plate and the Haradrim chiefly rely on dense-woven wicker and bamboo. The degree of protection each kind of armour bestows is incorporated into a company's Defence characteristic.

Shields

In addition to basic armour, some companies carry shields. As with armour, shields can be made of wood, metal, wicker or other materials, but for simplicity we apply one rule to all shields.

A company with shields counts its Defence as being one point higher against all shooting and close combat attacks to its front facing. This increased Defence is represented by a bracketed number, as shown below:

	Type	M	F	S	D	A	R	C
Riders of Rohan	Cavalry	10	4/4+	3	4(5)	2	2	3

In the battlelines of War of The Ring, shields are of most use when being attacked from the front – the close press of bodies makes it difficult to reorient the shield to defend against other threats. If attacked from the side or rear (or if the direction of attacks is not clear) the shields provide no benefit, and the company's own Defence is used.

Infantry Special Rule

Shield-equipped infantry form shieldwalls that offer incredible protection to the front. An infantry company with shields counts its Defence as being two points higher against all shooting and close combat attacks to its front facing.



If attacked from the side or rear, the shields provide no benefit, and the company's normal Defence is used instead. If the infantry formation has both shields and two-handed weapons, it must choose which it will use at the start of the Fight phase – it cannot use both.

	Type	M	F	S	D	A	R	C
Warriors of Rohan	Infantry	6	3/4+	3	3(5)	8	1	3

Enchanted Cloaks

A cunningly woven enchanted cloak can conceal the wearer from view. He appears to melt into the background making it harder for the enemy to shoot him.

Enemies wishing to shoot at an infantry formation equipped with enchanted cloaks cannot do so if the target is more than 12" away.



Command Companies

A formation normally marches to war bearing the colours and heraldry of their master. It might also be led by a Captain or Chieftain, who in turn is accompanied by advisors, shamans or taskmasters. Such groupings are referred to as command companies.

The command company is the first company in a formation, and is always placed as near to the centre of a formation's front rank as possible. As the formation moves around the battlefield and takes casualties, the command company may find that it is no longer in the centre of the front rank. This is clearly unacceptable – even in the rabbles of Mordor, the leader always leads from the front! Accordingly, whenever a formation has finished any action, including moving, shooting, fighting, taking casualties, has fallen back etc, the player must swap around the companies to ensure that the command company is in its proper place. This reorganisation cannot be used to alter the position or configuration of the formation as a whole, it purely represents the formation's commander pushing his way to the front.

Sometimes there will not be room in the command company for all the upgrades you may wish to buy. In this case it is perfectly acceptable to place any additional upgrades in a different company in the same formation.

Models in a Command Company

Most of the models in a command company will be the same rank and file troops as makes up the formation as a whole. However, as shown in the Bestiary, individual models can be upgraded to Captains, Banner Bearers and other special types of fighters. If the command company takes casualties, the controlling player will want to remove any rank and file troops first – if an upgraded model is slain, the advantage it conveys is lost.



Heroes

Heroes (also referred to as Captains or Chieftains) lead formations into battle. See page 64 for more details on Heroes and their abilities.

Banner Bearers

As one might expect, Banner Bearers carry the formation's banner into battle. Banners provide a point for the whole formation to rally around, whether they are charging into combat or simply advancing across the battlefield. If the Banner Bearer advances, the whole formation will advance, but if the Banner Bearer flees, the whole company will surely follow him.

When charging, a formation with a Banner Bearer is allowed to re-roll the dice to determine how far it moves. In addition, a formation with a Banner Bearer is allowed to re-roll its Panic test.

Army Banner

Army Banners are larger and more impressive standards that serve as a rally point, not just to a single formation, but to the army as a whole. Army Banners make for not only powerful gaming pieces, but also incredibly impressive models – there are few sights finer than a mighty Rohirrim army going to war beneath the Royal Standard of Rohan, or the Grey Company doing battle in the shadow of Halbarad's mighty standard.

Army Banners follow the same rules for Banner Bearers. In addition, any Hero in the same command company as an Army Banner gains a special Heroic action, called 'Heroic Advance'. When called, a Heroic Advance follows the same rules as a Heroic Charge, with one exception: any friendly formation that has a banner and is within 12" of the Army Banner bearer's company may move first, not just the Army Banner's formation! We've not yet talked about Heroes, so if you've not yet read that section, this won't mean much to you. Don't be concerned about that – you'll find all the rules for Heroes later on in the book – but we wanted to include the Army Banner rules here, alongside the other command company options.

Hornblowers and Drummers

Many armies use musicians as a swift method of communication and to drive the troops ever faster into the fray. A warband marching to the beat of a drum or the winding of a horn will reach its destination all the faster. A formation with a Hornblower or Drummer adds 1 to its Move value.

Taskmaster

By ensuring that their fellows fear them more than the foe, Taskmasters can instil an enthusiasm for battle in even the most cowardly of Orcs! A formation with a Taskmaster adds 1 to its Courage characteristic, on top of any other bonuses.

Other Upgrades

There are many other types of upgrade available to the various races, such as Elven Stormcallers, Dwarven Shieldbearers and the Hâsharii of Harad. Each has its own special rules, as detailed in its Bestiary entry.

Special Rules

The creatures of Middle-earth are many and varied. Some have extraordinary abilities and skills that cannot be represented by a characteristics profile. A company or Epic Hero may have one or more of the following special rules. It may even have one or more special rules that are unique to it. If this is the case, the effects of the special rule will be detailed in the company's or Epic Hero's bestiary entry. Unless otherwise noted, all effects from special rules, wargear etc. are cumulative.

Ambushers

Some fighters lurk in concealment, revealing themselves only when the enemy is vulnerable and the moment to strike has come. If a formation has the Ambushers special rule it can be deployed as normal, or be held on one side as reinforcements. If the latter is chosen, in reality the Ambushers have hidden themselves somewhere on the battlefield and are just waiting for the moment to strike.

Ambushers can only hide in defensible terrain features. The controlling player must make a secret note of which feature his Ambushers are hiding in during deployment. If a player has more than one formation of Ambushers, each must be allocated to a different defensible terrain feature. Ambushers cannot be assigned to a defensible terrain feature with a Capacity lower than the size of their formation.

A player can reveal his Ambushers at the start of any Move phase in the second turn or later, before any Heroic actions are declared. If the defensible terrain feature the Ambushers are assigned to is unoccupied, the Ambushers automatically occupy it – place them in the defensible terrain feature. If the defensible terrain feature is occupied, the Ambushers are instead placed as if they had just exited the defensible terrain feature (see page 53) and then shuffled 1" away from the feature – if this cannot be done, any companies that cannot be placed are destroyed.

Epic Heroes may join a formation of ambushers during deployment, subject to the rules given on page 68. If there is more than one formation of Ambushers, the controlling player must declare which formation each Epic Hero has joined.

Artillery

Artillery is capable of hurling massive iron-shafted bolts or boulders across the battlefield with devastating effect. Artillery is deadly at range, but the relatively small number of trained warriors amongst the crew makes them vulnerable to melee. Siege engines are enormously heavy, and cannot easily be moved once deployed. Artillery can therefore neither move nor charge once deployed.

Artillery companies consist of a siege engine and three crew – only the crew can be removed as casualties. An artillery company is not removed from play when it goes below half strength; however, if all the crew are removed as casualties, the siege engine is rendered useless and the company is removed from play. If an Artillery company falls back, the enemy are assumed to wreck the siege engine, rendering the crew insignificant – remove the company from play.

Artillery companies can shoot, but do so in a different manner to other companies. When one of your Artillery formations shoots, choose a target as normal. Then roll a D6 on the Artillery table for each company in the firing formation that has the target in line of fire, range and arc of sight, and apply the result.

Artillery does not suffer the -1 Strength penalty for firing at targets at long range.

Artillery Table

1 or less	**Friendly Fire!** Something goes horribly wrong and the shot goes dramatically off-course. Your opponent can immediately choose a formation within 6" of the initial target – that formation suffers D6 hits at the siege engine's Strength. Otherwise he can choose for the shot to be treated as a miss.
2	**Miss.** The shot spatters the target with mud but otherwise causes no damage.
3-5	**On target.** The payload thumps home in the enemy ranks. The target formation suffers D6 hits at the siege engine's Strength.
6	**Dead Aim.** The shot is gauged with incredible precision, inflicting immense damage. The target formation suffers D6+4 hits at the siege engine's Strength.
7+	**Devastation!** With a well-aimed shot, the siege engine inflicts terrible carnage on its luckless target. The target formation suffers 2D6+4 hits at the siege engine's Strength.

Siege engines are more effective when fired at large formations. When shooting at single companies, the dice roll suffers a -1 penalty. If the target formation consists of more than 4 companies, the roll on the Artillery table receives a +1 bonus. If the target formation has more than 8 companies, the roll on the Artillery table instead has a +2 modifier. If shooting at a formation in a building, the dice roll receives a further +2 modifier. However, it should be noted that a roll of a 1 will always produce a Friendly Fire! result.

Bane

Over the course of Middle-earth's countless wars, some weapons were enchanted to increase their potency against certain foes. Most famous of these are the sundered swords of Gondolin, whose keen edges are all the more deadly when wielded against Orcs. Bane weapons are always crafted to wound a particular race. This is clearly noted in their name – Trollbane weapons are enchanted to wound Trolls, for example, whilst Elfbane weapons are crafted to wound Elves. A company armed with the Bane special rule always receives a +1 bonus to dice results when rolling To Hit against the target race, in addition to any other modifiers it may have.



Berserk
Some warriors work themselves into a black rage, throwing themselves at the enemy in a terrible fury that can only be sated by the spilling of blood. At the start of the Fight phase, after Heroic Fights have been declared, roll a D6 for each formation with this special rule that successfully charged this turn and consult the table:

Berserk Table

1	**Madness.** The berserkers' enraged state causes them to lash out at their fellows – the berserk formation suffers D6 hits resolved at its own Strength +2.
2-5	**Berserk Charge!** The berserkers strike at their foes with redoubled might – the Berserk formation's Strength increases by +2 until the end of the turn.
6	**Carnage Unbound!** With a great roar, the berserkers smite the enemy with incredible force – the Berserk formation's Strength increases by +4 until the end of the turn.

Counsellor
See page 69.

Expert Riders
The members of this company are amongst the most accomplished riders in Middle-earth, having spent much of their lives in the saddle.

Expert Riders may move at full speed and shoot in the same turn, and can even charge in the same turn. This does not apply if the formation moves (or attempts to move) 'At the Double!' (see page 64)

Hard to Kill!
If a model with this rule suffers hits equal to its Resilience characteristic, do not remove it as a casualty. Instead, the opponent rolls a D6 on the following table, adding one to the result for each wound counter the monster has accrued.

Hard to Kill! Table

1	**No Effect.** The blow hits home, but the monster seems blithely unaware of the injury.
2-3	**Flesh Wound.** The attack cuts deep into the monster's flesh. The monster gains a wound counter (use a coin or other suitable marker to represent this).
4-5	**Debilitating Strike.** The strike inflicts terrible damage. The monster gains two wound counters.
6	**Death Blow.** The monster is slain outright – remove it from the game.

If the monster suffers enough hits to equal its Resilience several times over, roll a D6 for each. For example, if a Mordor Troll suffers 4 hits, it would cause two rolls on the table. Note that a second roll receives any bonuses from wound counters generated by the first, as would the third be boosted by wound counters generated by the first and second rolls, and so on. Note that wound counters are persistent effects – i.e. they remain in play until the monster is slain or they are removed by a magical power or special ability.

In addition, a model with the Hard to Kill! rule that is shot at, but not slain, is driven back D3" for every wound counter it gains as the result of the attack.

Indomitable
Only the most determined or crazed warriors fight on to the last man.

A company with this special rule is not removed once it reaches half strength, but will fight on until all the models are removed.

Inspiring Leader
See page 69.

Overlord
See page 69.

Pathfinders
There are many beings in Middle-earth whose life in the wilderness has taught them how to move through dense terrain with ease. For example, the Rangers of Arnor and Gondor are adept at moving through woodlands, whilst Goblins are skilled at negotiating mountainous terrain.

A company with the Pathfinders special rule can move through some types of difficult terrain without penalty – which type this applies to is shown in brackets. There are three types of Pathfinder: Woodland, Mountain, and Master.

Pathfinder (Woodland) allows the company to ignore all penalties from moving through areas of scrubland, woods, swamps, underbrush and so on that have been identified as difficult terrain.

Pathfinder (Mountain) allows a company to ignore penalties for moving through scree, rubble, ruins, boulder-strewn slopes and other areas of mountainous terrain.

Pathfinder (Master), as the name suggests, means that the company can ignore all difficult terrain penalties.

Note that the Pathfinder special rule does not allow a company to enter impassable terrain.



Prowlers
Not all warriors prefer a face-to-face clash of swords and shields. Some, especially the more vicious and cowardly creatures, save their full effort for the moment when the foe's back is turned.

A company with the Prowlers special rule receives a +1 to dice results when rolling To Hit in close combat, providing that it is attacking the enemy in the side or rear.

Skilled Riders
Skilled Riders are masters at taming and controlling ridden beasts. These riders control and guide their mounts by instinct more than conscious thought, leaving themselves free to shoot at the foe.

Skilled Riders may move at full rate and shoot in the same turn if their controlling player wishes, This does not apply if the formation moves (or attempts to move) 'At the Double!'. Skilled Riders may not shoot and charge in the same turn.



Spirit Grasp
Armour is of scant use against the chill grasp of Ringwraiths and other ghostly creatures. Their chief weapon is pure fear and it can freeze the hearts of all but the boldest fighters.

When a company with the Spirit Grasp special rule attempts to hit an enemy (with shooting or close combat attacks), the controlling player uses the opponent's Courage, rather than its Defence, on the To Hit chart.

For example, if a company of Ghosts (Strength 3) attacks a company of Minas Tirith Archers (Defence 5, Courage 3) it strikes against the Courage value, and thus needs a 4+, to cause a hit.

Spirit Walk
No earthly barrier can block the passage of spirit-creatures – they can move through friend and foe with equal ease.

Companies with Spirit Walk suffer no penalties for moving through difficult terrain. Companies with Spirit Walk may also move through friendly formations, enemy formations and defensible terrain features, providing that the move is not ended on top of such things. Spirit Walk even allows a company to move through impassable terrain, although it may not end its move within the impassable terrain.

Stalwart
Some fighters fall back from the enemy in only the direst circumstances. Such warriors will press on through even the heaviest archery or artillery fire without pause or fear.

Companies with the Stalwart special rule are never driven back by shooting attacks.

Terror
Some creatures provoke fear in even the bravest fighter. Whether it is caused by the otherworldly aura of an Elf Lord or the brutish might of a Mordor Troll, the effects of Terror can stop a charging formation in its tracks or leave it frozen with fright.

If a formation wishes to charge a Terror-causing creature, it must first pass a Courage test. (see page 29). If the test is failed, the unit does not summon enough bravery and the charge automatically stalls.

If a formation is successfully charged by one or more Terror-causing creatures, it must immediately take a Courage test. If it passes, there is no effect.

If the formation fails the Courage test, its warriors are terrified and the formation's Fight value is reduced to 0 for the remainder of the phase.

Note that the formation only takes one Courage test in this fashion, even if charged by several Terror-causing creatures.

Touched by Destiny
See page 69.

Very Hard to Kill!
Creatures that are Very Hard to Kill! are even tougher than those that are Hard to Kill! Models with this special rule follow all the rules for Hard to Kill! However, all rolls on the Hard to Kill! table suffer a -1 penalty.

We Stand Alone
These warriors are so mighty or unsettling that they are never led to battle, save by those of their own kind. A company with this rule cannot be joined by Epic Heroes.

Heroes

The tales of The Lord of The Rings are replete with mighty Heroes. These extraordinary warriors are skilled beyond the ken of lesser folk, and dangerous beyond measure. The presence of such beings can turn the tide of battle and spell the difference between victory and defeat.
In terms of our game, Heroes are not necessarily good. The Forces of Darkness also have their own evil Heroes who are just as powerful as those of the Free Peoples.

When a formation is selected, you will often have the option to upgrade one model to a Hero. They represent the Captains and Warchiefs of the various armies and, as such, live and die alongside the warriors that they lead. Heroes cannot leave their command company.

At the Double!

Heroes are experts at urging their followers on to better exploit the opportunities of a battlefield. If a formation contains a Hero, it may take a Courage test to move At the Double! after it has completed its move. If the test is failed, nothing happens. If the test is passed, the formation may immediately move again, following the normal rules. Whatever the result, the formation may not shoot that turn. A formation may only move At the Double! once each turn.

As with a regular move, an At the Double! move is harder to perform if the enemy are nearby. If there is an enemy within 6", the Courage test suffers a penalty of -1. This effect is in addition to the movement being halved due to the enemy's proximity.



Heroic Profiles

Heroes have slightly different characteristic profiles to ordinary warriors. As Heroes always act as part of a formation, they have no need of Move, Shoot, Strength, Defence or Attacks values, so these are omitted.

	Type	M	F	S	D	A	R	C	Mt
Captain of Minas Tirith	Hero	-	4/-	-	-	-	2	4	2

	Type	M	F	S	D	A	R	C	Mt
Orc Captain	Hero	-	4/-	-	-	-	2	3	2

Wargear

Heroes are always considered to have the same wargear as the troops with which they fight. We don't concern ourselves with a Hero's precise armament.

Fight

The presence of a Hero can transform even the most mediocre warriors into a formidable fighting force. If a company led by a Hero is in a fight, the company uses his Fight value, rather than its own, to determine its battle-skill combat modifier, provided that the Hero's Fight value is higher (see page 60).

If the company contains more than one Hero, it uses the highest Fight value present. Note that an enemy Hero's Fight value is not used when working out your battle skill modifier – a Hero's Fight value only helps on the attack.

For example: A company of Orcs (Fight 3) led by an Orc Captain (Fight 4) is battling a company of Warriors of Rohan (Fight 3) led by Théoden (Fight 5).

When the Men strike, they compare Théoden's Fight of 5 to the Orcs' Fight of 3 – they thus have a battle skill modifier of +2.

When the Orcs strike, they compare their Captain's Fight of 4 to the Fight 3 of the Warriors of Rohan for a modifier of +1.

Resilience

As with other troops, a Hero's Resilience represents the amount of damage he can sustain before succumbing to his wounds. Unlike other troops, a Hero's Resilience is used only in a duel (see Heroic Duels on page 67) or against certain magical powers (see page 70).

Courage

Heroes are inspiring individuals. They can bolster the flagging morale of those around them, either through fearless example, rousing speeches or sheer ruthlessness.

A formation that contains a Hero uses that Hero's Courage value, rather than its own. If the formation contains more than one Hero, the formation uses the highest Courage value present.

Might

Heroes have an additional characteristic called Might (Mt), which represents their ability to perform heroic feats. Depending on the nature and history of a Hero, Might can represent inner determination, enchantments, blessings or merely the unflagging fortitude of a fearless fighter whose hour of glory has come.

Unlike other characteristics, the Might value represents a store of points that are used up during the game. Might has many uses, discussed later in this section, and its timely expenditure can snatch victory from the ashes of defeat.

As we'll cover later, Might is used to call Heroic actions – sweeping acts of derring-do to change the course of the battle. Might points can also be used to add to or subtract from any dice roll made to resolve something the Hero or (or the Hero's formation) has done. The most usual occasions are:

- To inflict a hit on an enemy company.
- To pass a Courage test.
- To increase the result of a charge.
- Modify results on charts (Hard to Kill! Heroic Duel etc).

Each point of Might that is expended can be used to adjust a single dice score up or down by one to a maximum of 6 or to a minimum of 1. If a player rolls a 3, for example, he can expend two points of Might to turn the score into 5. Rolls for charge distances and on tables (such as the Extremely Hard to Kill! table) have no upper limit – Might can be used to modify these rolls beyond 6 if the player wishes.

Note that when rolling To Hit, two rolls are sometimes required to inflict a hit (eg, 6/4). In this case, the Might bonus is added to both rolls – so 1 Might point expended on the first roll automatically adds to the second roll.

A player does not have to decide to use his Might until the dice have been rolled. This means a player can always ensure the result he wants so long as he has enough Might points left. Note that if the player has the ability to re-roll one or more dice, this must be done first. Then, once the final scores of the dice have been determined, the player may decide to modify this final score with Might.



At the start of the game you must record the Might points available for each of your Heroes, either on a sheet of paper or by placing dice or counters next to the relevant model.

As Might is used up you must keep track of the remaining points. When a Hero's Might is all gone he can no longer adjust dice rolls or call Heroic actions.

It is important to remember that a Hero can use Might to affect any dice roll made by him or his formation, but not those of other formations whether friend of foe. Also, Might cannot be used to affect the Priority roll made at the start of each turn.

A Heroic Death

Being a Hero is a dangerous business. As we'll cover later, a Hero can be slain in duels or by dark sorceries. In rare circumstances, a Hero's controlling player may even choose to remove him as a casualty.

Naturally, if a Hero is slain, we can't leave a space in the command company whilst there are able-bodied Men (or Orcs) elsewhere in the formation. Should the Hero be slain, remove the model from play. The controlling player must then take a warrior from the formation's depleted company (or from a rearmost company if all the stands are at full-strength) and place him in the Hero's now-vacant position. This warrior is not literally stepping forward to take the Hero's place – it represents the formation as a whole reorganising to fill the void.





Heroic Actions

Heroes are not merely skilled combatants, they are also great leaders and tacticians who can exploit any chance a battlefield has to offer. A single quick-witted decision by a Hero can change the outcome of the entire battle – particularly if he has followers enough to aid him.

As we have already described, priority is established at the start of each turn by rolling a dice. Whichever side has priority that turn takes all its moves and shots first, and decides the order in which fights are fought. This is the normal priority rule as described in the Turn Sequence section (see page 31).

During the Move, Shoot, Charge or Fight phase, any individual Hero can override the normal sequence by giving up one point of Might to make a Heroic action. The players must declare that they wish to make Heroic actions at the start of the phase, beginning with the player that has priority for that turn. If the player with priority does not want to make Heroic actions, then his opponent may decide to do so, but the player with priority is then allowed to change his mind and declare he wants to make Heroic actions as well.

If both players wish to make Heroic actions in the same phase, then the sides alternate picking a Hero to make a Heroic action. Roll a dice to randomly determine which side has the first pick – 1, 2 or 3 the Evil side goes first; 4, 5 or 6 the Good side goes first. Might cannot be used to affect the result.

Once all the Heroes who are making Heroic actions have been indicated, adjust their Might reserves accordingly and work out their actions in the order they were picked. It is easier to remember the order if you place a dice beside each model as it is nominated – 1 is first, 2 is second, and so on.

The order of Heroic actions will sometimes allow Heroes to anticipate the enemy and cancel their Heroic action. For example, charging (and thus pinning in place) a Hero who has himself declared a Heroic Charge or by shooting before the enemy Hero and his friends can do so and potentially killing the Hero.

If this happens, the points of Might used to declare the Heroic action are still spent. They are not restored because the Heroic action has not happened.

Heroic Move

If a Hero declares a Heroic Move at the start of the Move phase, he and his formation will move before all other models that are not making Heroic actions, friend or foe. In addition, he and his formation triple their move distance for that Move phase, although they are otherwise still subject to the normal movement rules. Performing a Heroic Move prevents the formation from shooting, charging or moving further that turn.

Heroic Shoot

If a Hero declares a Heroic Shoot at the start of the Shoot phase, he and his formation will shoot before other models that are not making Heroic actions. In addition, they may even shoot if they have moved their full distance (or even moved At the Double! or performed a Heroic Move) in the preceding Move phase, even though most formations are not normally permitted to do so.

Heroic Charge

If a Hero declares a Heroic Charge at the start of the Charge phase, he and his formation will charge before other models that are not making Heroic actions.

Heroic Fight

If a Hero declares a Heroic Fight at the start of the Fight phase, the combat his formation is involved in is worked out before other combats that turn. In addition, if the Hero's side wins the combat, then the Hero, his formation (and any friendly formation in the same multiple combat) can immediately charge and fight again before proceeding with the Fight phase.

For example, the Hero's formation and accompanying friendly formations can charge the same (or other) enemies, although they don't have to – others can simply hold position if they wish. A formation can only benefit from one Heroic Fight during a single Fight phase, and cannot benefit from an Earth-shaking Charge (see page 50) and a Heroic Fight in the same turn.



Heroic Duel

If a Hero declares a Heroic Duel at the start of the Fight phase, he may challenge one enemy Hero to a duel.

The Hero who declared the Heroic Duel chooses which enemy Hero he will fight, although the nominated enemy Hero's formation must be in base contact with the declaring Hero's formation – if there are no enemy Heroes in base contact with the declaring Hero's formation, then the Heroic Duel is cancelled and the Might point lost.

Once the challenge has been issued, neither Hero may back down from the duel – the opponent will hack his way through the entire melee if necessary. If they wish, players can move the two Heroes so that the companies they occupy are in base contact – there is no need to do this, but it looks suitably dramatic.

Both Heroes roll a D6 and add their relative Fight values – the Hero that initiated the duel adds +1 to his score. If the score is a draw, nothing happens – the Heroes' efforts cancel each other out. Otherwise, the Hero with the highest score cuts a swathe through the enemy to reach his foe. The winning Hero rolls a number of D6 on the Duel table equal to the difference in the scores, and applies the results.

Duel Table

1 **No Effect.** The press of bodies and the chaos of battle keeps the Hero from his quarry.

2-3 **Close Call.** The Hero cuts through the enemy formation but fails to catch his foe. The enemy formation suffers D3 automatic hits. If the enemy Hero is a monster, this result is instead 'No Effect'.

4-5 **Success.** The Hero lands a blow upon his foe. The enemy Hero suffers one automatic hit.

6 **Rampage!** The Hero is unstoppable, cutting down many of the foe before dealing a devastating blow to his quarry. The enemy formation and the enemy Hero each suffer D3 automatic hits (roll for each separately). If the enemy Hero is a monster he suffers D3 for being a Hero *and* another D3 for being a formation!

Rolls on the Duel table are cumulative – if the enemy Hero takes a number of hits greater or equal to his resilience, he is slain! If not, these hits are immediately discarded – the Hero shrugs off his wounds and fights on.

For example. A Captain of Gondor (Fight 4) challenges an Orc Captain (Fight 4) to a Heroic Duel. Both Heroes roll a D6 and add their Fight value. The Captain of Gondor rolls a mighty 4, for a total of 9 (including the bonus for calling the duel). The Orc Captain only manages to roll a 2, for a total of 6. As the difference between the two totals is 3, the Captain of Gondor wins the duel! Rolling 3 times on the Duel table, he scores 1, 3 and 5, inflicting D3 hits on the Orc formation and a single hit on the Orc Captain. As this is an insufficient number of hits to slay the Orc, the brute lives to fight another day!

Might points can be used to alter the dice in a Heroic Duel just as they can any other dice roll made by a Hero. However, if both Heroes wish to use Might, both players must secretly indicate with hidden dice or written notes how many points they are going to expend (to a minimum of 1) and reveal simultaneously.

Once the Heroic Duel has been resolved, the fight continues as normal. Any Heroes that have survived the duel lend their Fight and Courage values to their companies as normal. Indeed, if two or more Heroes declared Heroic Duels at the start of the phase, another duel will be fought (assuming that the Hero in question wasn't slain, of course).

It should be noted that Heroes do not receive any modifiers for the wargear of their company. These duels inevitably descend into instinctive brawls where there is little time to bring a pike or two-handed weapon to bear – raw skill is everything!



Monstrous Heroes

Some monsters, such as the Balrog or the Dark Lord Sauron himself, are also Heroes, as is shown by the fact that they have Might in addition to their normal monstrous characteristics.

Monstrous Heroes use their Might in exactly the same way as normal Heroes, may attempt an At the Double! each turn and may even duel like other Heroes. Note that if a monstrous Hero survives a Heroic Duel he may still fight as normal.



Epic Heroes

In War of The Ring, there are some Heroes whose battle prowess and leadership are beyond compare. These are the mighty figures whose actions will shape the future of Middle-earth. Their names are many and legendary. Gandalf, Aragorn, Gothmog and the Witch-king are but four examples of the many dangerous individuals who bestride these dark times like colossi.

Obviously, such weighty individuals are capable of influencing a battle far beyond even the boldest Captain. As such we treat these Heroes accordingly, and refer to them as Epic Heroes. Note that any reference to 'Heroes' in the rules is considered to include Epic Heroes also.

Fielding Epic Heroes

For the most part, Epic Heroes are treated in the same way as normal Heroes. They may perform Heroic actions, use their Might to modify dice, and so on. However, there are some exceptions. Most importantly, Epic Heroes are not an upgrade to a formation – they are placed in the command company (see page 60) of the controlling player's choice during deployment, displacing one of the other models in the company. The displaced model is kept to one side and is replaced if the Epic Hero leaves the formation, or is slain (note that if an Epic Hero is slain you do not bring a model forward from elsewhere in the formation as you would with a normal Hero).

You may never have more Epic Heroes in a company than that company has 'normal' warriors (i.e. not Heroes or upgrades of any kind). For this and other reasons, there will sometimes not be room in the command company for the Epic Hero, perhaps because there are already other Epic Heroes in the formation, or because the formation has a Hero, Banner Bearer or other upgrade characters (see page 60 for further information on command companies).

When this happens, it is perfectly acceptable for the Epic Hero to occupy another company as close to the front of the formation as possible. Note that this means you will be forced to remove the Epic Hero as a casualty if doing otherwise would leave the company with more Epic Heroes than normal warriors.

Moving Epic Heroes

Once per turn, an Epic Hero can travel from one formation to another at the start of his formation's move.

An Epic Hero does not move in the same way as other troops. If you wish to move an Epic Hero, simply remove it from the formation it occupies (return the model it had earlier displaced to the company) and place the Epic Hero in another friendly command company within 18" – displacing one model as you would if the Hero had been deployed there (if the command company is full, you may instead place the Epic Hero in a different company as close to the front of the formation as possible). Both formations may move normally.

You don't have to worry about intervening terrain, formations or suchlike when moving an Epic Hero – they are assumed to be able to make their way around such things without harm or penalty. Remember, however, that you may never have more Epic Heroes in a company than that company has 'normal' warriors.

Infantry or Cavalry?

An Epic Hero's Type is always given simply as 'Hero'. We don't worry about them being infantry or cavalry. Epic Heroes are assumed to fight in the same manner as the formation that they join.

Simply use a foot version of the Hero when they join an infantry formation, and a mounted version of the Hero when they join a cavalry formation – Heroes are assumed to have a horse or other suitable mount close to hand if they need it! Destiny waits not for such trifling things. It should be noted that a Hero's Resilience does not increase if he joins a cavalry formation or decrease if he joins an infantry formation – his inner fortitude never alters.

Designer's Note: This rule might seem a little strange, but it perfectly represents the right Epic Hero being in the right place at the right time – no matter the odds!



Epic Actions

The final thing that marks Epic Heroes out from their fellows is the ability to perform Epic actions. Essentially more powerful counterparts to Heroic actions, Epic actions can truly change the course of the battle. Not all Epic Heroes can perform all the Epic actions. The Epic actions each Hero can perform are shown clearly in its army list entry.

Epic actions are treated like Heroic actions, and require the expenditure of a point of Might. Epic actions do not always have to be declared at the start of the phase, but are called when the Hero's formation is due to act. Not all Epic actions are listed here, these are simply the most common.

Epic Challenge

If an Epic Hero declares an Epic Challenge at the start of the Move phase, he may challenge one enemy Hero within 18". The challenged Hero's formation must take a Courage test with a -3 modifier. If the test is passed, the challenge is ignored.

If the test is failed, the target's formation cannot move that turn – Epic Heroes may not leave the formation. The challenged Hero's formation may still charge, provided that he attempts to charge the formation of the Hero that called the Epic Challenge. Similarly, the Hero that calls the Epic Challenge must move towards and attempt to charge the challenged Hero's formation this turn, including spending Might or using re-rolls if needed.

If the two Heroes find themselves in combat during the Fight phase, they must fight a Heroic Duel, although no Might points need be expended.

Epic Charge

If a Hero declares an Epic Charge before his formation charges, and the charge is successful, his formation has +2 Fight until the end of the subsequent Fight phase.

Epic Defence

If a Hero declares an Epic Defence before his formation fights, his formation's Defence is increased by 2 until the end of the phase.

Epic Rage

If a Hero declares Epic Rage before his formation fights, his company has +4 Strength until the end of the phase, However, the Defence of the Hero's formation is reduced to 3 after other modifiers for the remainder of the phase.

Epic Sacrifice

If a Hero declares an Epic Sacrifice before his formation fights, roll a D6 for every hit inflicted on his formation for the remainder of the turn – on a roll of 3 or more, that hit is discounted. At the end of the phase, remove the Hero from the game.

Epic Shot

The Hero may declare an Epic Shot at any point during his Shoot phase. Nominate an enemy formation within 12" and in arc of sight – the target suffers D6 automatic hits.

Epic Strike

If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the phase.

Epic Hero Special Rules



Finally, some Heroes are so powerful that their abilities even exceed the limitations of Epic actions. Such individuals have one or more abilities represented by these powerful special rules – use them wisely...

Counsellor

When a Counsellor speaks, others pay heed. Through his words, vigour is renewed and fresh strategies unfold.

A Counsellor may choose to expend any number of Might points at the start of the Priority phase, before any dice are rolled. For each point of Might the Counsellor expends, he may nominate another friendly Hero within 6" and roll a D6. On a roll of 1-5, the nominated Hero immediately gains a point of Might. On a roll of a 6, the nominated Hero instead gains 3 Might points. Might gained this way can take the chosen Hero's Might point reserve beyond its initial level.

Inspiring Leader

Some Heroes are so noble (or intimidating) that their influence extends not only to the formation that they lead, but also to any allies close by. If an Epic Hero has the Inspiring Leader special rule, he can inspire nearby formations of a particular race – which race this applies to is shown in brackets. All friendly formations of the appropriate race within 12" of the Hero must use his Courage value if it is higher. If the Hero has Inspiring Leader (Master) all races can use his Courage.

For example: Prince Imrahil is an Inspiring Leader of Men. All Mannish formations within 12" of Prince Imrahil will use his Courage value unless their own Courage is higher.

Overlord

Sauron and many of his chief lieutenants rule through fear and intimidation – even their merest glance can cause their minions to double effort.

A friendly formation within 24" of a model with the Overlord rule can use the Overlord's Might to call a Heroic action, rather than their own.

Touched by Destiny

Some participants in the War of The Ring stand at the forefront of their own personal fate. Win or lose, this is their hour to prove their worth or sink forever beneath the onrushing waters of history.

A model with this rule may call a single Epic action each turn without expending a Might point. Further actions may be called at the usual cost.

Epic Heroes and Special Rules

As the game progresses, an Epic Hero can find himself in a company that has one or more special rules that the Hero himself does not have. In this situation, the Epic Hero gains any special rules the company benefits from for as long as he remains part of the company. Likewise, a company can find itself joined by an Epic Hero who has one or more special rules. Unless explicitly stated otherwise, an Epic Hero's special rules are not shared by companies in the formation he has joined.

Magic



In Middle-earth there are many creatures capable of wielding powerful sorcery. Some are mighty Wizards, sent from the west to lead the fight against Sauron. Others are ancient Elves, steeped in magical lore from the earliest ages of the world. Sauron's servants wield a far darker power, a magic both terrible and corrupting.

Using Magical Powers

Some Heroes have the ability to use magic – this is shown clearly in their characteristics entry, along with a list of the spell disciplines from which they can cast. Few of these abilities cause catastrophic harm to the foe. In Middle-earth, magic tends to be a subtle power, used to sap a foe's strength or bolster the resolve of friendly troops.

A Hero can employ a magical power in the Move phase, when it is his turn to move. A magical power can be used at any point during the Hero's movement – before moving, afterwards, or at any point in between.

Unless otherwise stated, the target of the magical power must be within both range and arc of sight and visible to the casting Hero's company.

When a Hero employs a magical power, the player declares which power he will use and the target of that power. The magical power is then cast. A dice is rolled to determine the effect, which is then immediately applied to the target (you'll notice that a roll of 1 has no effect). Some spellcasters can use more than one spell a turn, depending on their Mastery, although these additional spells will not be cast automatically.

Magical Mastery

All spellcasting Heroes have a Mastery level to represent their proficiency in the mystical arts. The higher a Hero's Mastery level, the more spells he can cast each turn. A spellcaster with only a rudimentary knowledge of magic, such as a Goblin Shaman, has a Mastery level of 1, whilst a powerful Wizard, such as Gandalf, has a Mastery level of 3. Each Mastery level allows a spellcaster to use one magical power each turn. The Goblin Shaman, therefore, could only ever use one magical power each turn, whilst Gandalf could use up to three. Note that a spellcaster may not cast the same spell more than once in the same turn.

Focus

Using a magical power requires serious concentration – even the slightest wavering of mind can prevent a spell from being cast. To represent this, each spell has a Focus rating from 2 to 6, representing the amount of concentration a spell requires. A simple spell will have a low Focus, while a powerful spell will have a high Focus.

We assume that a spellcaster will always have gathered himself sufficiently to cast one spell a turn, which is why no dice roll is required for the first spell cast. However, if a spellcaster wishes to attempt a further spell, he must roll to see if he can maintain Focus. To do this, he must consult the Focus rating for the last spell he cast and roll a dice.

If the result is equal to or greater than the Focus rating, the spellcaster's concentration has been successfully maintained.

He can immediately cast a second spell and, if his Mastery level allows, attempt a third spell once the second spell has been resolved, and more besides, if he has enough Mastery. If the dice roll is lower than the Focus rating, the caster's concentration has lapsed – he cannot use further magical powers that turn.

A Note on Spell Order

Because a magical power's Focus value increases in line with its effectiveness, players will want to think carefully about the order in which they wish to use magical powers. A destructive spell, such as *Black Dart* (Focus 6), has a high Focus rating, which means a spellcaster is much less likely to be able to cast another spell afterwards. Conversely, a caster who uses the Courage-sapping *Sunder Spirit* (Focus 3) is far more likely to be able to follow it up with another magical power. So, what do you do? Cast the *Black Dart* first, knowing that its success is guaranteed and that you might be able to follow it up with *Sunder Spirit*? Or do you cast *Sunder Spirit* first, knowing that you'll probably be able to follow up with *Black Dart*?

The choice is yours, and may determine the outcome of the battle…

Counterspells

Some magical powers can directly counteract the effect of spells cast on the same target, as spellcasters vie with one another to influence the course of the battle. We call these counterspells. Sometimes this is obvious – a formation that has had its Courage drained by *Sunder Courage* (-1 Courage) and then boosted by *Instil Valour* (+1 Courage) will of course be left with no positive or negative effects as the two clearly cancel out.

On other occasions, the counter-combinations are less straightforward, so they are specified in the spell's description. *Call Winds* disperses *Pall of Night*, for example – it's easy to imagine Gandalf summoning a gale to blow away a cloud of darkness that envelops his allies. This interaction represents magical duels, with one spellcaster cancelling a previously cast magical power with a spell of his own.

When a magical power is successfully used on a target already under the effects of a spell it can counter, both the new spell and the existing spell cease to work and have no further effect that turn. If a magical power is capable of acting as a counterspell to another magical power, it will state as much in the description – otherwise, the effects of both spells run concurrently.

Spell Disciplines

In War of The Ring, spells of a similar nature are organised into disciplines. Each spellcaster knows one or more spell discipline. For example, an Elven Stormcaller knows the Spells of the Wilderness. Conversely, the Nazgûl are learned in all the Spells of Dismay and Spells of Darkness. A spellcaster can only use spells from a discipline he knows.

Will of Iron

Being made of sterner stuff than lesser mortals, Heroes can attempt to resist the effects of even the most powerful spells.

To resist a spell, nominate a Hero in the formation immediately as the formation is chosen as the target of a spell. That Hero must immediately spend a Might point. Roll a dice, on a 4 or more the spell dissipates and has no effect – further Might points can be spent to modify the roll. Any Hero in the formation may try to resist the spell, but only one attempt to resist may be made per spell.



Spells of Dismay

The Spells of Dismay attack the enemy's will to live, sapping their strength and valour in equal measure. Evil creatures make wide use of such magical powers, whilst beings of good heart do so only as a last resort.

Sunder Spirit **Focus 3**

Valour is an ephemeral quality, easily dispersed at the whim of an accomplished sorcerer.

Choose one enemy formation within 24" of the caster and roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Courage for the remainder of the turn. On a roll of 6, the target instead suffers a -3 penalty to its Courage. *Sunder Spirit* acts as a counterspell to *Instil Valour*.

Enfeeble **Focus 4**

With an expansive gesture, the caster drains the strength of his chosen foe.

Choose one enemy formation within 24" of the caster and roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Strength for the remainder of the turn. On a roll of 6, the target instead suffers a -3 penalty to its Strength (to a minimum of 1). *Enfeeble* acts as a counterspell to *Strength from Corruption*.

Transfix **Focus 5**

The caster bends his power upon the foe, sapping them even of the will to move.

Choose one enemy formation within 18" of the caster and roll a D6. On a 2 to 5, the target must immediately pass a Courage test with a -1 penalty, or be unable to move, shoot or charge this turn. On a roll of 6, the target must instead immediately pass a Courage test with a -3 penalty, or be unable to move, shoot, charge or cast spells this turn.

Terrifying Aura **Focus 3**

The caster and his companions suddenly seem to grow larger and more fearsome, instilling dread in even the bravest foe.

This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation causes Terror until the end of the turn. If the formation already caused Terror, any Terror tests caused by the formation will be taken with a -1 penalty to Courage. On a roll of 6, the formation causes Terror as described above and Terror tests caused by the formation are taken instead with a -2 penalty to Courage.

Visions of Woe **Focus 3**

Reaching into their minds, the caster haunts his enemies with their greatest fears, freezing their hearts with panic.

Choose one enemy formation within 12" of the caster and roll a D6. On a 2 to 5, the target must immediately pass a Courage test at a -2 penalty or suffer a number of automatic hits equal to the amount by which the test was failed.

On a roll of 6 the target must instead pass a Courage test on a single dice with a -2 penalty or suffer a number of automatic hits equal to the amount by which the test was failed.

Spells of Command

Spells of Command subvert the body and will of other creatures, allowing the caster to hold them in place, or buttress their courage.

Aura of Blinding Light **Focus 3**
The caster reveals his hidden power, dazzling nearby foes and confounding enemy archers.

This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, any enemies shooting at the formation do so with a -1 penalty to their Shoot value (for example a formation with Shoot 4, would instead take the shot with Shoot 5). In addition, any enemies striking the caster's formation in close combat suffer a -1 penalty to their Fight value. On a roll of 6, these penalties are doubled. *Aura of Blinding Light* lasts until the end of the turn.

Immobilise **Focus 5**
Under the caster's influence, the enemy's limbs feel heavy and they must summon the greatest of effort to even move.

Choose one enemy formation within 18" of the caster and roll a D6. On a 2 to 5, whenever the target wishes to move or charge for the remainder of the turn it must immediately roll equal to or under its Strength value on a D6 – if this test is failed, the formation may not move or charge (a roll of 6 is always a failure). If a 6 is rolled when casting the spell, the target formation must pass any such tests with a -1 penalty to its Strength.

Light of the Valar **Focus 2**
The caster brings the full glory of wholesome white magic to bear on the foe, who shrink away from its cleansing power.

Choose one enemy formation within 24" of the caster and roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Courage for the remainder of the turn. In addition, if the target enemy are Spirits, they suffer D3 automatic hits. If a 6 is rolled when casting the spell, the target formation instead suffers a -2 penalty to its Courage. If the target enemy are Spirits, they suffer D6 automatic hits, rather than D3.

Instil Valour **Focus 3**
Enfolding an ally's mind with protective sorcery, the caster banishes doubts and fears.

Choose one friendly formation within 12" of the caster and roll a D6. On a 2 to 5, the formation's Courage is increased by 1 for the remainder of the turn. On a roll of 6, the formation's Courage is instead increased by 3. *Instil Valour* acts as a counterspell to *Sunder Spirit*.

Blessing of the Valar **Focus 6**
Focusing all his power, the caster bestows a boon of renewal, healing wounds and rejuvenating flesh.

This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation replenishes up to D3 casualties suffered earlier in the battle. On a roll of 6, the formation replenishes up to D6 casualties suffered earlier in the battle. This power can only heal depleted companies – it cannot restore companies that have been removed from the game.

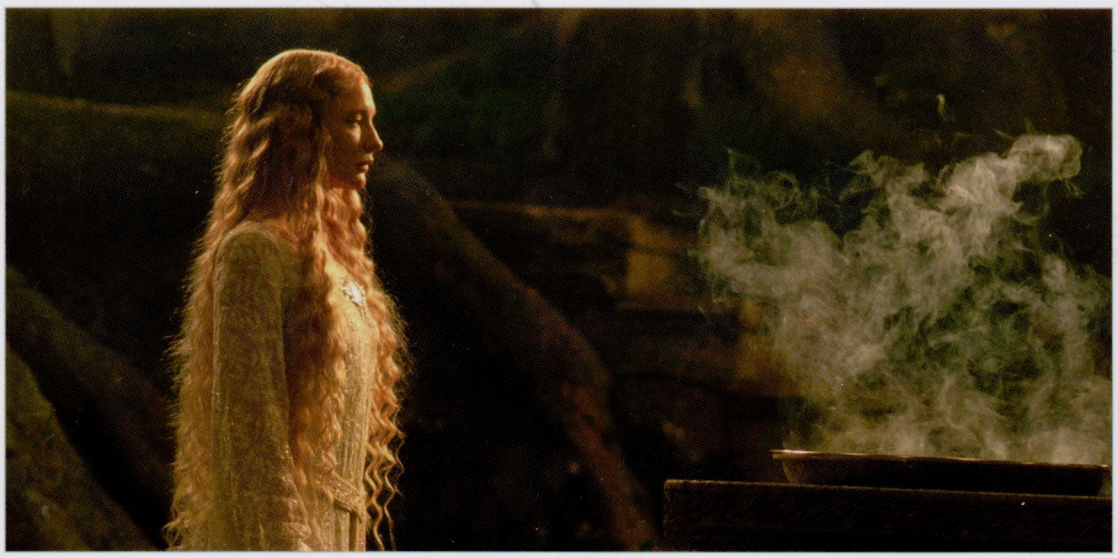
Epic Heroes and Spell Interaction

A magical power that is targeted against a formation will also affect any Epic Heroes that have joined that formation. However, should the Epic Hero leave to join a different formation he does not take the spell effect with him – it remains in play on the first formation.

Example: Gandalf is leading a formation of Minas Tirith Archers and casts Blinding Light. *He then moves into a formation of Citadel Guards* – Blinding Light *remains in effect on the archers.*

Similarly, if an Epic Hero joins a formation that is subject to a spell effect, he becomes subject to that same effect.

Example: A formation of Morannon Orcs is subject to Sunder Spirit. *Gothmog moves to join their formation and so comes under the effect of* Sunder Spirit *himself.*





Spells of the Wilderness

Spells of the Wilderness are spells of survival, of controlling wild nature and roaming beasts. They are subtle but still effective when used at the proper time.

Call Winds **Focus 3**

The caster implores the four winds of Middle-earth to do his bidding and drive the foe from his sight.

Choose one formation (friendly or enemy) within 18" of the caster and roll a D6. On a 2 to 5, the onslaught of the summoned winds drives the formation D3+1" directly away from the caster in the same manner as being driven back by a shooting attack. If the roll is a 6, the target is instead driven back D6+2". Remember that a formation that is being driven back will stop immediately if it comes to within an inch of another formation or an occupied terrain feature. *Call Winds* acts as a counterspell to *Pall of Night*.

Entangle **Focus 3**

Focusing his will, the caster rouses the slumbering vegetation of the battlefield, commanding it to bind his foe and hinder their movement.

Choose one enemy formation within 24" of the caster and roll a D6. On a 2 to 5, the target is impeded by entangling vines, roots and branches – any further movement it makes this turn will be as if through difficult terrain (if the formation is already in difficult terrain, or elects to move through difficult terrain, there is no further effect). If a 6 is rolled, the target is not merely hindered, but held fast and may not move further this turn. *Entangle* acts as a counterspell to *Wings of Terror*.

Panic Beast **Focus 4**

The caster reaches into a monstrous mind, inducing a stark terror that drives it to flight.

Choose one enemy cavalry or flying monster formation within 24" of the caster and roll a D6. On a 2 to 5, the target must pass a Courage test or immediately be driven back D6+6" as if it had suffered casualties from shooting. If a 6 is rolled, the target must pass the Courage test with a penalty of -3.

Guide Arrows **Focus 3**

Binding the fickle winds to his bidding, the caster directs an archery volley to its mark.

This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation's Shoot value improves by 1 for the remainder of the turn (a formation with a Shoot value of 4+ would have a Shoot value of 3+ for example). If a 6 is rolled, the formation's Shoot value improves by 2 for the remainder of the turn.

Nature's Wrath **Focus 4**

Trees lash out, boulders tumble and rivers roil with fury as the caster exhorts the natural world to assail the foe.

Choose one enemy formation within 24" of the caster and roll a D6. On a 2 to 5, the target immediately suffers D6+3 Strength 4 hits if on clear terrain, D6+3 Strength 6 hits if in difficult terrain, or D6+3 Strength 9 hits if occupying a defensible terrain feature. If a 6 is rolled, the target instead suffers 2D6+3 hits at the aforementioned Strength. Note a formation targeted by this spell does not receive a Defence bonus for being in a defensible terrain feature.



Spells of Ruin

The Spells of Ruin are spells of destruction, of wild magical energy shaped and discharged to cause maximum damage. Creatures of good heart avoid using such power, but evil beings revel in the harm it can cause.



Exsiccate **Focus 2**

As the caster utters the five terrible words of withering, flesh grows brittle and vegetation perishes.

Choose one formation within 18" of the caster and roll a D6. On a 2 to 5, the target immediately suffers D6 Strength 1 hits for every company in the formation (Ents instead suffer D6 Strength 6 hits). If a 6 is rolled, the target instead suffers D6 Strength 3 hits for every company in the formation (Ents instead suffer D6 Strength 8 hits). *Exsiccate* acts as a counterspell to *Entangle*.



Tremor **Focus 3**

At the caster's command, the earth bellows with rage, throwing fragments of jagged rock into the air.

This magical power affects all formations (friendly and enemy) within 6" of the caster. Roll a D6. On a 2 to 5, every formation within range suffers D6+3 Strength 6 hits. If a 6 is rolled, every formation within 6" instead suffers D6+3 Strength 8 hits.



Bolt of Fire **Focus 4**

The caster's anger coalesces into a roiling ball of flame that hurtles towards the foe.

Choose one formation within 18" of the caster and roll a D6. On a 2 to 5, the target immediately suffers D6+3 Strength 5 hits (Ents instead suffer D6+3 Strength 6 hits). If a 6 is rolled, every formation instead takes D6+3 Strength 7 hits (Ents instead suffer D6+3 Strength 9 hits).



Dark Fury **Focus 2**

Bellowing forgotten curses in the blackest of tongues, the caster awakens a terrible anger that acknowledges neither fear nor pain.

This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation must re-roll 1s and 2s when rolling To Hit in close combat. On a roll of 6, they must re-roll all failures, not just 1s and 2s.



Shatter Shields **Focus 4**

With a sweeping gesture, the caster causes the foe's shields to splinter and break apart.

Choose one formation within 18" of the caster and roll a D6. On a 2 to 5, the target receives no Defence bonus for their shields for the remainder of the turn (although they are assumed to have managed sufficient repairs by the start of the following turn). On a roll of 6, the target's shields are destroyed – they receive no benefit for their shields for the rest of the game.

Combining Spells

As you become more practiced in the arcane arts of sorcery, you'll notice that it's possible to cast your spells in a particular order to increase the devastation they inflict. Why not attempt to *Shatter Shields* on an enemy formation before striking them with a *Bolt of Fire*? If you're going to assail the foe with *Visions of Woe*, why not cast *Sunder Spirit* on them first? In truth, the only limit is your imagination – and the ability to pass Focus rolls.

Magic and Might

As they are Heroes, all spellcasters start with Might. This opens up new opportunities for Might expenditure. A timely point of Might can be used to modify the Focus roll, either to stop a spell-failing roll of a 1, or to boost the result to get the super-effective 6 result.

Might can also be used to modify any dice rolled by the caster regarding the spells effect – increasing the number of hits caused perhaps, or boosting a dice roll to cause a successful hit. Might can even be used to pass a failed Focus roll, providing the Hero has enough points to sufficiently modify the result.



Spells of Darkness

The Spells of Darkness are synonymous with evil, with the smothering of hope and the slaughter of innocence. There is no blacker magic in all of Middle-earth.



Wings of Terror **Focus 3**

The caster binds the unquiet spirits of the land to his will. Desperate to escape these terrors, the caster's formation close with the enemy at incredible speed.

This power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation has its Move value increased to 12 and its Charge value increased to D6+8" until the end of the turn. If a 6 is rolled, the target also causes Terror until the end of the turn – if they already caused Terror, any Terror tests caused by the formation will be taken with a -1 penalty to Courage. *Wings of Terror* acts as a counterspell to Immobilise.



Pall of Night **Focus 4**

The caster envelops his foe in a cloud of deathly darkness, as impenetrable and cloying as the void beyond the stars.

Choose one formation within 24" of the caster and roll a D6. On a 2 to 5, the formation is swallowed by the darkness and has its Shoot value reduced to 6 (companies with the artillery special rule instead suffer a -1 to their artillery table) and may not charge. On a roll of 6, the formation must also pass a Courage test or suffer a number of automatic hits equal to the amount the test was failed by. *Pall of Night* acts as a counterspell to *Aura of Blinding Light*.



Black Dart **Focus 6**

Harnessing the blackest of sorceries, the caster sends a chill bolt directly into the heart of his foe.

Choose one enemy Hero within 6" of the caster and roll a D6. On a 2 to 5, the Hero suffers D6-3 automatic hits (to a minimum of 1) and loses D3-2 Might (to a minimum of 1). On a roll of 6, the Hero instead suffers D6-2 automatic hits (to a minimum of 1) and loses D3-1 Might (to a minimum of 1).



Strength from Corruption **Focus 3**

The caster channels dark sorcery through his minions, increasing their raw strength at a terrible cost.

Choose one formation (friendly or enemy) within 12" of the caster and roll a D6. On a 2 to 5, the formation's Strength is increased by 2 for the remainder of the turn but immediately suffers D6 automatic hits. On a roll of 6, the formation's Strength is instead increased by 4, but immediately suffers D6 automatic hits. *Strength from Corruption* acts as a counterspell to *Enfeeble*.



Black Breath **Focus 4**

The dread nature of the caster is channelled into a poisonous fume, sending a nearby foe into a fugue state.

Choose one enemy Hero within 6" of the caster and roll a D6. On a 2 to 5, the Hero is all but paralysed for the remainder of the turn – his Fight and Courage are reduced to 1. On a roll of 6, the target Hero also suffers D3 automatic hits.



To Battle!

Now that you've learned how to move, shoot, charge and fight with your Lord of The Rings models, it's time to organise a game of War of The Ring.

Preparing for War

1) Choose Forces
2) Prepare the Battlefield
3) Determine Objectives
4) Deployment
5) Play the Game!
6) Winning the Game

Choose Forces

A game of War of The Ring can use as many models as you can collect. The Army Lists section of this book (see page 83) gives the characteristic profiles and special rules of each type of company, as well as detailing maximum formation size and points values. The better a company is, the more points it will cost. Some companies can be further enhanced with weapons, Heroes or other upgrades at an extra cost.

Agreeing a points' limit with your opponent is the easiest way of playing a game. A limit of 1,000 to 3,000 points per side will give a well-balanced battle that can be concluded in a few hours – perfect for an evening's play! Larger games take proportionally longer – by the time you reach 4,000 points you should have enough battle on your hands to last an entire day! Once the points limit has been agreed, you and your opponent can select your forces (see page 83 for more details). To save time, it's always worth picking your army before the battle is due to start – thusly do you leave more time for gaming!

The Battle Scenario

The battle scenario provided here is designed to give a well-balanced game against any opponent, set in the world of Middle-earth. Players can, of course create their own variations on this scenario, with new objectives, deployment types and special rules to govern the battle. Elsewhere in this book you'll find more specialised gaming scenarios that recreate famous battles from Middle-earth's history. The scenario presented here requires no special planning or preparation – it's perfect for a 'pick-up' game at a club, for example. These different ways are all equally valid, so feel free to swap between them as you see fit.

Prepare the Battlefield

The battle scenario is designed to be played on a 6' x 4' gaming area – a good size for armies of about 1,000 to 2,000 points each. However, if you are playing with very large or very small armies, you may want to consider a larger or smaller gaming area. Remember it's always better to have too much space and not use it all, rather than try to cram your battle into too small an area.

Terrain

An evocative battlefield, with well-modelled and interesting terrain, can really bring Middle-earth to life! Terrain is incredibly important, because not only will it present new and exciting tactical opportunities for your games, but even small alterations in how you set up your gaming area can present fresh challenges and lead to even more exciting games.

It's best if both players place the terrain together, ensuring that the set-up is acceptable to them both. Alternatively, you could ask another person to set-up the terrain in a fair manner. A third common way of setting up the terrain is for the player hosting the game to set the terrain up, and then allow his opponent to choose the objective and deployment type (see later).

How Much Terrain?

It's important to get the amount of terrain about right. Too little, and your games will all seem curiously similar. Too much, and formations will have a tricky time manoeuvring through the battlefield. Generally speaking, a standard 6' x 4' table should have no more than four or five terrain pieces (assuming that these are each roughly 12" by 12"). Just as important as the amount of terrain is the separation between each terrain piece. Remember that you need to leave enough room between terrain pieces to allow a company to pass through. The wider the distance between terrain, the wider the formations that can pass through the gap.

Define the Terrain

Before continuing further, you should agree the rules for each piece of terrain with your opponent. This doesn't usually take more than a couple of minutes, but it is important to do before the battle starts – if you don't, it has a tendency to cause confusion or arguments in the middle of the game. What one player thought to be difficult terrain might have been assumed to be impassable by his opponent. While its no big deal to sort these things out as the game goes on, it's better to do so before it becomes a potentially game-winning move for one player or another.

Of course, if you are playing with your usual adversary on the same terrain that you always do, this can be as simple as saying "just the same as last time, yes?" However, if playing with a new opponent (or adding a new piece of terrain) you should remember to clarify the following:

- Which terrain pieces are difficult terrain?
- Which terrain pieces are impassable terrain?
- Which terrain pieces are defensible terrain features, and what is their Capacity and Defence bonus?

Determine Objectives

Each side has a series of objectives it must meet to claim victory. These are crucial deeds that will shape the course of the battle. Players always share the same objective. As such, by achieving his objective, a player will also deny the enemy's objective. Players can either agree an objective, or roll a D6 and consult the chart below:

1-2 The High Ground
3-4 Seize the Prize!
5-6 The Field of Swords

The High Ground

A vital position overlooks the battlefield. He who controls it will surely dominate the battle.

Designer's Note: If players agree, the objective need not be the highest point on the battlefield, but another suitable feature worthy of The Lord of The Rings narrative. For example, perhaps the objective could be an Elven sanctum, an Isengard forge or a Gondor outpost filled with refugees. You can fight over pretty much anything that would have value for both sides!

This objective requires the players to fight for control of an agreed terrain feature. This can be a hill, building or other suitable feature. If players cannot agree which terrain feature should be used, they can use a dice to randomly determine which will be used. Regardless of method, an objective marker (a coin, counter or other such convenient reminder) is placed in the nominated feature before the deployment zones are established.

In The High Ground, the objective marker is worth 10 victory points to whoever captures it at the end of the game.

The objective marker is captured at the end of the game. If only one side has one or more formations within 3" of the objective marker at the end of the game, that side automatically captures it.

Example: The Good player has a formation of Galadhrim Warriors within 3" of a objective marker. There are no enemy within 3", so the objective is automatically captured.

If both sides have one or more formations within 3" of the objective marker, the unit type of those formations becomes very important. Infantry can capture a contested objective marker from cavalry and monsters, whilst cavalry can capture a contested objective marker from monsters alone. Monsters cannot capture contested objective markers. So, if one side has an infantry formation within range of the objective marker and the other side only has cavalry or monsters, the infantry formation captures the objective marker. Similarly, cavalry formations automatically capture the objective marker if the only enemy formations within range are monsters.

Example: The Good player has a formation of Galadhrim Warriors within 3" of a objective marker, but that objective marker is contested by a formation of Warg Riders and an Isengard Troll. As the Galadhrim are infantry, they capture the objective marker, despite the proximity of the enemy formations.

Sometimes both sides will have one or more formations of the same type contesting the objective marker. When this happens neither side can capture that objective marker.

Example: The Good player has a formation of Knights of Dol Amroth within 3" of a strongpoint, but that strongpoint is contested by a formation of Warg Riders and an Isengard Troll. The Knights of Dol Amroth can capture the strongpoint from the Isengard Troll, but not the Warg Riders, so the strongpoint remains contested – neither player scores points for its capture.



Seize the Prize!

Upon this field of battle lie several tokens, prizes whose power is great enough to turn the tide of the wider war.

Before deployment type is determined, the players must place 5 counters to represent the prizes. Both players roll off – the winner places the first counter, with both players then alternating until all the prize counters have been placed. Prize counters may not be placed in impassable terrain, nor within 9" of a board edge or another counter.

A prize counter is captured when a formation moves into base contact with it. The prize counter is then placed next to that formation to show that it has been captured. A prize counter is worth 5 victory points to the owning side at the end of the game – however, it might be hard to hold onto the counter that long. If a formation with a prize counter is beaten in a fight, an enemy formation in the same fight (of the enemy player's choice) automatically seizes the prize – move the counter to the new owning formation to show this. If a formation is wiped out by any means others than in a fight, the prize counter is dropped and placed on the battlefield where the formation was eliminated.

Designer's Note: You and your opponent can agree to fight over almost anything suitable – a selection of ancient artefacts, plunder, Rings of Power, the bodies of fallen warriors or lost Hobbits. If you wish, you could even secretly assign greater value to one of the counters to represent Frodo's increased worth. It's fine to rescue Merry and Pippin, but that's no use if Frodo ends up in the dungeons of Barad-dûr – unless you're Evil, of course.

The Field of Swords

Two opposing battlelines have clashed, and each now tries to drive his foe from the field. There are many ways to claim victory, the death of the enemy warlord, the capture of his banners or the simple slaughter of his men.

In this objective, there are three ways a player scores victory points – Kingslayer, Battle Flags and To the Death!

Kingslayer
A player scores 4 victory points for killing the enemy leader. He also receives an additional victory point for each enemy Hero slain.

Battle Flags
A player scores 1 victory point for each enemy Banner Bearer slain (the banner is assumed to be captured after his death).

To the Death!
When the game is over, total up the number of companies that have been slain by both sides. A player scores 1 victory point for every three enemy companies slain (rounding fractions up).

Designer's Note: For a more tense and dynamic game, try randomly choosing one of the three methods of scoring points (i.e. Kingslayer, Battle Flags or To the Death!) and keeping it secret from your foe – your opponent does likewise. The two sides can only score victory points based on the method they have chosen this way, but their enemy will not know which it is until the game ends and the victory points are revealed!

Bigger Games

If you're playing a larger game, you may wish to combine two or more of the objectives to create a truly epic battle. Imagine recreating Faramir's ambush on the Morgul Road. Both sides are trying to eliminate each other (The Field of Swords) need to capture strategic points to rain arrows down on the foe (The High Ground) and in the middle of it all are Sam and Frodo, trying desperately not to get captured or killed (Seize the Prize!).



Deployment

Before a battle begins, armies manoeuvre frantically, endeavouring to bring their might to bear where the foe is weakest. The interplay of the march and counter-march ensures that the manner in which a battle comes about is never certain. The opposing armies might clash head-to-head, or one might turn the foe's flank. Any advantage drawn from such a manoeuvre is wholly down to the skill of the commanding warlord. The ebb and flow of battle can deliver opportunity, but opportunities must be seized!

You can either agree with your opponent which type of deployment to use, or roll a D6 and consult the chart:

1-2 Shieldwalls
3-4 Battle for the Pass
5-6 Maelstrom

Regardless of the scenario, a formation may only deploy in a defensible terrain feature if the feature lies completely within the deployment zone.

Shieldwalls

The two opposing armies meet on an open field. A clash of shield walls, face-to-face and spear to spear, will be needed to carry the day.

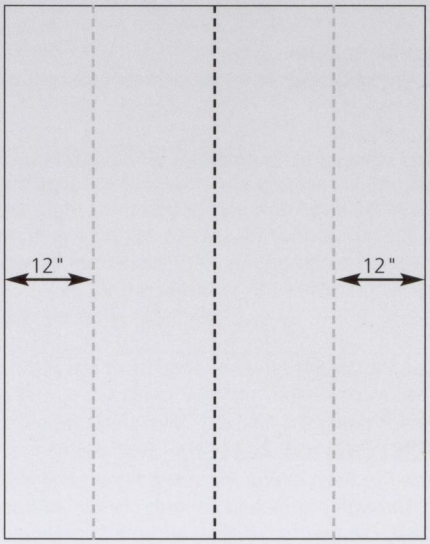
The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. For example, a 6' x 4' table would have two 6' x 2' halves.

Both players roll a D6, and the player with the highest score chooses whether to deploy first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force up to 12" from this table edge. His opponent then deploys in the opposite half. Once both players have deployed their formations, the game begins.

Reinforcement Zone
Each player's table edge serves as their reinforcement zone.

Priority
The player who set up first decides who has priority in the first turn.

Designer's Note: This deployment can represent any 'formal' battle where the two sides meet on suitable ground that favours neither side. Suitable narratives include a battle at Mordor's Black Gate, or perhaps a skirmish on the edge of Lothlórien – almost any 'historical' event where two battlelines clash!





Battle for the Pass

The armies have clashed in a mountain pass, their flanks restricted by the rough terrain. Constrained by the walls of the pass, manoeuvring the armies will prove difficult – a perfect opportunity for a general to show his cunning and skill!

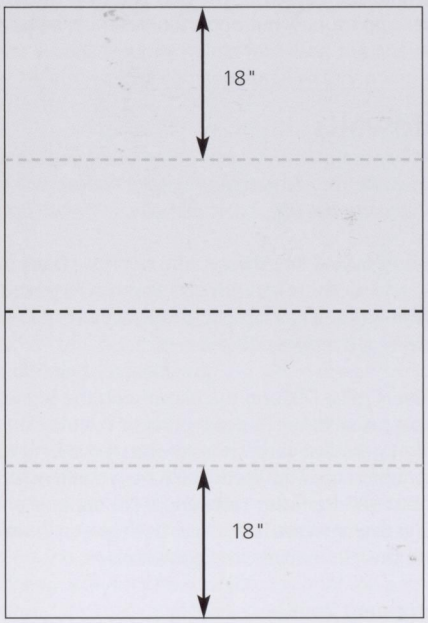
The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the long table edges. For example, a 6' x 4' table would have two 3' x 4' halves.

Both players roll a D6, and the player with the highest score chooses whether to deploy first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force up to 18" from this table edge. His opponent then deploys in the opposite half. Once both players have deployed their formations, the game begins.

Reinforcement Zone
Each player's table edge serves as their reinforcement zone.

Priority
The player who set up first decides who has priority in the first turn.

Designer's Note: This setup can represent any area where the armies would be restricted by the terrain. This could therefore represent the approach to Helm's Deep, a passage through the Dead Marshes, or perhaps a battle under the eaves of Mirkwood with the armies flanked by areas of woodland that even Orcs would dread to enter.



Maelstrom of Battle

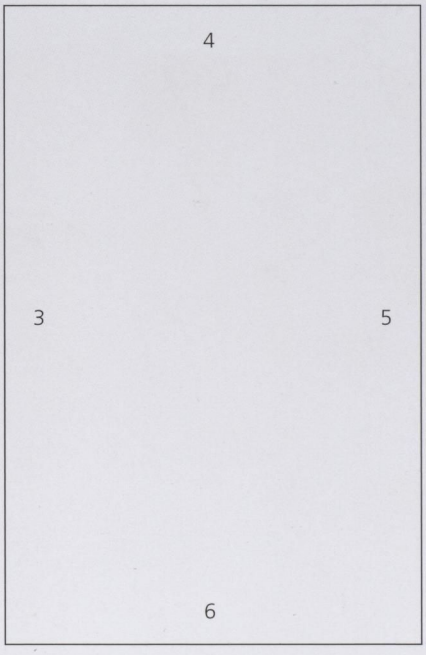
The battle has been raging for hours and no end is yet in sight. Through charge and counter charge, advance and retreat, the two forces have become fragmented. There are no longer two obvious armies, merely a series of warbands fighting for survival and striking at the foe whenever they can.

At the start of the game, each table edge is assigned a number between 3 and 6. No forces are deployed on the table at the start of the game – they will arrive as play progresses. Unlike other deployment types, players are not free to choose when their reinforcements will arrive (as described opposite). Instead, the rules below are used.

Reinforcement Zone
At the end of his Move phase, each player rolls in turn for each formation in his army that has not yet arrived. If the dice score is 3 or more, that formation immediately enters the board via the table edge indicated by the dice roll (see 'Deploying Reinforcements' opposite for further information). On a 1 or 2, the formation does not arrive this turn – keep rolling for it in subsequent turns. Note that a reinforcement that is unable to enter the board will have to roll again in subsequent turns – it does not arrive automatically.

Priority
Roll for priority in the first turn.

Designer's Note: This deployment lends itself to a narrative where both forces are smaller parts of a much larger battle. In this way, players can refight elements of the Last Alliance, Pelennor Fields or Black Gate without having to field masses and masses of troops!



Reinforcements

Sometimes you'll not be able (or not wish) to fit all of your formations into your deployment area. When deploying their army, players can choose not to deploy one or more of their formations – such formations become reinforcements.

Reinforcements enter the table as the game goes on. At the end of each of his Move phases, after all his other formations have moved, unless otherwise specified, a player is allowed to choose which of his reinforcements he will bring onto the board – this can be all, some or none of the formations not yet in play.

Deploying Reinforcements

After he has chosen his reinforcements, the player then moves them – one at a time – onto the board from his reinforcement zone. Each type of deployment has a different reinforcement zone for each player. To deploy a reinforcement formation, position one company in base contact with the table edge. The command company may then make a full move as normal (although it may not At the Double!). When this move is completed, organise the remainder of the formation around the command company in a legal configuration. Once this has been done, the formation may not move further or charge that turn.

If there is insufficient space to place a reinforcement formation it does not arrive that turn. It may attempt to join the battle again in the following turn.

If a formation is not permitted to move, because it has the artillery special rule for example, it may make a single move to bring it onto the board – it may not move thereafter and is not permitted to shoot in the turn it moved onto the board.

Epic Heroes that are kept back as reinforcements must be assigned to a reinforcement formation at the start of the game – once they enter the board they may move as normal.

Play the Game!

With your armies deployed and your objectives set, it's time for battle to commence – may the best Man/Elf/Dwarf/Orc/Goblin win!

Routed from the Field

An army that has been destroyed or driven from the field can no longer contest the battle. If one side has been completely eliminated, the other side automatically wins – regardless of any victory conditions that have been achieved by either side.

Winning the Game

Regardless of deployment type and objectives, all games last for eight turns (unless one side has been eliminated before that point, of course). As soon as the game ends, remove all formations that are disordered – these count as destroyed for the purposes of victory conditions, and cannot claim objectives.

When this has been done, total up the victory points for both sides – the player with the highest score has won! If the victory point totals are tied, the game is a draw – the two armies have fought one another to a standstill!





Armies of Middle-earth

This section of the book outlines rules for choosing armies and then follows with army lists for all the major powers of Middle-earth. Army lists describe the compositions of different armies, giving parameters for the number and type of Epic Heroes, infantry, cavalry, and war machine formations in a given force. These lists guide an aspiring warlord's selection of models and help to organise a player's collection into an army.

Army lists help to clarify the 'personality' of an army – for instance, an army of Rohan has access to a great deal of cavalry and a player could field an entirely mounted force, something not every army list caters for. Conversely, the Isengard army list provides a host of well-armoured infantry options (the Fighting Uruk-hai) but contains few cavalry choices. Army lists provide many options, but also limitations. An army of Mordor can have as many Orc Warbands as your collection allows, but you can only ever field a single Sauron!

With army lists and their points values it is possible to work out a points total for a game, which allows a range of exciting possibilities for gaming scenarios. In a match-up of two armies of equal points values, the winner should be decided by skill and cunning manoeuvre (although occasionally luck may play a hand). In mismatched points total, one side is an underdog and faces correspondingly greater challenges to overcome. Can even the greatest heroes of Middle-earth defeat such lopsided odds? Perhaps and perhaps not, but by adjusting points values either way, players may stack the odds and measure the results.

Army lists allow players who don't even speak the same language to understand the composition of each other's armies. They are a source of daydream planning (perhaps I'll add an allied formation?) and frustration (why can't I fit both Aragorn and Gandalf in my 1,000 point army list!). Some players will want to maintain a 'purist' approach and treat the army list as sacrosanct, while others prefer some leeway (I'll give you 150 extra points if I can make up some rules for the Watcher in the Water!). We have found that players, ourselves included, love to discuss army lists in general and their army list in particular. What influences your army selection, be it tactical combinations, a particular theme from the books or films, or simply the look of the models themselves, is entirely up to you.

Forging Your Army

Over the course of the next few pages you'll learn how to choose an army for War of The Ring. Forging your collection of miniatures into an army is not only necessary to play a game, it's also great fun – you can add your favourite models, unlock new tactical opportunities and craft a truly individual force. There are plenty of options for you to explore in your quest for victory! Whilst strategy and good fortune have a huge role in determining a battle's victor, the composition of your army is no less important and offers a great opportunity to outfox your opponent before the game even begins!

Before you choose an army you'll need to agree upon a scenario with your opponent and a total number of points each of you will spend. Every formation in War of The Ring has a points value that represents its abilities in the game, and allows players to fight fair and balanced games. A 1,500-point game normally provides two or so hours of gaming – the perfect amount for an afternoon or evening's worth of play. Both players should normally spend the same amount of points, although some of the special scenarios later in the book give one player an advantage in points, balanced by victory conditions or special rules that favour his opponent.





① Formation Profile

This is where you'll find the name of the unit, its characteristic profile and cost without upgrades. For example, the entry shown above is for a formation of Warriors of Minas Tirith that costs 25 points.

② Formation Class and Size

There are four types of formation in War of the Ring: Common formations, Rare formations, Legendary formations and Epic Heroes.

This box will also tell you the maximum number of additional companies that can be purchased. In the example above, the Warriors of Minas Tirith formation starts with one company, but may include up to six, costing 25 points each.

③ Wargear

A formation's wargear can have a profound impact on its combat abilities, and you'll find details of that wargear listed here. If the formation has the ability to take extra or different wargear, that will be shown here, alongside any additional costs.

④ Command

This section lists all the command upgrades available to a formation, such as Captains, Banner Bearers and so on, as well as the associated points costs. Some Legendary formations have command upgrades included in their basic points cost. If this is the case, it will be stated here.

⑤ Special Rules

Many formations in War of The Ring have special rules, which are detailed in this section. If only the name of the special rule is given, that rule is a common special rule and can be found on pages 61. Sometimes a troop type will be so unique that it has its own special rules. In this case, details of those rule(s) will be given here.

⑥ Epic Actions

(Epic Heroes and some Legendary formations only)

This is where you'll find details of the Epic actions a Hero can perform. As with special rules, many Epic actions are shared by several Heroes – details of these can be found on page 69. Some Epic actions are unique to certain Heroes however. If this is the case, the effect of the Epic action will be described here.

Choose a Faction

First of all you need to choose a faction to build your army around. There are ten factions in War of The Ring – each is presented in detail in the army lists that follow. Eight of these factions represent the significant powers that vie for control over Middle-earth, from the noble defenders of Gondor to the fearsome Uruk-hai of Isengard. The other two factions are not so much organised groups, but largely unaligned forces that can sometimes be persuaded to join the fray at the behest of one side or the other. Each faction has its own specialisations and troop types that in turn suit different playing styles, so if you're beginning your collection of The Lord of The Rings models, it's worth taking time to decide which faction suits you best. Each faction has its own army list, as shown below.

Good Factions	Page
Gondor and Arnor	92
The Kingdom of Rohan	108
The Elven Kingdoms	118
The Dwarf Holds	130
*The Forgotten Kingdoms	140

Evil Factions	Page
Mordor	152
The Fortress of Isengard	168
The Misty Mountains	180
The Fallen Realms	190
Angmar	206

*Note that you may not choose The Forgotten Kingdoms – it is included here out of a sense of completeness. This faction, and formations included in its army list, can only ever be chosen as allies (see over the page).

When you've chosen your faction, you'll also have made a far more profound decision, indeed one that could determine the final fate of Middle-earth. The decision in question is your allegiance to Good or Evil.

Some might say that you should choose your allegiance to the Free Peoples or to Sauron before you select a faction, but the truth is that even the noblest heart can be tainted by the desire to wield the dark sorcery of the Nazgûl, just as the darkest soul can be redeemed by the glory of the Elves – choose the army you like the most, and let your redemption or corruption attend to itself. Your allegiance is very important, as this dictates the allies you'll be able to take, and the Fortunes or Fates available to your army (see page 87 for details).

Choose a Leader

With your faction and allegiance reconciled (it's not too late to change your mind!) it's now time to start building your army. The first step is to choose a leader for your force – this will be the mighty warrior or wise wizard who has assembled the army and under whose banner the army marches into battle. In some scenarios, the identity of your leader can be crucial as the enemy's goal may be to slay him.

There are two kinds of formations from which you can choose your leader. The first kind are Epic Heroes. Epic Heroes are dynamic leaders who do not travel with a specific bodyguard, but move from formation to formation to be wherever the fighting is thickest.

Epic Heroes are generally the most powerful leaders such as Aragorn, Galadriel, Gimli or the Witch-king of Angmar. The second group from which your leader can be selected are the Legendary formations. These mostly represent the second tier of Heroes in Middle-earth – the determined captains of Good and Evil. Legendary formations comprise one or more famous Heroes and their bodyguard such as Gildor's Household, Uglúk's Raiders or Denethor's Guard. Some Legendary formations, such as Faramir's Rangers, have more than one named Hero in their ranks. In these cases, it will normally be clear on whom the mantle of leadership should fall, but you are free to nominate whichever Hero you wish.

A few Legendary formations are not really formations at all, but Heroes so powerful that they fight alone! Such beings are often massive monsters, such as Shelob or Sauron, but might also represent the greatest of mortal champions as well.

Some Heroes are better suited for leadership than others – their special abilities confer bonuses not only on their own formation but nearby allies as well. Other Heroes are warriors first and leaders second – their fighting abilities are formidable, but they don't bring much to the battle in the way of subtlety and inspiration. The best leaders are those Heroes that combine both traits – such as Aragorn, or perhaps Sauron – but of course, these are the ones that cost the most points.

Between its Epic Heroes and Legendary formations, each faction's army list offers plenty of choices for your leader. There's no right or wrong choice. You can choose your favourite Hero, or the one that you think will bring the most benefits to your army – it's entirely up to you!



The First Formation

With your leader chosen you can now get on with selecting the rest of your army, beginning with your first Common formation.

Every army must include at least one Common formation – you can include more if you wish. Common formations represent the heart of your faction's fighting forces and form the backbone of their armies. There's no limit on the number of common formations you can have in your army, so if several different types catch your eye, don't waste time deciding which you want to choose first – you'll have plenty of opportunity to add extra Common formations later.



The Rest of the Army

Now you've a leader and a common formation (as well as hopefully plenty of points to spare) you can get on with selecting the remainder of your army. The expenditure of your remaining points is governed by following three simple decrees:

The Decree of Rarity

You may never have more Rare formations of any kind than you have Common formations of any kind. Similarly, you may never have more Rare companies than you have Common companies. Some troops are simply less numerous than others. Gondor can draw upon many regiments of Warriors, Archers and Knights but only a few of Fountain Court Guard. The Decree of Rarity ensures that your army will not only be a fair and balanced force, it also helps your army capture the spirit of the force it represents.

A Rohan army is being built. Théoden (an excellent balance between leadership and combat ability) has already been chosen as the army's leader, alongside a formation of Riders of Rohan. One Rare formation can be included immediately as there is already one Common formation in the army (the Riders of Rohan). However, a second Rare formation cannot be added until a second Common formation has been included.

The Decree of Legends

You are free to include as many Legendary formations and Epic Heroes in your army as you wish, however you may not include the same Legendary formation twice, or the same Epic Hero twice. As much as we might wish it otherwise, there is only one Aragorn and only one Gothmog!

Sometimes there are several different ways of including a particular Hero in an army. Gandalf, for example, can fielded alone as the Epic Hero Gandalf the Grey, or as part of the White Council Legendary formation. He cannot be fielded as both – you must choose which you will use. If you field Gandalf as an Epic Hero you will not be able to choose the White Council at all, so choose wisely.

The Decree of Allies

The tales of Middle-earth are heavy with instances of two or more factions coming together in common cause – the Battle of the Pelennor Fields and the Last Alliance being the most common. As such, War of The Ring would hardly be complete if you could not forge alliances of your own!

You may spend up to a quarter (25%) of your total points on allies. Allies can be selected from any of the other factions with the same allegiance as your army, i.e. a Good army can choose allies from any other Good factions and an Evil army can choose allies from any other Evil factions.

It's important to note that the Decree of Rarity and the Decree of Legends apply across the whole army, not across each segment of the army chosen from different factions. As long as you never have more Rare formations than Common formations it does not matter whether they are allied formations or troops chosen from your main faction.

Continuing the example above, the Rohan army now includes Théoden, two formations of Riders of Rohan (Common), one formation of Sons of Eorl (Rare) and one formation of Wood Elf Sentinels (Rare, chosen from the Elves faction). If the Rohan player wishes to include a second formation of Wood Elf Sentinels he needs to include another Common formation. This could be chosen from the Rohan faction, the Elves faction or even a third faction, providing he does not exceed the total number of points he can spend on allies.



Fortunes and Fates

No matter how prepared the army, there will always be unexpected elements that alter the course of the battle. Ancient weapons lie waiting to be discovered and put to use once again, mighty Heroes await their moment of destiny and the great powers stretch their influence across Middle-earth, hoping to shape the outcome of the War of The Ring to their own ends. A legacy of war has left artefacts and areas of hidden power scattered across the embattled landscape. However, such fortune cannot be depended upon. It is often little more than blind chance that delivers such opportunity into needy hands – it is then for the beneficiary to unlock its power!

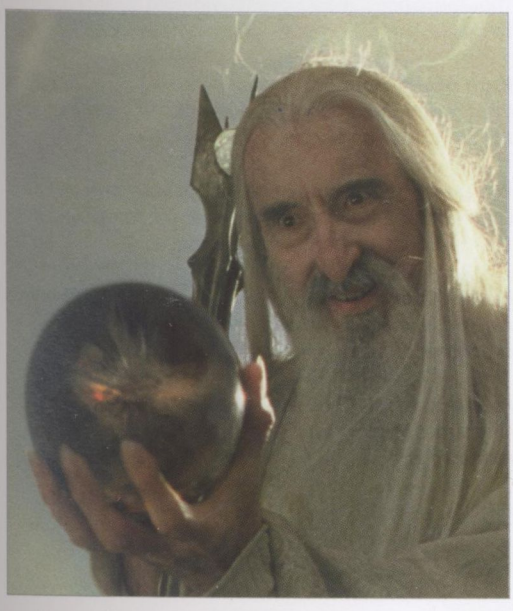
Fortunes and Fates can be purchased as upgrades for your Heroes and formations. Fortunes are available to Good armies, whilst Fates can be chosen by Evil armies. They represent a beneficent gift (or curse) from a higher power – enchanted Elven raiments, heirlooms of power, the machinations of Sauron or perhaps even the simple vicissitudes of a mocking destiny. Used at the proper time and at the proper place, Fortunes and Fates can seal your victory, so choose (and use) them wisely!

Each Fortune or Fate contains three important pieces of information.

Name and description. This identifies the Fortune or Fate and presents a short narrative that explains its effect within the story of your battle. This is also where you'll find the points value.

Activation type. This tells you whether the Fortune or Fate is revealed at the start of the game (persistent effect) or as play goes on (intervention). See Activating Fortunes and Fates below.

Effect. This paragraph explains what happens when you use the Fortune or Fate. In the case of an intervention Fortunes or Fates, it will also tell you when it can be used.



Choose Your Fortune

Fortunes and Fates are selected when building your army. The number of Fortunes or Fates allowed varies with the army's size.

Army Size	Fortunes/Fates
0-2,000 points	up to 1
2,001-3,000 points	up to 2
3,001- 4,000 points	up to 3
each further 1,000 points	+1

Note that this table shows the maximum number of Fortunes and Fates you may choose – you can select fewer if you wish, or even take to battle without!

Each Fortune or Fate has an associated points cost. This counts towards the cost of your army in the same way as formations and their upgrades. Generally speaking, the more expensive a Fortune or Fate, the more effective it will be.



Using Fortunes and Fates

Some Fortunes and Fates represent rare or powerful wargear that your army has brought to battle, or at least the inimitable skills of a particular Hero. Others portray fateful moments in the battle, where courage is redoubled in the face of a terrible threat, or a bold warrior strides forth to change the course of the battle.

Not all Fortunes and Fates are in effect at the beginning of the game – some have to be declared as the game goes on. There are two kinds of Fortunes and Fates: *Persistent effect* and *Intervention*.

Persistent effect Fortunes and Fates must be revealed and allocated to their target at the start of the game – they then last for the duration of the game, or until their target is removed from the board. *Intervention* Fortunes and Fates can only be used once, so choose your moment wisely – once used, they will play no further part in the battle. However, unlike Persistent effect Fortunes and Fates, Interventions need not be revealed to your opponent until used! If one or more Intervention Fortunes or Fates are activated at the same stage of the turn, they come into effect in the order in which they were declared.

Once you have activated a Fortune or Fate, follow the instructions given in its entry. It's a good idea to place counters as reminders for the effects of Fortunes and Fates that last for a phase or more – this is especially true of persistent Fortunes and Fates, whose effects last all game!

Fortunes

Athelas **150 points**
This little-known leaf has powerful healing properties in the hands of one who knows its secrets.

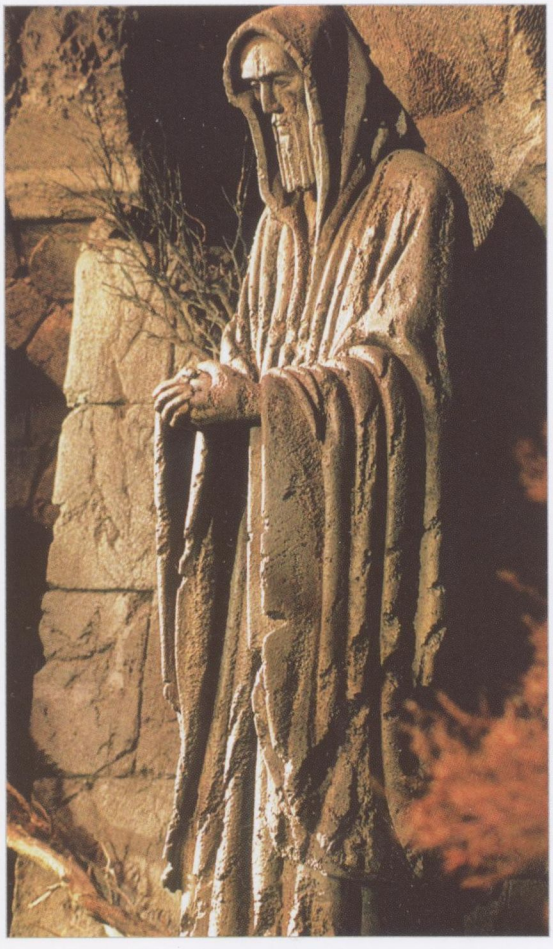
Intervention. Use this Fortune when one of your Epic Heroes has been slain. That Hero is instantly returned to life with his Might reduced to 0 and his Resilience reduced to 1 – place him in a friendly formation within 12". If there is no friendly formation in range, you may not use Athelas.

Indomitable Defiance **150 points**
Great deeds are often needed to oppose a great evil – no matter the sacrifice.

Intervention. Use this Fortune when your side loses a fight – your side is now treated as having won the fight by a single casualty instead.

Seat of Ancient Power **100 points**
There are yet places in Middle-earth where a wholesome power pervades, giving fresh determination to nearby creatures of good heart.

Persistent effect. Place a marker, or suitable terrain piece, to represent the Seat of Ancient Power anywhere on the board after forces are deployed but before the game begins. All Good formations within 3" of the Seat of Ancient Power have +1 Fight.



Orcbane Weapons **100 points**
Many long and terrible wars have been fought between the Elves and the Orcs, and many weapons forged with enchantment crafted to prove deadly to the foe.

Persistent effect. Choose one formation in your army. That formation gets the Orcbane special rule (see page 61).

Steeds of Pure Blood **100 points**
Though the bloodline is thinning, there are yet some steeds in Middle-earth that hark back to the fathers of horses.

Persistent effect. Choose one cavalry formation in your army. That formation's Move characteristic is increased to 14.

Trollbane Weapons **100 points**
In ages past the Dwarves of Khazad-dûm crafted many weapons to slay Trolls. Though Khazad-dûm has long since fallen into shadow, some of these weapons endure in the armouries of Middle-earth.

Persistent effect. Choose one formation in your army. That formation gains the Trollbane special rule (see page 61).

Fate Smiles Upon You **75 points**
The fortunes of a kingdom can turn on a single moment of serendipity.

Intervention. Use this Fortune after you make a dice roll. You may alter the score of that dice roll by 1 (up or down).

Galadhrim Longbows **75 points**
These are the finest of longbows – lovingly crafted, strung with the golden hair of Elf maidens and blessed by the Lady of Lothlórien herself.

Persistent effect. Choose one formation in your army. That formation's shoot value is improved by 1 – i.e, a formation with Shoot 4 would now have Shoot 3.

Hero of the Hour **75 points**
Wars have turned upon the deeds of one brave warrior in the right place and at the right time.

Persistent effect. Choose one Hero in your army (not an Epic Hero or a Hero leading a Legendary formation). That Hero has +1 Fight and +1 Courage.

Mithril Coat **75 points**
As hard as dragonscale and light as a feather, Mithril coats can stop even the most dolorous blow.

Persistent effect. Choose one Hero or Epic Hero (but not Monstrous Hero) in your army. That Hero's Resilience is increased by 1.

Untainted Palantír **75 points**
The seeing stones of ancient Númenor are powerful tools in the hands of one who commands sorcery.

Persistent effect. Choose one Epic Hero in your army – this is the bearer of the Palantír. Whilst the bearer of the Palantír remains alive, you may add 1 to your Priority rolls.

Banner of the Free Peoples **50 points**
The tokens of a mighty king, hoisted above the multitudes, can form a rallying point for the entire army.

Persistent effect. Choose one formation in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game.

Desperate Heroics **50 points**
There is strength in fellowship, for a sacrifice made by one can benefit another.

Intervention. Use this Fortune at the start of any Priority phase, before the roll for priority is made. Nominate one of your Heroes with at least 1 Might point remaining – that Hero's Might is immediately reduced to 0. However, you may immediately choose another Hero within 12" – that Hero's Might is immediately replenished to its starting value.

Inner Glory **50 points**
Many of Middle-earth's Heroes let their true power remain shrouded until need is upon them. When revealed, such glory can set Evil creatures to flight.

Intervention. Use this Fortune immediately before one of your formations causes an enemy to take a Terror test – that test is failed automatically.

Song of Elbereth **50 points**
A rousing verse of forgotten glories can awake courage in a trembling heart.

Intervention. Use this Fortune before one of your formations takes a Courage test to pass automatically.

The Blessing of Galadriel **50 points**
Her words can embolden the faintest heart and fan the flames of valour.

Persistent effect. Choose one Hero or Epic Hero in your army. That Hero starts the game with an additional D3 Might points.

Wise Counsel **50 points**
With proper guidance, even the meekest and most inexperienced of warlords can perform tactical miracles on the battlefield.

Intervention. Declare you are using this Fortune at the start of any Priority phase. You may automatically choose which player has priority that turn.

Ancient Lore **25 points**
The wise have assembled great volumes of lore concerning the weaknesses of Evil creatures, the better to counter their machinations.

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

Counterspell **25 points**
It is difficult to undo the sorceries of another. Difficult, but not impossible.

Intervention. Use this Fortune when an enemy Hero uses a magical power but before they roll for the effect. The spell fails to have any effect, just as if a Will of Iron roll had been made.

Forgotten Fortifications **25 points**
Who can say how many forgotten bastions lie scattered throughout Middle-earth waiting for a new cause?

Persistent effect. Before forces are deployed on the board, nominate a single building or ruin. That feature's Defence bonus increases by 2.



Fates

Morgul Blades **125 points**
These blades have a ghastly intelligence for their shards will seek the heart of a wounded foe – even the slightest scratch becomes a fatal wound.

Intervention. At the start of the game, secretly choose one formation in your army to bear the Morgul Blades (and make a note on your army roster). You may declare they are being used at the start of any Fight phase. For the remainder of the phase, the formation carrying the Morgul Blades will wound their opponents on a 4+.

Dark Shrine **100 points**
Sauron's touch withers and destroys, leaving only blasted monuments to his power that sicken all creatures of a good heart.

Persistent effect. Place a marker to represent the Dark Shrine anywhere on the board after forces are deployed but before the game begins. All Good formations within 3" of the Dark Shrine have -1 Fight.

Dwarfbane Weapons **100 points**
There have been many wars between the Dwarves and Goblins, and many weapons forged as a result. Though Goblin weapons are shoddy and crude, they sometimes carry vicious enchantments.

Persistent effect. Choose one formation in your army. That formation gets the Dwarfbane special rule (see page 61).

Greed for Glory **100 points**
The Dark Lord of Mordor knows the secret wishes of mortal creatures, and can fan those lusts to unthinking recklessness.

Intervention. Use this Fate at the start of any Charge phase, after any Heroic Charges have been declared. Nominate one Good formation – that formation must attempt to charge this turn, if there is an enemy in range (the Good player may choose which formation is charged, should there be a choice). The nominated formation will automatically pass any Courage tests required, and may charge even if it has made a shooting attack.

Cursed Armour of Udûn **75 points**
Forged through knowledge stolen from Númenor, the suits of armour created in Udûn are akin to Elven plate in hardiness. Their wearers are to be feared.

Persistent effect. Choose one formation in your army. That formation's Defence value is increased by 1.

Tainted Palantír **75 points**
The Palantíri were once powerful tools that answered only to Elendil and his sons. Now, several have fallen the hands of evil masters.

Persistent effect. Choose one Epic Hero in your army – this is the bearer of the Palantír, Whilst the bearer of the Palantír remains alive, you may add 1 to your Priority rolls.

Banner of Barad-dûr **50 points**
Where the banner of Barad-dûr flies, there do the minions of the Dark Lord redouble their efforts.

Persistent effect. Choose one formation in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game.

Faltering Nerve **50 points**
How will the armies of Good fare, if their Heroes be struck down with fear and indecision?

Intervention. Use this Fate when an enemy Hero declares a Heroic action. Roll a D6 – on a 2 or more, an extra Might point must be spent or that Heroic action does not take effect and any Might already committed is lost.

Sigil of Fallen Kings **50 points**
The fear and obedience that the Nazgûl command are second only to the terror instilled by Sauron himself. Minions that bear the Nazgûl's mark fight all the more fiercely, but suffer greatly should they fail.

Persistent effect. Choose one formation in your army. That formation has +1 Strength for the remainder of the game. However, whenever the formation is defeated in combat, it immediately suffers D6 automatic hits.



The Crown of Carn Dûm **50 points**
This jagged shard of metal and ice was the Witch-king's gift to Carn Dûm's line of vassal-kings. The dark sorcery within can make the bearer a formidable foe, but drains his lifeblood in payment.

Persistent effect. Choose one Evil Hero. For the remainder of the game, whenever that Hero expends a Might point, roll a D6. On a 4 or more, the crown provides the power for the act – the Might point is immediately regained. On a 1-3, the Hero suffers a number of automatic hits equal to the dice roll. Might cannot be used to alter this roll.

There Will be no Dawn **50 points**
Sauron sends a choking black sky to the battlefield, emboldening minions and sapping the valour of foes.

Intervention. Use this Fate at the start of any Priority phase, before the roll for priority is made. For the remainder of the turn all Evil formations may re-roll failed Courage tests, and all Good formations must re-roll successful Courage tests.

Evil Reputation **50 points**
Sauron's mightiest servants need not tread the battlefield to cause dismay – the shadow they cast in men's hearts is long indeed.

Persistent effect. Choose one Evil Hero or Epic Hero – that Hero now causes Terror. If the Hero already caused Terror, all successful Courage tests taken when charging (or being charged by) that Hero, must be re-rolled – the second result stands.

Tormented Steeds **50 points**
Driven mad with fear and twisted by sorcery, even horses can be made to fight in Sauron's cause. What this same treatment does to Wargs is best left to the imagination.

Persistent effect. Choose one cavalry formation in your army. That formation's Strength characteristic is increased by 1.

Balefire Arrows **25 points**
By some artifice these projectiles are set alight when fired, adding unquenchable flame to the horror of the attack.

Persistent effect. Choose one of your formations armed with missile weapons. For the remainder of the game, shooting attacks made by that formation will drive the enemy back D3" if they cause so much as a single casualty. If a shooting attack made by the formation causes a company to be removed, the distance the enemy is driven back will be D6" per company rather than D3". Balefire Arrows have a Strength of 6 if fired at Ents.

Black-hearted Trees **25 points**
Many of Middle-earth's trees have fallen under shadow, and malice now sleeps in their hearts. Only a fool risks their wrath lightly.

Intervention. Use this fate at the start of any phase. Nominate a single woodland defensible terrain feature. Any formation occupying that terrain feature immediately suffers D6+4 Strength 10 hits.

Curse of Morgoth **25 points**
Evil sleeps not, and never forgets one who has slighted it.

Intervention. Use this Fate after one of your opponent's formations makes a dice roll. You may alter the score of that dice roll by 1 (up or down).



Tokens of Terror **25 points**
Severed heads, branded with the dark runes of Mordor – few things can instil dismay as effectively.

Persistent effect. Choose one formation in your army. That formation causes Terror for the rest of the game.

Haunted Wasteland **25 points**
On this blasted land the spirits of the dead lurk, trapped by necromancy and hungry to have the living join them in their confinement.

Intervention. Use this fate when a formation moves through difficult terrain. Any formation moving through that difficult terrain must make a Courage test but on a single D6 only. For every point the test is failed, the formation suffers a casualty (not a hit!) as several of its warriors are lured to their doom.



Infestation **25 points**
The Lord of Mordor has many malignant pets that lurk in dark places. A nesting drake or a handful of giant spiders can make even the most formidable defensive position utterly untenable.

Persistent effect. Before forces are deployed on the board, nominate a single defensible terrain feature. That feature's Capacity decreases by 1, and the Defence bonus it offers decreases by 1.

Watcher in the Shadows **25 points**
These three-headed statues guard the passes into Mordor and other evil strongholds. Their gaze causes fear in the hearts of all but the boldest.

Persistent effect. Place a marker, or suitable terrain piece, to represent the Watcher in the Shadows anywhere on the board after forces are deployed but before the game begins. All Good formations within 6" of the Watcher in the Shadows have -1 Courage.

Gondor & Arnor





Without doubt the greatest of the realms of Men in recent history, Gondor stands like a bulwark between Mordor and the peoples of the free world.

It is through the unceasing vigilance and strength of arms that rests within Gondor that peace is bought for many other lands. Such defiance has not been without price. Gondor's folk dwindle while Sauron's forces seem to endlessly replenish their losses.

In these later years, it is from Minas Tirith that the heirs of Anarion, and later the Stewards, have ruled the realm of Gondor. As the last line of Gondor's defence, the Citadel of Minas Tirith is guarded by the finest warriors that Gondor has to offer, tall and mighty warriors in whom the blood of Númenor still pulses true. Minas Tirith's armies are the greatest of all the realms of Men – disciplined, superbly equipped and led by veterans of the countless wars with Harad and Mordor.

Further south lie the fiefdoms of Gondor, portions of the old kingdom that have not cast aside their loyalty to Minas Tirith. Most influential of these is the land of Dol Amroth, whose swan-helmed knights epitomise the martial valour and lordly bearing of Númenor that was. When war marches upon Gondor, it is the lances and pikes of Dol Amroth that lead the counter-attack.

In other provinces the bloodline and grim pride of Númenor is not so well preserved, yet nevertheless every fief makes its stand against the creatures of Sauron. In the foothills of the White Mountains the grim clansmen of Lamedon and Blackroot Vale archers are engaged in ceaseless hit-and-run battles with Orcs. Further west, the Axemen of Lossarnach hold the southern crossings of Anduin against Haradrim and Corsairs.

It matters not if Gondor's might be less than in times of old, provided it is sufficient to the task at hand.



Common Formation
One to six companies.

Minas Tirith Warriors

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of Minas Tirith	Man	Infantry	6	3/4+	3	5(7)	8	1	3	-
Captain of Minas Tirith	Man	Infantry	-	4/-	-	-	-	2	4	2



Wargear

Each company has hand weapons, heavy armour and shields.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Captain of Minas Tirith	50 points
Banner Bearer	35 points
Hornblower	15 points

Common Formation
One to six companies.

Minas Tirith Archers

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Archer of Minas Tirith	Man	Infantry	6	3/4+	3	5	8	1	3	-
Captain of Minas Tirith	Man	Infantry	-	4/-	-	-	-	2	4	2



Wargear

Each company has hand weapons, heavy armour and bows.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Captain of Minas Tirith	50 points
Banner Bearer	35 points
Hornblower	15 points

Common Formation
One to six companies.

Minas Tirith Knights

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Knight of Minas Tirith	Man	Cavalry	10	3/4+	3	5	2	2	3	-
Knight Captain	Man	Cavalry	-	4/-	-	-	-	2	4	2



Wargear

Each company has hand weapons, heavy armour and lances. The entire formation may be given shields – increasing each company's Defence to 5(6) – for +5 points per company.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Knight Captain	50 points
Banner Bearer	35 points
Hornblower	15 points

Rangers of Gondor

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ranger of Gondor	Man	Infantry	6	4/3+	3	4	8	1	3	-
Captain of Rangers	Man	Infantry	-	5/-	-	-	-	2	4	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Rangers	50 points

Special Rules
Pathfinders (Woodland).



Númenórean Warriors

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of Númenor	Man	Infantry	6	4/4+	3	4(6)	8	1	3	-
Captain of Númenor	Man	Infantry	-	5/-	-	-	-	2	4	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Númenor	50 points
Banner Bearer	35 points
Hornblower	15 points



Númenórean Archers

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Archer of Númenor	Man	Infantry	6	4/4+	3	4	8	1	3	-
Captain of Númenor	Man	Infantry	-	5/-	-	-	-	2	4	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Numenor	50 points
Banner Bearer	35 points
Hornblower	15 points



Common Formation
One to six companies.

Warriors of Arnor

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of Arnor	Man	Infantry	6	4/4+	3	5(7)	8	1	2	-
Captain of Arnor	Man	Infantry	-	5/-	-	-	-	2	3	2



Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Captain of Arnor	50 points
Banner Bearer	35 points
Hornblower	15 points

Common Formation
One to six companies.

Rangers of Arnor

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ranger of Arnor	Man	Infantry	6	4/3+	3	4	8	1	2	-
Captain of Rangers	Man	Infantry	-	5/-	-	-	-	2	3	2



Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Captain of Rangers	50 points

Special Rules
Pathfinders (Master).

Common Formation
One to six companies.

Citadel Guards

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Citadel Guard	Man	Infantry	6	4/4+	4	5	8	1	4	-
Guard Captain	Man	Infantry	-	5/-	-	-	-	2	5	2



Wargear
Each company has hand weapons and heavy armour. The entire formation may be given longbows for +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Guard Captain	50 points
Banner Bearer	35 points
Hornblower	15 points

Men-at-arms of Dol Amroth — 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Men-at-arms	Man	Infantry	6	4/4+	3	5	8	1	4	-
Knight Champion	Man	Infantry	-	5/-	-	-	-	2	5	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour and pikes.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Knight Champion	50 points
Banner Bearer	35 points
Hornblower	15 points



Foot Knights of Dol Amroth — 45 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Knight of Dol Amroth	Man	Infantry	6	4/4+	4	5(7)	8	1	4	-
Knight Champion	Man	Infantry	-	5/-	-	-	-	2	5	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Knight Champion	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules
For Dol Amroth! The Knights of Dol Amroth make an unstoppable charge on a 4 or more, rather than a 6 (they must still have enough move to reach the foe).



Knights of Dol Amroth — 50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Knight of Dol Amroth	Man	Cavalry	10	4/4+	4	6(7)	2	2	4	-
Knight Champion	Man	Cavalry	-	5/-	-	-	-	2	5	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour, shields and lances.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Knight Champion	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules
For Dol Amroth! The Knights of Dol Amroth make an unstoppable charge on a 4 or more, rather than a 6 (they must still have enough move to reach the foe).



Rare
Formation
One to six companies.

Guards of the Fountain Court 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Fountain Court Guard	Man	Infantry	6	4/4+	3	6	8	1	4	-
Guard Captain	Man	Infantry	-	5/-	-	-	-	2	5	2



Wargear
Each company has hand weapons and heavy armour.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Guard Captain	50 points
Banner Bearer	35 points
Hornblower	15 points

Rare
Formation
One to six companies. This company uses a special base with dimensions of at least 80mm x 60mm.

Avenger Bolt Thrower 50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Avenger Bolt Thrower	Man	Infantry	6	3/4+	3	8	3	1	4	-



Wargear
Each company has hand weapons, heavy armour and a Bolt Thrower.

	Range	Strength
Bolt Thrower	24"	6

Special Rules
Artillery. The Avenger uses the following table, rather than the one on page 61:

Avenger Bolt Thrower Table

1-2	**Miss.** The shot spatters the target with mud but causes no damage.
3-5	**On target.** The target formation suffers D6+4 Strength 6 hits.
6+	**Lucky Strike.** The target formation suffers D6+8 Strength 6 hits.

Rare
Formation
One to three companies. This company uses a special base with dimensions of at least 120mm x 80mm.

Battlecry Trebuchet 100 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Battlecry Trebuchet	Man	Infantry	6	3/4+	3	8	3	1	4	-

Wargear
Each company has hand weapons, heavy armour and a Trebuchet.

	Range	Strength
Trebuchet	12-72"	10

Special Rules
Artillery.



Warriors of the Dead

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of the Dead	Spirit	Infantry	8	3/4+	3	5	8	1	5	-
Captain of the Dead	Spirit	Infantry	-	4/-	-	-	-	2	6	2

Rare
Formation
One to six companies.

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

Command
The first company purchased is automatically the command company. The command company may have the following options:

Captain of the Dead	50 points
Banner Bearer	35 points

Special Rules
Spirit Grasp, Spirit Walk, Terror, We Stand Alone.



Riders of the Dead

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Rider of the Dead	Spirit	Cavalry	12	3/4+	3	5	2	2	5	-
Captain of the Dead	Spirit	Cavalry	-	4/-	-	-	-	2	6	2

Rare
Formation
One to six companies.

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

Command
The first company purchased is automatically the command company. The command company may have the following options:

Captain of the Dead	50 points
Banner Bearer	35 points

Special Rules
Spirit Grasp, Spirit Walk, Terror, We Stand Alone.



The Axemen of Lossarnach

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Axemen of Lossarnach	Man	Infantry	6	4/4+	3	5	8	1	3	-
Forlong the Fat	Man	Infantry	-	5/-	-	-	-	2	4	3

Rare
Formation
One to six companies.

Wargear
Each company has heavy armour and two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following:

Banner Bearer	35 points
Hornblower	15 points

Forlong the Fat
One formation in the army may include Forlong the Fat for +75 points. It will then count as a Legendary formation instead.

Special Rules
Set to Receive! At the start of the Fight phase, the Axemen of Lossarnach can choose to count as being armed with pikes, rather than two-handed weapons, until the end of the phase.



Rare Formation
One to six companies.

Clansmen of Lamedon

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Clansmen of Lamedon	Man	Infantry	6	4/4+	3	4	8	1	5	-
Angbor the Fearless	Man	Infantry	6	5/-	-	-	-	2	5	3

Wargear
Each company has armour and two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Banner Bearer	35 points
Hornblower	15 points

One formation in the army may include Angbor the Fearless for +75 points. It will then count as a Legendary formation instead.

Special Rules
Furious Charge. The Clansmen of Lamedon will charge D6+6" rather than D6+2", and receive a Charge bonus of +2, rather than +1.



Legendary Formation
One to six companies.

Rangers of Ithilien

95 points + 30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ranger of Ithilien	Man	Infantry	6	4/3+	3	4	8	1	3	-
Madril	Man	Infantry	-	5/-	-	-	-	2	4	3
Damrod	Man	Infantry	-	4/-	-	-	-	2	3	1

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company and has Madril and Damrod included in the base cost.

Special Rules
Ambushers, Pathfinders (Master).

Bodyguard. While Damrod is alive, the controlling player can choose to have him fight any Heroic duels directed at Madril.



Legendary Formation
One to six companies.

Denethor's Guard

115 points + 35 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Citadel Guard	Man	Infantry	6	4/4+	4	5	8	1	4	-
Beregond	Man	Infantry	-	4/-	-	-	-	2	4	2
Denethor	Man	Infantry	-	5/-	-	-	-	2	0	2

Wargear
Each company has hand weapons and heavy armour.

Command
The first company purchased is automatically the command company and has Denethor, Beregond, a Hornblower and a Banner Bearer included in the base cost.

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

Broken Mind. Denethor always takes Courage tests on 3D6. Whilst Denethor is alive, his formation must use his Courage.



Osgiliath Veterans

120 points + 35 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Osgiliath Veterans	Man	Infantry	6	4/4+	4	5(7)	8	1	3	-
Lieutenant Cirion	Man	Infantry	-	5/-	-	-	-	2	4	3

Legendary Formation
One to six companies.

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

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

Hornblower 15 points

Special Rules
Bold Beyond Belief. Whilst Cirion is still alive, the Osgiliath Veterans automatically pass Terror tests.



Court of the Dead King

145 points + 30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of the Dead	Spirit	Infantry	8	3/-	3	5	8	1	5	-
The King of the Dead	Spirit	Infantry	-	4/-	-	-	-	2	6	2

Legendary Formation
One to six companies.

Wargear
The Warriors of the Dead count as armed only with hand weapons, regardless of the equipment they are actually carrying, so the rules for two-handed weapons, shield etc. do not apply.

Command
The first company purchased is automatically the command company and has the King of the Dead and a Banner Bearer included in the base cost.

Special Rules
Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Shadowstride. Roll a D6 at the start of the Move phase, before Heroic Moves are declared. On a roll of 4+, the Court of the Dead king may not At the Double! but its Move value is increased to 24 for the remainder of the turn.



The Dúnedain of Arnor

75 points + 35 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dúnedain	Man	Infantry	6	4/3+	4	4	8	1	3	-
Arathorn	Man	Infantry	-	5/-	-	-	-	2	5	3

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons, armour and longbows.

Command
The first company purchased is automatically the command company and has Arathorn included in the base cost. The command company may have:

Hornblower 15 points

Special Rules
Pathfinders (Master).

Take Aim! Arathorn can choose to expend a Might point at the start of any Shoot phase. If he does so, the Dúnedain of Arnor are counted as having a Shoot value of 1+ until the end of the phase.



Legendary Formation
One to six companies.

The Grey Company

75 points + 40 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ranger of the North	Man	Infantry	8	4/3+	4	5	8	1	3	-
Halbarad	Man	Infantry	-	5/-	-	-	-	2	5	3

Wargear
Each company has hand weapons, heavy armour and longbows.

Command
The first company purchased is automatically the command company and has Halbarad included in the base cost. Halbarad may carry the Banner of the King for +50 points.



Special Rules
Pathfinders (Master), Stalwart, Indomitable.

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

The Banner of the King. If Halbarad carries the Banner of the King, all companies in the formation have +1 Fight. If Aragorn joins the formation he gains the Inspiring Leader (Master) special rule with an unlimited range.

Legendary Formation
One to six companies.

Royal Guard of Arnor

115 points + 30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of Arnor	Man	Infantry	6	4/4+	3	5(7)	8	1	2	-
King Arvedui	Man	Infantry	-	5/-	-	-	-	2	5	2
Malbeth the Seer	Man	Infantry	-	3/-	-	-	-	1	3	1

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company and has King Arvedui, Malbeth the Seer and a Banner Bearer included in the base cost. The formation may have the following:

Hornblower	15 points



Special Rules
The Gift of Foresight. Each time the formation suffers a hit, roll a D6. On a roll of 6, Malbeth has forewarned his companions against the attack – the hit is prevented and the formation does not suffer a casualty. This ability is lost if Malbeth is slain.



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

Boromir, The Two Towers

Wardens of the Keys — 110 points + 60 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warden of the Keys	Man	Infantry	6	4/4+	3	8	8	1	4	-
Húrin	Man	Infantry	-	5/-	-	-	-	2	5	3

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons and mithril-forged heavy armour.

Command
The first company purchased is automatically the command company and has Húrin and a Banner Bearer included in the base cost. The formation may have the following:

Hornblower 15 points

Special Rules
Stalwart.

"...above the cheek-guards were set the white wings of sea-birds; but the helms gleamed with a flame of silver..."
– The Lord of The Rings

Blackroot Vale Archers — 105 points + 25 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Blackroot Vale Archer	Man	Infantry	6	3/3+	3	4	8	1	2	-
Duinhir	Man	Infantry	-	5/-	-	-	-	2	3	2

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour and longbows.

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

Hornblower 15 points

Special Rules
Ambushers, Pathfinders (Mountains).



Boromir, Captain of the White Tower — 175 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Boromir	Man	Hero	-	6/-	-	-	-	3	5	6

Epic Hero
Single model.

Epic Actions
- Epic Challenge
- Epic Strike
- Epic Sacrifice
- Epic Duel

Epic Duel. This Epic action works exactly like a Heroic Duel, save for the fact that Boromir rolls two dice, rather than one, and uses the highest result.

Wargear
Boromir can carry the Banner of Minas Tirith for +50 points – he then counts as both a Banner Bearer and a Hornblower.

Special Rules
Inspiring Leader (Men).

Mighty Blow. Boromir can choose to expend a Might point at the start of any Fight phase. If he does so, each hit he makes will cause a casualty, regardless of the foe's Resilience.



"By the blood of our people are your lands kept safe."
– Boromir, The Fellowship of The Ring

Epic Hero
Single model.

Aragorn, Isildur's Heir — 200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Aragorn	Man	Hero	-	7/-	-	-	-	3	6	3*

Epic Actions
- Epic Challenge
- Epic Strike
- Epic Journey
- Epic Duel



"I will not let the White City fall, nor our people fail."
– Aragorn
The Fellowship of The Ring

Epic Journey. Aragorn leads his companions along secret paths and hidden ways unknown to the enemy. An Epic Journey costs two Might points for every three companies in Aragorn's formation (rounding up) and can be called when Aragorn's formation moves. Move Aragorn's formation anywhere on the board, irrespective of distance or terrain etc. Aragorn's formation may not charge, shoot or enter a defensible terrain feature in the same turn it goes on an Epic Journey.

Epic Duel. This Epic action works exactly like a Heroic Duel, save for the fact that Aragorn rolls two dice, rather than one, and uses the highest result.

Special Rules
Inspiring Leader (Men).

***Mighty Hero.** Aragorn may expend a single point of Might each turn without reducing his store.

Anduril. Forged in the days of old as Narsil, and reforged for a new age as Anduril, this blade contains great power. In close combat, Aragorn's company has a +2 bonus to their rolls To Hit.

Epic Hero
Single model.

Faramir — 90 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Faramir	Man	Hero	-	5/-	-	-	-	3	5	4

Epic Actions
- Epic Strike
- Epic Sacrifice



Special Rules
Inspiring Leader (Men).

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

Epic Hero
Single model.

Peregrin Took, Guard of the Citadel — 75 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Peregrin	Hobbit	Hero	-	3/-	-	-	-	1	3	1

Epic Actions:
- Epic Defence



Special Rules
Prince of the Halflings. Peregrin's formation always re-rolls failed Courage tests and is steadfast on a roll of 5 or 6, rather than 6. This increases to 4, 5 or 6 if Faramir is within 6".

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

Prince Imrahil of Dol Amroth

125 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Imrahil	Man	Hero	-	7/-	-	-	-	3	6	3

Epic Actions
- Epic Challenge
- Epic Strike
- Epic Charge

Special Rules
Inspiring Leader (Men).



"So victory is shorn of gladness, and it is bitter bought,
if both Gondor and Rohan are in one day bereft of their lords."

– Imrahil, The Lord of The Rings

High King Elendil

225 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Elendil	Man	Hero	-	10/-	-	-	-	3	6	4

Epic Actions
- Epic Challenge
- Epic Sacrifice

Special Rules
Inspiring Leader (Men).

Narsil. Narsil is a potent sword, forged in the age of the master smiths. In close combat, Elendil's Company has a +2 bonus to their rolls To Hit.



Isildur

85 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Isildur	Man	Hero	-	6/-	-	-	-	3	6	3

Epic Actions
- Epic Strike

Special Rules
Inspiring Leader (Men).



"...Sauron himself was overthrown, and Isildur cut the Ring from his hand
with the hilt-shard of his father's sword..."

– Elrond, The Lord of The Rings



▲ *Prince Imrahil of Dol Amroth*



▲ *Aragorn the King*



▲ *Faramir*



▲ *Avenger Bolt Thrower Crewman*



▲ *Captain of Minas Tirith*



▲ *Citadel Guard with bow*



▲ *Osgiliath Veteran with bow*



▲ *Osgiliath Veteran*



▲ *Aragorn*



▲ *Faramir*



▲ *King of Men*



▲ *Boromir, Captain of the White Tower*



▲ *Warrior of Númenor with shield*



▲ *Warrior of Númenor with bow*



▲ *Ranger of Gondor*



▲ Clansman of Lamedon



▲ Angbor the Fearless



▲ Forlong the Fat



▲ Blackroot Vale Archer



▲ Knight of Dol Amroth



▲ Ranger of the North



▲ Dúnedain



▲ Halbarad



▲ Captain of Arnor



▲ Warrior of Arnor









▲ Halbarad with banner of the King







▲ Warriors of the Dead

The Kingdom of Rohan





Rohan is a kingdom born of battle. It was originally a great part of Gondor's western domains, but was gifted to the Rohirrim in recognition of aid given during a time of great peril.

Eternal friendship between Gondor and Rohan was pledged that day, a bond that would endure through hundreds of years and innumerable wars. Though lasting peace has ever been denied them, the Rohirrim have always stood firm against the shadow of Sauron and as unflinching friends to Gondor, despite great hardships of their own.

Rohan is governed from Meduseld, the Golden Hall of Edoras. Even in the closing years of the Third Age, the line of Rohan's kings can be traced back to Eorl the Young, each king as noble and bold as he. Below the king serve the Marshals of the Riddermark, brave and canny warriors who captain the Riders of Rohan – the finest horsemen in the known world. Indeed, the Horse-lords of Rohan are considered without peer, not only for their valour and prowess in battle, but also for their skills at breeding and training horses. The mounts of Rohan are swifter and more obedient than any to be found elsewhere in the kingdoms of Men, and much sought after in the neighbouring realms.

Peace comes seldom to Rohan. The alliance with Gondor ensures that the Rohirrim are ever at war with Orcs, Haradrim and Easterlings. Yet, conflict also stirs upon Rohan's eastern borders. The hill men of Dunland have ever coveted the fertile lands of Rohan, and will seize them if they can. Worse yet, it seems that Saruman the White has revealed his true colours, and his servants roam the Westfold, burning and slaying where they will.

These are dark times for the Rohirrim, but they shall not pass quietly into shadow…



Common Formation
One to nine companies.

Riders of Rohan Éored

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Riders of Rohan	Man	Cavalry	10	4/4+	3	4(5)	2	2	3	-
Captain of Riders	Man	Cavalry	-	5/-	-	-	-	2	4	2



Wargear
Each company has hand weapons, thrown weapons, shields, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Riders	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules
Expert Riders.

Common Formation
One to six companies.

Royal Knights

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Rohan Royal Knights	Man	Cavalry	10	4/4+	3	5(6)	2	2	4	-
Knight Captain	Man	Cavalry	-	5/-	-	-	-	2	5	2



Wargear
Each company has hand weapons, thrown weapons, shields, heavy armour and lances.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Knight Captain of Rohan	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules
Expert Riders.

Common Formation
One to nine companies.

Oathsworn Militia

20 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warriors of Rohan	Man	Infantry	6	3/4+	3	3(5)	8	1	3	-
Captain of Rohan	Man	Infantry	-	4/-	-	-	-	2	4	2



Wargear
Each company has hand weapons, thrown weapons, armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Rohan	50 points
Banner Bearer	35 points
Hornblower	15 points

Oathsworn Bowmen

20 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Rohan Bowmen	Man	Infantry	6	3/4+	3	3	8	1	3	-
Captain of Rohan	Man	Infantry	-	4/-	-	-	-	2	4	2

Common Formation
One to nine companies.

Wargear
Each company has hand weapons, thrown weapons, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Rohan	50 points
Banner Bearer	35 points
Hornblower	15 points



Outrider Éored

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Rohan Outriders	Man	Cavalry	12	3/2+	3	4	2	2	3	-

Common Formation
One to six companies.

Wargear
Each company has hand weapons, thrown weapons, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Banner Bearer	35 points
Hornblower	15 points

Special Rules
Expert Riders.



Rohan Royal Guard

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Rohan Royal Guard	Man	Infantry	6	4/4+	3	5(7)	8	1	4	-
Rohan Guard Captain	Man	Infantry	-	5/-	-	-	-	2	5	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, thrown weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Rohan Guard Captain	50 points
Banner Bearer	35 points
Hornblower	15 points



Rare Formation
One to six companies.

The Sons of Eorl

45 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Sons of Eorl	Man	Cavalry	12	4/4+	4	5(6)	2	2	4	-
Marshal of Rohan	Man	Cavalry	-	5/-	-	-	-	2	5	2



Wargear

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

Command

The first company purchased is automatically the command company. The command company may have the following options:

Marshal of Rohan	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules

Stalwart, Expert Riders.

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

Legendary Formation
One to six companies.

The King's Guard

100 points + 35 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Royal Royal Guard	Man	Infantry	6	4/4+	3	5(7)	8	1	4	-
Gamling	Man	Infantry	-	4/-	-	-	-	2	4	2
Háma	Man	Infantry	-	4/-	-	-	-	1	4	1

Or (choose which when the formation is selected).

Royal Royal Guard	Man	Cavalry	10	4/4+	3	5(6)	2	2	4	-
Gamling	Man	Cavalry	-	4/-	-	-	-	2	4	2
Háma	Man	Cavalry	-	4/-	-	-	-	1	4	1



Wargear

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

Command

The first company purchased is automatically the command company and has Gamling and Háma included in the base cost. Gamling may carry the Royal Standard of Rohan for +50 points. The command company may have the following options:

Hornblower	15 points

Special Rules

Expert Riders (Cavalry only).

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

Royal Standard of Rohan. The Royal Standard of Rohan has the following special rule: the first time in each turn a Hero in the formation calls a Heroic action, roll a D6. On a score of 4 or more, the Heroic action may be called without expending any Might. Note that this rule does not apply to any Epic actions that are called.

"If they come to bargain for our goods at Helm's Gate, they will pay a high price."
– Gamling, The Lord of The Rings

Erkenbrand's Riders — 115 points + 40 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Riders of Westfold	Man	Cavalry	10	4/4+	4	4(5)	2	2	3	-
Erkenbrand	Man	Cavalry	-	5/-	-	-	-	2	4	3

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons, thrown weapons, shields, armour and bows.

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

Hornblower 15 points

Special Rules
Expert Riders.

Bold Beyond Belief. Whilst Erkenbrand is still alive, Erkenbrand's Riders automatically pass Terror tests.



Théodred's Knights — 135 points + 45 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Théodred's Knights	Man	Cavalry	10	5/4+	3	5(6)	2	2	4	-
Théodred	Man	Cavalry	-	5/-	-	-	-	2	4	2

Legendary Formation
One to six companies.

Wargear
Hand weapons, thrown weapons, shields, heavy armour and lances.

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

Hornblower 15 points

Special Rules
Expert Riders.

Hero of Legend. The first time each turn Théodred expends a Might point, roll a D6. On the result of a 4 or more, Théodred immediately regains a Might point.



Grimbold's Helmingas — 85 points + 30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warrior of Rohan	Man	Infantry	6	3/4+	4	3(5)	8	1	4	-
Grimbold	Man	Infantry	-	4/-	-	-	-	2	4	2

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons, thrown weapons, armour and shields.

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

Hornblower 15 points

"And then all the host of Rohan burst into song, and they sang as they slew, for the joy of battle was on them..."

– The Lord of The Rings

Legendary Formation
One to six companies.

Elfhelm's Riders

90 points + 40 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Elfhelm's Riders	Man	Cavalry	12	4/3+	3	4(5)	2	2	3	-
Elfhelm	Man	Cavalry	-	5/-	-	-	-	2	4	2

Wargear
Hand weapons, thrown weapons, shields, armour and bows.

"Ahead nearer the walls Elfhelm's men were among the siege-engines, hewing, slaying, driving their foes into the fire-pits."
– The Lord of The Rings

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

Hornblower 15 points

Special Rules
Expert Riders, Pathfinders (Master).

Epic Hero
Single model.

Théoden, King of Rohan

125 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Théoden	Man	Hero	-	5/-	-	-	-	2	6	3



Epic Actions:
- Epic Challenge
- Epic Sacrifice
- Epic Charge

Special Rules
Inspiring Leader (Men), Touched by Destiny.

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

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

Epic Hero
Single model.

Meriadoc, Esquire of Rohan

75 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Meriadoc	Hobbit	Hero	-	3/-	-	-	-	1	3	1



Epic Actions:
- Epic Sacrifice

Special Rules
In the Name of the King! Meriadoc's formation always re-rolls failed Courage tests and is steadfast on a roll of 5 or 6, rather than 6. This increases to 4,5 or 6 if Théoden is within 6".

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

"King's man! King's man! You must stay by him."
– Merry, The Lord of The Rings

Éomer, Marshal of the Riddermark — 90 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Éomer	Man	Hero	-	6/-	-	-	-	3	5	3

Epic Hero
Single model.

Epic Actions
- Epic Challenge
- Epic Strike
- Epic Rage

Special Rules
Ride to Ruin. If Théoden or Éowyn are slain, then for the rest of the game, Éomer and his formation must charge an enemy if possible in the Charge phase (expending Might where needed to extend his charge range). If there is more than one eligible target, Éomer's controlling player may choose which to charge. In addition, Éomer must call an Epic Rage each turn but does so for free – he need not expend any Might.



"These are indeed strange days. Dreams and legends spring to life out of the grass."
– Éomer, The Lord of The Rings

Éowyn, Shield-maiden of Rohan — 75 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Éowyn	Man	Hero	-	5/-	-	-	-	2	5	2

Epic Hero
Single model.

Epic Actions
- Epic Challenge

Special Rules
Disguise. Éowyn has disguised herself to avoid being recognised by her friends and family. She is not deployed in a formation at the start of the game. Instead, secretly record which formation Éowyn has joined. You may reveal Éowyn's presence at any point in the game, immediately placing her in that formation's command company.

By My Hand Shall You Fall. In a Heroic Duel, Éowyn rolls two dice, rather than one, and always uses the highest result. However, if Éowyn fails to slay her opponent, remove her as a casualty.



Eorl the Young — 135 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Eorl	Man	Hero	-	5/-	-	-	-	3	6	3

Epic Hero
Single model.

Epic Actions
- Epic Challenge
- Epic Strike
- Epic Charge

Special Rules
Inspiring Leader (Men).

Hero of Legend. The first time each turn Eorl expends a Might point, roll a D6. On the result of a 4 or more, Eorl immediately regains a single Might point.



Epic Hero
Single model.

If you include Erkenbrand, Captain of the Westfold in your army, you may not include Erkenbrand's Riders.

Erkenbrand, Captain of the Westfold — 75 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Erkenbrand	Man	Hero	-	5/-	-	-	-	2	4	3

Epic Actions:
- Epic Charge

Special Rules
Bold Beyond Belief. Erkenbrand's formation automatically passes Terror tests.

The Red Shield. In Erkenbrand's mighty hands, this great shield is but another weapon. In Heroic Duels, Erkenbrand must roll two dice, rather than one, and use the highest result.



Epic Hero
Single model.

If you include Théodred, Prince of Rohan in your army, you may not include Théodred's Knights.

Théodred, Prince of Rohan — 125 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Théodred	Man	Hero	-	5/-	-	-	-	2	4	3

Epic Actions:
- Epic Defence
- Epic Sacrifice
- Epic Intervention

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

Special Rules
Hero of Legend. The first time each turn Théodred expends a Might point, roll a D6. On the result of a 4 or more, Théodred immediately regains a Might point.



Epic Hero
Single model.

Déorwine, Captain of the Royal Guard — 50 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Déorwine	Man	Hero	-	5/-	-	-	-	1	4	2

Epic Actions:
- Epic Sacrifice

"...the blowing of the horns of Rohan in that hour was like a storm on the plain and a thunder in the mountains."
– The Lord of The Rings

Special Rules
In Defence of the King. If Déorwine is in the same formation as Théoden, Théodred or Éomer, roll a D6 each time one of the aforenamed Heroes suffers a hit. On a roll of 3 or more, Déorwine takes the blow upon himself – the hit is resolved against Déorwine instead.

The Horns of Rohan. Déorwine's formation causes Terror when it charges.



▲ Théoden



▲ Éomer



▲ Captain of Rohan



▲ Théoden riding his noble steed, Snowmane



▲ Rohan Royal Guard



▲ Captain of Rohan



▲ Meriadoc Esquire of Rohan



▲ Éowyn



▲ Gamling



▲ Háma



▲ Rohan Banner Bearers





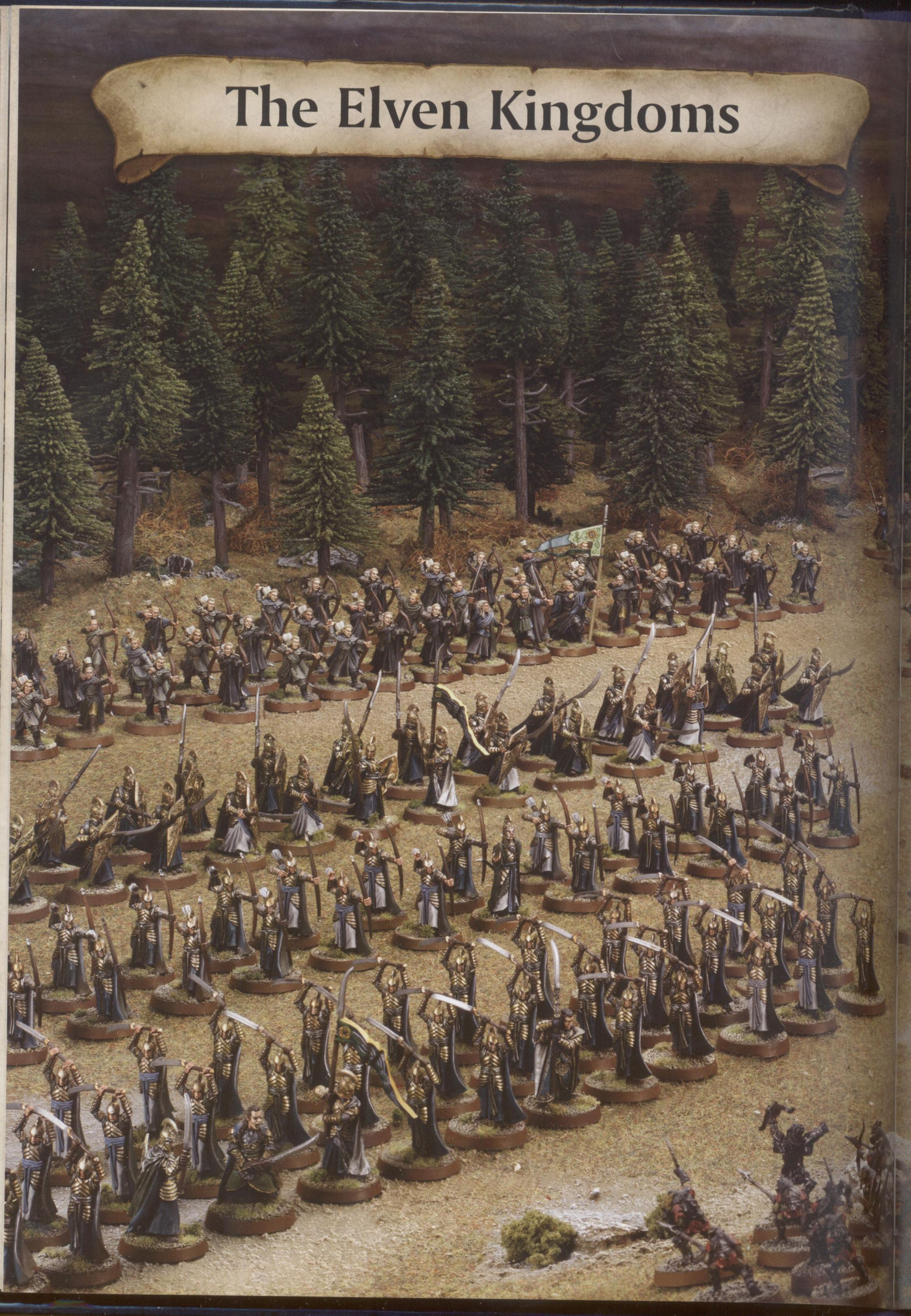
▲ Éowyn

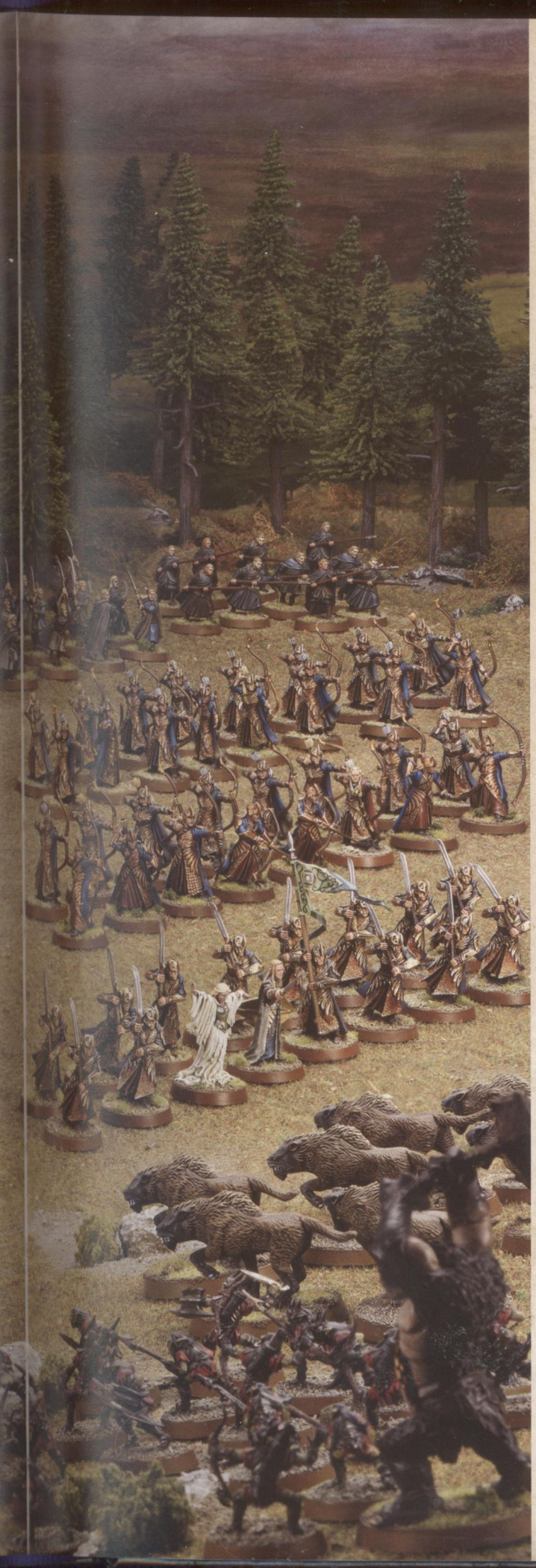




▲ Riders of Rohan

The Elven Kingdoms





The Elves are the oldest, wisest and most skillful of all Middle-earth's races. When united beneath the heraldry of their lords, there are none that can stand against them.

The Elves are a dwindling race, their time of dominance long lost. No king have they any longer, not since Gil-galad fell battling Sauron at the close of the Second Age. Their realms are sundered and their folk are returning west over-sea to their spiritual homeland.

Yet the Elves have vowed not to abandon their allies to the shadow of Sauron. Though the armies of the firstborn march seldom to open war, they guard many of Middle-earth's chief havens, and shield many lands that would have no hope of protecting themselves. From Rivendell, Lindon, Lothlórien and the Halls of Thranduil, Elf warriors fell and fair carry their blades against Orc, Troll and evil spirit. So does the bulwark of Gondor not find itself surrounded by a sea of shadow, for without the efforts of the Elves, the evils of Angmar, Moria, Dol Guldur and a thousand others would have long ago surrounded this realm of Men.

These armies are as nothing to the mighty hosts that trod the world in earlier ages, yet they are terrible foes to face. Few creatures of evil heart can stand before the Elves, for the firstborn are infused by the glory of their creation, a goodness and purity that the tainted minions of Sauron cannot abide. When they go to war the Elves carry weapons forged of tempered steel, and are clad in armour so sturdy as to rival the best dwarf-mail. They strike with grace and agility beyond the dream of Man or Dwarf and can pick a path through the densest of terrain without peril or hindrance.

Whilst The One Ring endures, the Elves will have a part to play in the war to come. Let the forces of darkness beware.



Common Formation
One to six companies.

Galadhrim Regiment

45 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadhrim Warriors	Elf	Infantry	8	5/3+	3	4	8	1	5	-
Galadhrim Captain	Elf	Infantry	-	6/-	-	-	-	2	6	2
Elven Stormcaller	Elf	Infantry	-	5/-	-	-	-	1	5	1

Wargear

Each company has glaives and armour. The entire formation may be given shields – increasing each company's Defence to 4(6) – for +5 points per company.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Galadhrim Captain	50 points
Banner Bearer	35 points
Elven Stormcaller	100 points
Elven Hornblower	15 points

Magic

An Elven Stormcaller knows all the Spells of the Wilderness. He has a Mastery level of 1.

Special Rules

Pathfinders (Master), Terror.



Common Formation
One to six companies.

Galadhrim Archer Regiment

50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadhrim Archers	Elf	Infantry	8	5/3+	3	4	8	1	5	-
Galadhrim Captain	Elf	Infantry	-	6/-	-	-	-	2	6	2

Wargear

Each company has hand weapons, longbows and armour.

Command

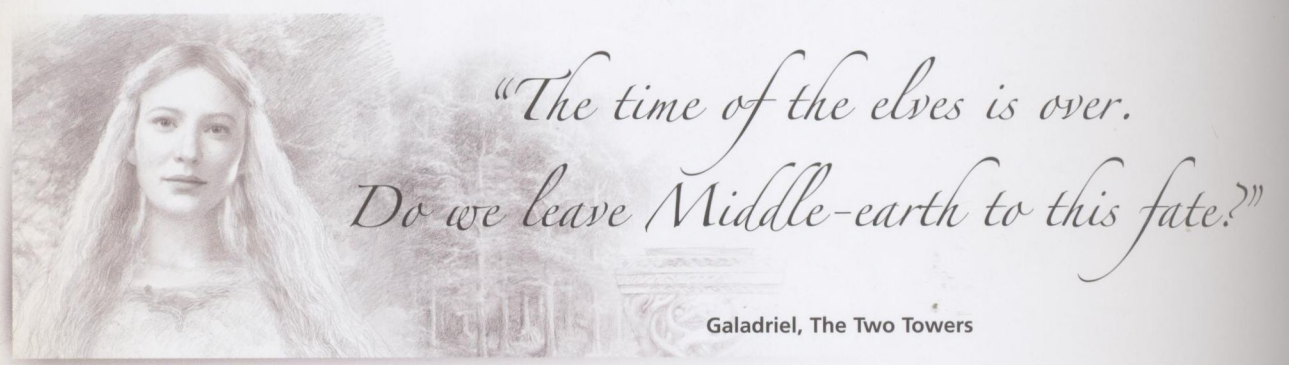
The first company purchased is automatically the command company. The command company may have the following options:

Galadhrim Captain	50 points
Banner Bearer	35 points
Elven Stormcaller	100 points (see Galadhrim Regiment above)
Elven Hornblower	15 points

Special Rules

Pathfinders (Master), Terror.





Galadriel, The Two Towers

Wood Elf Warband

40 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Wood Elf Warriors	Elf	Infantry	8	5/3+	3	3	8	1	5	-
Wood Elf Captain	Elf	Infantry	-	6/-	-	-	-	2	6	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, thrown weapons and enchanted cloaks. The entire formation may be given longbows or glaives for +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Wood Elf Captain	50 points
Banner Bearer	35 points
Elven Hornblower	15 points

Special Rules
Pathfinders (Master), Terror.



High Elf Regiment

55 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
High Elf Warriors	Elf	Infantry	8	6/3+	3	5	8	1	5	-
High Elf Captain	Elf	Infantry	-	7/-	-	-	-	2	6	2

Common Formation
One to six companies.

Wargear
Each company has heavy armour and glaives.

Command
The first company purchased is automatically the command company. The command company may have the following options:

High Elf Captain	50 points
Banner Bearer	35 points
Elven Hornblower	15 points

Special Rules
Pathfinders (Master), Terror.



High Elf Archer Regiment

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
High Elf Archers	Elf	Infantry	8	6/3+	3	5	8	1	5	-
High Elf Captain	Elf	Infantry	-	7/-	-	-	-	2	6	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour and longbows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

High Elf Captain	50 points
Banner Bearer	35 points
Elven Hornblower	15 points

Special Rules
Pathfinders (Master), Terror.



Rare
Formation
One to four companies.

Mirkwood Sentinels

50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Wood Elf Sentinels	Elf	Infantry	8	5/3+	3	3	8	1	5	-

Wargear

Each company has hand weapons, longbows and enchanted cloaks.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Wood Elf Captain	50 points (see page 121)
Banner Bearer	35 points

Special Rules

Pathfinders (Master), Terror.

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



Rare
Formation
One to six companies.

Galadhrim Knight Regiment

50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadhrim Knights	Elf	Cavalry	12	5/3+	3	4	4	2	5	-
Knight Captain	Elf	Cavalry	-	6/-	-	-	-	2	6	2

Wargear

Each company has glaives, armour and longbows. The entire formation may exchange its longbows for shields – increasing each company's Defence to 4(5) – at no additional cost.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Knight Captain	50 points
Banner Bearer	35 points
Elven Hornblower	15 points

Special Rules

Expert Riders, Pathfinders (Master), Terror.



Rare
Formation
One to four companies.

High Elf Cohort

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
High Elf Warriors	Elf	Infantry	8	6/3+	3	5(7)	8	1	5	-
Commander	Elf	Infantry	-	7/-	-	-	-	2	6	3

Wargear

Each company has hand weapons, heavy armour and shields.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Commander	50 points
Banner Bearer	35 points
Elven Hornblower	15 points

Special Rules

Pathfinders (Master), Terror.



Guards of the Galadhrim Court 70 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadhrim Guard	Elf	Infantry	8	6/3+	3	5	8	1	5	-
Guard Captain	Elf	Infantry	-	7/-	-	-	-	2	6	2

Rare Formation
One to four companies.

Wargear
Each company has hand weapons, heavy armour and pikes.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Guard Captain	50 points
Banner Bearer	35 points
Elven Stormcaller	100 points (see Galadhrim Regiment on page 120)
Elven Hornblower	15 points

Special Rules
Orcbane, Pathfinders (Master), Terror.

"...and Frodo saw that they were tall and clad in grey mail, and from their shoulders hung long white cloaks."
– The Lord of The Rings

Rivendell Guard 125 points + 65 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
High Elf Warriors	Elf	Infantry	8	6/3+	3	5(7)	8	1	5	-
Erestor	Elf	Infantry	-	7/-	-	-	-	2	6	3

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company and has Erestor and a Banner Bearer included in the base cost.

Special Rules
Pathfinders (Master), Stalwart, Terror.



Gildor's Household 160 points + 40 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Elves of Finrod	Elf	Infantry	8	6/3+	3	3	8	1	5	-
Gildor Inglorion	Elf	Infantry	-	7/-	-	-	-	2	6	2

Legendary Formation
One to four companies.

Wargear
Each company has hand weapons, longbows and enchanted cloaks.

Command
The first company purchased is automatically the command company and has Gildor and a Banner Bearer included in the base cost.

Magic
Gildor knows all the Spells of the Wilderness. He has a Mastery level of 2.

Special Rules
Ambushers, Pathfinders (Master), Terror.



Legendary Formation
Single model.



Glorfindel, Lord of the West — 250 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Glorfindel	Elf	Monster	8	7/3+	4	7	4	2	5	3

Wargear
Glorfindel wears armour and wields a glaive.

Magic
Glorfindel, Lord of the West, knows all the Spells of Command. He has a Mastery level of 2.

Special Rules:
Orcbane, Pathfinders (Master), Spiritbane, Terror, Trollbane, Very Hard to Kill!

Ride Asfaloth! Ride! The swiftness of Glorfindel's mighty steed is matched only by its grace and agility. Glorfindel, Lord of the West moves and charges like a flying monster.

Legendary Formation
One to four companies.



Haldir's Elves — 95 points + 50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadhrim Warriors	Elf	Infantry	8	5/3+	3	4	8	1	5	-
Haldir	Elf	Infantry	-	6/-	-	-	-	2	6	3

Wargear
Each company has hand weapons, armour and longbows.

Command
The first company purchased is automatically the command company and has Haldir, a Hornblower and a Banner Bearer included in the base cost.

Special Rules
Pathfinders (Master), Terror.

Take Aim! Haldir can choose to expend a Might point at the start of any Shoot phase. If he does so, Haldir's Elves are counted as having a Shoot value of 1+ until the end of the phase.

Legendary Formation
One to four companies.

Guardians of Caras Galadhon — 125 points + 70 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadhrim Guard	Elf	Infantry	8	6/3+	4	5	8	1	5	-
Rúmil	Elf	Infantry	-	7/-	-	-	-	2	6	3

Wargear
Each company has hand weapons, heavy armour and pikes.

Command
The first company purchased is automatically the command company and has Rúmil, a Hornblower and a Banner Bearer included in the base cost. The command company may have:

Elven Stormcaller — 100 points (see Galadhrim Regiment on page 120)

Special Rules
Orcbane, Pathfinders (Master), Stalwart, Terror.

> *"...no sign of age was upon them, unless it were in the depths of their eyes, for these were keen as lances in the starlight..."*
> *– The Lord of The Rings*

Galadriel, Lady of Lothlórien — 175 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadriel	Elf	Hero	-	5/-	-	-	-	2	6	3

Epic Actions
- Epic Defence
- Epic Renewal
- Epic Channelling

Epic Renewal. Galadriel may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

Epic Channelling. Galadriel may call an Epic Channelling at the start of her Move. Galadriel may re-roll failed Focus tests for the remainder of the turn.



Magic
Galadriel knows all the Spells of Dismay and all the Spells of Command. She has a Mastery level of 3.

Special Rules
Counsellor, Pathfinder (Master), Terror, Touched by Destiny.

"May it be a light to you in dark places, when all other lights go out."
– Galadriel, The Lord of The Rings

Galadriel, Protectress of Lothlórien — 200 points

Epic Hero
Single model.

You may only include one Galadriel in your army.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Galadriel	Elf	Hero	-	10/-	-	-	-	3	6	3

Epic Actions
- Epic Rage
- Epic Challenge
- Epic Charge



Special Rules
Pathfinder (Master), Spirit Grasp, Spirit Walk, Terror.

Designer's Note: Galadriel must focus her will to maintain this war-form; this is why she has no magical powers.

Celeborn, Lord of Lothlórien — 175 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Celeborn	Elf	Hero	-	7/-	-	-	-	3	6	3

Epic Actions
- Epic Challenge
- Epic Defence



Magic
Celeborn knows all the Spells of Command. He has a Mastery level of 2.

Special Rules
Pathfinder (Master), Terror.

The Lord of Lothlórien. If Celeborn is with a formation of Galadhrim (including Archers, Knights and Guards of the Galadhrim Court) the entire formation uses his Fight value, not just Celeborn's company.

Epic Hero
Single model.

Thranduil, King of Mirkwood

125 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Thranduil	Elf	Hero	-	7/-	-	-	-	3	6	3



Epic Actions
- Epic Strike
- Epic Shot

Magic
Thranduil knows all the Spells of the Wilderness. He has a Mastery level of 2.

Special Rules
Pathfinder (Master), Terror.

Epic Hero
Single model.

Elrond, Master of Rivendell

215 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Elrond	Elf	Hero	-	8/-	-	-	-	3	6	3



"I have seen three ages in the West of the world, and many defeats, and many fruitless victories."
– Elrond, The Lord of The Rings

Epic Actions
- Epic Renewal
- Epic Restoration

Epic Renewal. Elrond may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

Epic Restoration. Elrond may call an Epic Restoration at the start of any phase. Nominate a friendly formation within 12". If that formation has a depleted company, that company immediately recovers D3 models lost earlier in the game.

Magic
Elrond knows all the Spells of the Wilderness and all the Spells of Command. He has a Mastery level of 3.

Special Rules
Inspiring Hero (Elves), Orcbane, Pathfinder (Master), Terror.

Epic Hero
Single model.

Legolas, Prince of Mirkwood

200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Legolas	Elf	Hero	-	6/-	-	-	-	2	6	3



"A red sun rises, blood has been spilled this night."
– Legolas, The Lord of The Rings

Epic Actions
- Epic Defence
- Epic Shot

Special Rules
Terror, Pathfinder (Master).

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

Swift Strike. If Legolas is in an infantry formation, that formation strikes at the same time as cavalry. If Legolas is in a cavalry formation, that formation strikes at the same time as monsters.

Círdan of the Havens

75 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Círdan	Elf	Hero	-	5/-	-	-	-	1	5	1

Epic Actions
- Epic Defence

Magic
Círdan knows all the Spells of Command. He has a Mastery level of 1.

Special Rules
Terror, Pathfinder (Master).

The Gift of Foresight. Each time Círdan's formation suffers a hit, roll a D6. On a roll of 6, Círdan has forewarned his companions against the attack – the hit is prevented and the formation does not suffer a casualty. This ability is lost if Círdan is slain.



"...he was grey and old, save that his eyes were keen as stars..."
– of Círdan, The Lord of The Rings

Gil-galad, High King of the Elves

300 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gil-galad	Elf	Hero	-	10/-	-	-	-	3	6	6

Epic Actions
- Epic Leadership
- Epic Defence
- Epic Sacrifice

Epic Leadership. Gil-galad may call an Epic Leadership at the start of the Priority phase. For the remainder of the turn, all friendly formations on the battlefield must re-roll failed Courage tests.

Special Rules
Inspiring Hero (Elves), Pathfinder (Master), Terror.

Aiglos. This mighty spear of old was crafted with the aid of lore long since lost to even the greatest of smiths. In close combat, Gil-galad's company has a +2 bonus to their rolls To Hit.



"...the Spear of Gil-galad and the Sword of Elendil, Aiglos and Narsil, none could withstand."
– Elrond, The Lord of The Rings

Arwen Evenstar

125 points

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Arwen	Elf	Hero	-	5/-	-	-	-	1	6	3

Epic Actions
- Epic Defence

Special Rules
Pathfinder (Master), Terror.

Magic
Arwen knows all the Spells of the Wilderness.
She has a Mastery level of 2.



Epic Hero
Single model.

Elladan

35 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Elladan	Elf	Hero	-	6/-	-	-	-	1	5	1

Epic Actions
- Epic Strike



Special Rules
Pathfinder (Master), Terror.

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

Hunter of Orcs. Elladan and his formation are automatically steadfast if defeated in close combat by Orcs.

Epic Hero
Single model.

Elrohir

35 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Elrohir	Elf	Hero	-	6/-	-	-	-	1	5	1

Epic Actions
- Epic Defence



Special Rules
Pathfinder (Master), Terror.

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

Hunter of Orcs. Elrohir and his formation are automatically steadfast if defeated in close combat by Orcs.

Epic Hero
Single model.

If you include Haldir, Guardian of Lórien in your army, you may not include Haldir's Elves.

Haldir, Guardian of Lórien

75 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Haldir	Elf	Hero	-	6/-	-	-	-	2	6	3

Epic Actions
- Epic Sacrifice
- Epic Shot



Special Rules
Pathfinder (Master), Terror.

Guardian of Lothlórien. Haldir always passes At the Double! rolls if Celeborn or Galadriel are included as part the same force (and still alive).



▲ Glorfindel, Lord of the West



▲ Glorfindel



▲ Elven Stormcaller



▲ Wood Elf Banner Bearer



▲ Wood Elf Sentinel



▲ Celeborn



▲ High Elf Captain



▲ High Elf Banner Bearer



▲ Legolas



▲ Legolas, defender of Rohan



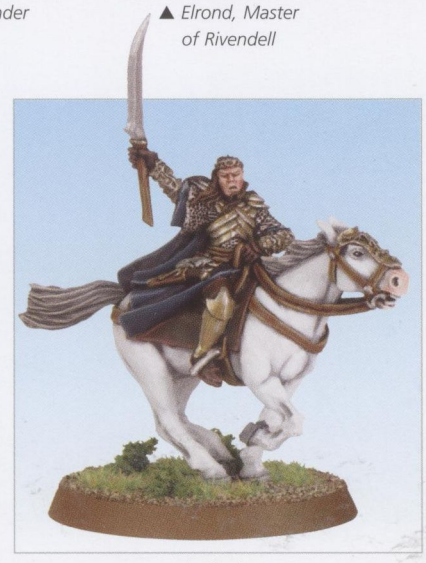
▲ Elrond, Master of Rivendell



▲ Galadhrim Captains



▲ Elrohir



▲ Elladan



▲ Arwen

The Dwarf Holds





The Dwarves are an old race, hardy as the rock from which they hew their mountain halls. Iron and gold are their playthings, and from these the Dwarves fashion weapons and armour that are the envy of all, and have been the doom of countless Orcs.

Like the other elder races, the Dwarves are in decline – their realms are shrunken and their race has dwindled. Many great halls have fallen to evil creatures, for the Dwarves carve their cities from the bones of the living mountains, and it is to these dark places that evil is drawn.

Orcs are the most numerous of these foes, but the Dwarves do not fear them – though they hate them terribly – for no Orc rabble can hope to successfully challenge a Dwarf hold roused to war. More dangerous by far are the ancient evils, Dragons drawn by the lure of Dwarf-wrought gold and demons trammelled beneath the mountains in an earlier age, just awaiting a foolhardy mortal who will set them free. Against such foes even the finest armour and most steadfast warriors are of little avail. One by one the Dwarven strongholds fell to such foes. But although there are now but a handful of Dwarf holds remaining, the Dwarves do not lose hope – they sharpen their axes and dream of a day when their realm of old will be restored.

There are those that say Dwarves care little for the world outside their halls, but this is not entirely true. Dwarves are ever faithful to their friends, and will fight at their side through the very darkest of times. Similarly, Dwarves are utterly unforgiving of their foes. Enmity is handed down through the generations with as much rigour and care as the finest mithril shirt or dwarf-steel axe. Either can serve as a spur to bring the Dwarves to war, much to the dismay of the Dark Lord's minions.



Common Formation
One to six companies.

Dwarf Warrior Kinband

40 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dwarf Warriors	Dwarf	Infantry	5	4/4+	4	6	8	1	4	-
Dwarf Captain	Dwarf	Infantry	-	5/-	-	-	-	2	5	2
Shieldbearer	Dwarf	Infantry	-	5/-	-	-	-	1	4	1

Wargear

Each company has hand weapons, armour and two-handed weapons. The entire formation may exchange its two-handed weapons for shields – increasing each company's Defence to 6(8) – for free.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Dwarf Captain	50 points
Banner Bearer	35 points
Shieldbearer	25 points
Hornblower	15 points

Shieldbearer. No true Dwarf can bear to fall back whilst under the gaze of a king's own Shieldbearer. A formation that contains a Shieldbearer will be steadfast on a roll of 5 or 6, rather than 6.

Special Rules

Stalwart.



Common Formation
One to six companies.

Dwarf Archer Kinband

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dwarf Archers	Dwarf	Infantry	5	4/4+	4	6	8	1	4	-
Dwarf Captain	Dwarf	Infantry	-	5/-	-	-	-	2	5	2

Wargear

Each company has hand weapons, armour and shortbows.

Command

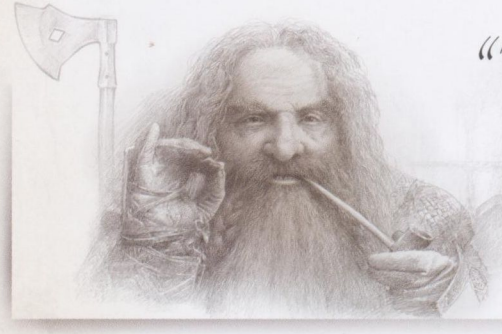
The first company purchased is automatically the command company. The command company may have the following options:

Dwarf Captain	50 points
Banner Bearer	35 points
Hornblower	15 points
Shieldbearer	25 points (see Dwarf Warrior Kinband above).

Special Rules

Stalwart.





"There are plenty for both of us!
May the best dwarf win!"

Gimli, The Return of the King

Dwarf Ranger Kinband

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dwarf Rangers	Dwarf	Infantry	5	4/3+	4	5	8	1	4	-
Dwarf Ranger Captain	Dwarf	Infantry	-	5/-	-	-	-	2	5	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons, thrown weapons and armour. The entire formation may take bows or two-handed weapons for +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Dwarf Ranger Captain	50 points
Hornblower	15 points

Special Rules
Pathfinders (Mountain), Stalwart.





Khazâd Guard Kinband

50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Khazâd Guard	Dwarf	Infantry	5	4/4+	5	7	8	1	5	-
Captain of the Guard	Dwarf	Infantry	-	5/-	-	-	-	2	6	2

Rare Formation
One to four companies.

Wargear
Each company has hand weapons, heavy armour and two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Captain of the Guard	50 points
Banner Bearer	35 points
Hornblower	15 points
Shieldbearer	25 points (see Dwarf Warrior Kinband on page 132).

Special Rules
Stalwart.





Iron Guard Kinband

50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Iron Guard	Dwarf	Infantry	5	5/4+	4	7	8	1	5	-
Ironhelm	Dwarf	Infantry	-	6/-	-	-	-	2	6	2

Rare Formation
One to four companies.

Wargear
Each company has hand weapons, thrown weapons and heavy armour.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Ironhelm	50 points
Banner Bearer	35 points
Hornblower	15 points
Shieldbearer	25 points (see Dwarf Warrior Kinband on page 132).

Special Rules
Stalwart.





Rare
Formation
One to three companies.

Vault Warden Kinband

70 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Vault Wardens	Dwarf	Infantry	5	5/4+	5	6(10)	8	1	5	-

Wargear

Each company has pikes, heavy armour and tower shields (the Defence bonus is shown in the profile above).

Special Rules

Indomitable, Stalwart, We Stand Alone.



Rare
Formation
One to three companies. This company uses a special base with dimensions of at least 80mm x 60mm.

Dwarf Ballista

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dwarf Ballista	Dwarf	Infantry	5	4/4+	4	8	3	1	5	-

Wargear

Each company has hand weapons, heavy armour and a Ballista.

	Range	Strength
Ballista	36"	8

Special Rules

Artillery. The Ballista uses the following table, rather than the one on page 61.

Ballista Table

1-2	**Miss.** The shot spatters the target with mud but causes no damage.
3-5	**On target.** The target formation suffers D6 Strength 8 hits.
6+	**Lucky Strike.** The target formation suffers D6+4 Strength 8 hits.



Rare
Formation
One to four companies.

Moria Expeditionaries

45 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dwarf Warriors	Dwarf	Infantry	5	4/4+	4	6(8)	8	1	4	-
Expedition Master	Dwarf	Infantry	-	5/-	-	-	-	2	5	2

Wargear

Each company has hand weapons, armour and shields.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Expedition Master	50 points
Banner Bearer	35 points
Hornblower	15 points
Shieldbearer	25 points (see Dwarf Warrior Kinband on page 132).

Special Rules

Goblinbane, Pathfinders (Mountains), Stalwart.



Iron Guard Ancients

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Iron Guard Ancient	Dwarf	Infantry	5	5/4+	4	7	8	1	5	-
Ironhelm Ancient	Dwarf	Infantry	-	6/-	-	-	-	2	6	2

Rare
Formation
One to four companies.

Wargear
Each company has hand weapons, thrown weapons and heavy armour.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Ironhelm Ancient	50 points
Banner Bearer	35 points
Shieldbearer	25 points (see Dwarf Warrior Kinband on page 132)
Hornblower	15 points

Special Rules
Orcbane, Pathfinders (Mountains), Stalwart.

Fearsome Reputation. Iron Guard Ancients cause Terror in Orcs.



Ered Luin Rangers

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ered Luin Rangers	Dwarf	Infantry	5	4/3+	4	5	8	1	4	-
Ered Luin Captain	Dwarf	Infantry	-	5/-	-	-	-	2	5	2

Rare
Formation
One to four companies.

Wargear
Each company has hand weapons, thrown weapons, two-handed weapons and armour.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Dwarf Ranger Captain	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules
Ambushers, Stalwart, Pathfinders (Master).



King's Champion

175 pts

	RACE	TYPE	M	F	S	D	A	R	C	Mt
King's Champion	Dwarf	Monster	6	8/3+	6	8	3	2	6	2

Rare
Formation
Single model.

Epic Actions
A King's Champion can use the following Epic actions as if he were an Epic Hero.
- Epic Challenge
- Epic Duel

Epic Duel. This Epic action works exactly like a Heroic Duel, save for the fact that the King's Champion rolls two dice, rather than one, and uses the highest result.

Special Rules
Inspiring Hero (Dwarves), Terror, Very Hard to Kill!

For the King! If the King's Champion charges, he receives +D3 bonus dice in the ensuing Fight phase, rather than +1.

> *"Axes of the Dwarves!*
> *The Dwarves are upon you!"*
> *– Dwarvish War Cry*

Legendary Formation
One to four companies.

Múrin's Guard

110 points + 40 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Erebor Guard	Dwarf	Infantry	5	4/4+	4	6(8)	8	1	4	-
Múrin	Dwarf	Infantry	-	5/-	-	-	-	2	5	3



Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company and has Múrin and a Banner Bearer included in the base cost.

Special Rules
Pathfinder (Mountains), Stalwart.

Lock Shields! Múrin can choose to expend a Might point at the start of any Fight phase, providing the formation did not charge that turn. If he does so, the Erebor Guard's Defence is increased to 8(10) until the end of the turn.

Legendary Formation
One to four companies.

Drár's Hunters

95 points + 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dwarf Rangers	Dwarf	Infantry	5	4/3+	4	5	8	1	4	-
Drár	Dwarf	Infantry	-	5/-	-	-	-	2	5	3



Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company and has Drár included in the base cost.

Special Rules
Ambushers, Pathfinder (Woodland), Stalwart.

Take Aim! Drár can choose to expend a Might point at the start of any Shoot phase. If he does so, Drár's Hunters are counted as having a Shoot value of 1+ until the end of the phase.

Legendary Formation
One to four companies.

Durin's Guard

200 points + 50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Khazâd Guard	Dwarf	Infantry	5	4/4+	5	7	8	1	5	-
Mardin	Dwarf	Infantry	-	5/-	-	-	-	2	5	1
Durin	Dwarf	Infantry	-	6/-	-	-	-	3	6	3



Wargear
Each company has two-handed weapons and heavy armour.

Command
The first company purchased is automatically the command company and has Durin, Mardin and a Banner Bearer and Hornblower included in the base cost.

Special Rules
Goblinbane, Inspiring Hero (Dwarves), Orcbane, Pathfinder (Mountains), Stalwart, Terror.

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

Flói Stonehand, Loremaster of Moria — 90 pts

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Flói	Dwarf	Hero	-	5/-	-	-	-	2	5	2

Epic Actions
- Epic Defence
- Epic Renewal

Epic Renewal. Flói Stonehand may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

"So ended the attempt to retake Moria! It was valiant but foolish."
– Gandalf, The Lord of The Rings

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

Balin, Lord of Moria — 100 pts

Epic Hero
Single model.

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Balin	Dwarf	Hero	-	6/-	-	-	-	3	6	3



Epic Actions
- Epic Strike
- Epic Challenge
- Epic Defence

Special Rules
Goblinbane, Inspiring Hero (Dwarves), Pathfinder (Mountains), Terror.

"There is even a chance that Dwarves are there, and that in some deep hall of his fathers, Balin son of Fundin may be found."

– Gandalf, The Lord of The Rings



Epic Hero
Single model.

Dáin Ironfoot, King Under the Mountain 200 pts

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dáin Ironfoot	Dwarf	Hero	-	7/-	-	-	-	4	5	4



Epic Actions
- Epic Strike
- Epic Challenge
- Epic Rampage

Epic Rampage. Dáin may call an Epic Rampage at the start of any Fight phase. For the remainder of that turn, each time Dáin's company scores a hit in close combat, they immediately make another attack. This continues until all of Dáin's company's attacks miss, or the enemy are slain.

Special Rules
Counsellor, Goblinbane, Inspiring Hero (Dwarves), Orcbane, Terror, Trollbane.

"Dáin was still King under the Mountain, and was now old... venerable, and fabulously rich."
– The Lord of The Rings

Epic Hero
Single model.

Gimli, son of Glóin 175 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gimli	Dwarf	Hero	-	6/-	-	-	-	3	6	4



Epic Actions
- Epic Strike
- Epic Rage
- Epic Rampage

Epic Rampage. Gimli may call an Epic Rampage at the start of any Fight phase. For the remainder of that turn, each time Gimli's company scores a hit in close combat, they immediately make another attack. This continues until all of Gimli's company's attacks miss, or the enemy are slain.

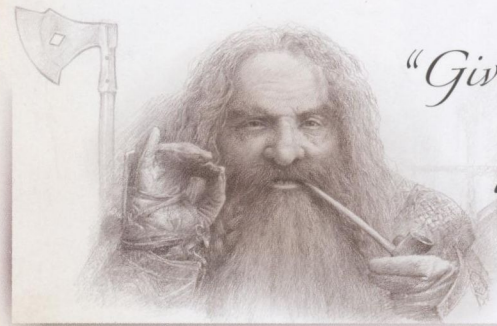
Special Rules
Inspiring Hero (Dwarves), Orcbane, Pathfinders (Mountains).

"Let them come! There is one Dwarf yet in Moria who still draws breath!"
– Gimli, The Fellowship of The Ring

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

	Range	Strength
Baruk Khazâd!	6"	(*Baruk Khazâd! always inflicts automatic D3 hits.)

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



"Give me a row of orc-necks and room to swing and all weariness will fall from me!"

Gimli, The Lord of The Rings



▲ Dwarf Banner Bearers



▲ Dáin



▲ Balin



▲ Dwarf King





▲ Khazâd Guard





▲ Dwarf Ballista



▲ Gimli taking a well-earned rest



▲ Gimli



▲ Gimli, defender of Rohan



▲ Dwarf Captain





▲ Dwarf Warriors armed with bows



▲ Shieldbearer



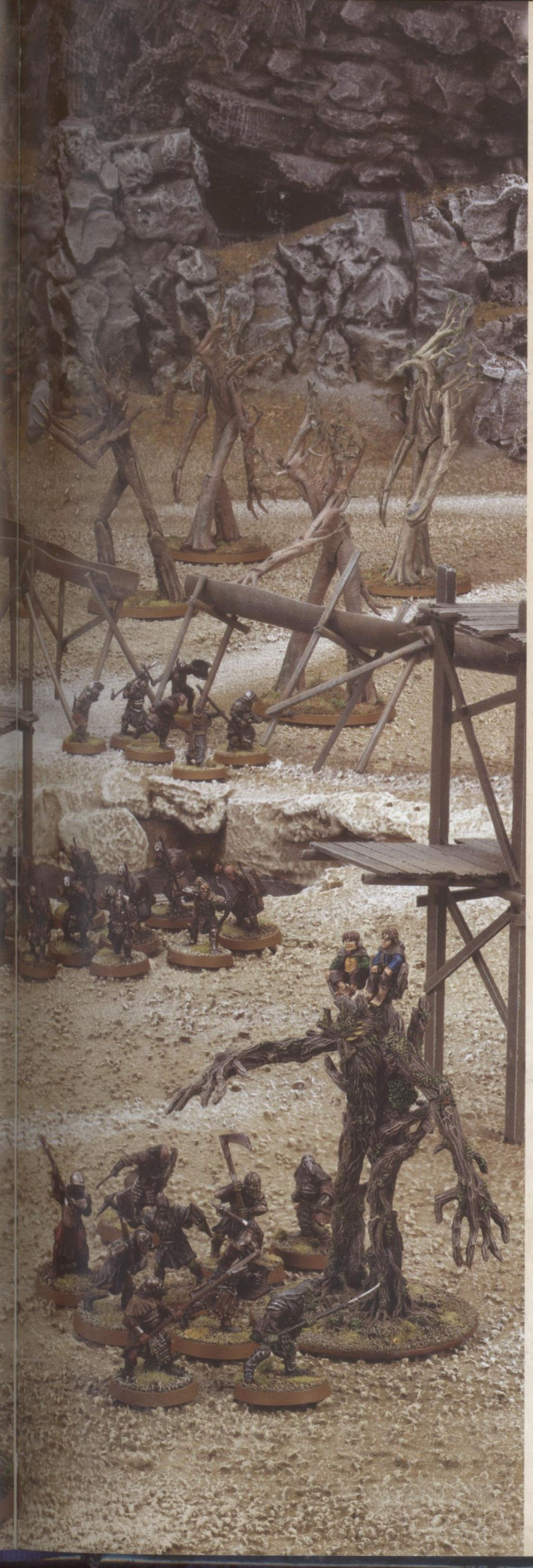
▲ Dwarf Warrior with shield



▲ Dwarf Warrior with two-handed axe

The Forgotten Kingdoms





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

Oldest of these forgotten realms is the forest of Fangorn. Under the eaves of this mighty forest dwell the Ents, the tree-shepherds of Middle-earth. For years uncounted have the Ents dwelled in Middle-earth, caring little for the world beyond their bounds and growing sleepy with the weight of millennia. Yet now, roused by the treachery of Saruman and the growing shadow of Sauron, the Ents have awoken from slumber and stand alongside all other peoples of good heart.

Perching high amongst the peaks of the Misty Mountains, the Great Eagles are perhaps the most mysterious of all Middle-earth's forgotten creatures. Few know of their existence, and fewer still have earnt their trust. Of all the wise, it is only the Wizards who can be said to have earned the friendship of the Eagles, and they remain silent as to how such a deed was performed.

Elsewhere in Middle-earth lie more curious lands. On the borders of Gondor lies the Druadan forest, home of the Woses. They are a simple folk, these inhabitants of Druadan, yet their hearts are true. In the far north, on the borders of forsaken Arnor lies the Shire, an idyllic realm of rolling farmland and uncomplicated pleasures. The Hobbits of the Shire are treasured by those who know of their existence, for they enjoy an innocence long since lost across much of Middle-earth. Yet this is not to say that the Hobbits are weak or defenceless – they are a stubborn race, whose hardiness and will is a constant source of surprise to others.

These forgotten lands may not boast the armies of Men, nor the armouries of the Dwarves nor the wisdom of the Elves, yet each will have its own part to play in the War of The Ring. The war against Sauron cannot be won in Gondor if the world outside its borders fall into darkness and tyranny.



Common Formation
One to six companies.

Hobbit Militia

10 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Hobbits	Hobbit	Infantry	4	1/3+	2	2	8	1	3	-
Civic Leader	Hobbit	Infantry	-	2/-	-	-	-	1	4	2



Wargear
Each company has an anarchic mix of hand weapons, including daggers, scythes, rolling pins and lumps of wood.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Civic Leader 50 points

Common Formation
One to six companies.

Hobbit Archer Militia

15 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Hobbit Archers	Hobbit	Infantry	4	1/3+	2	2	8	1	3	-
Civic Leader	Hobbit	Infantry	-	2/-	-	-	-	1	4	2



Wargear
Each company has bows and an anarchic mix of hand weapons, including daggers, scythes, rolling pins and lumps of wood.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Civic Leader 50 points

Common Formation
Single model.

Ent

125 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ent	Ent	Monster	8	8/4+	8	8	3	2	5	-



Wargear
Thorny, pummelling fists (counts as a hand weapon) and thrown weapons.

Special Rules
Hard to Kill! Pathfinder (Woodland), Terror.

Tree Slumber. Ents can use the Ambushers special rule, but can only do so in woods and forests.

Great Eagle

140 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Great Eagle	Eagle	Flying Monster	12	6/-	6	6	4	2	4	1

Common Formation
Single model.

Wargear
Razor-sharp beak and claws (counts as a hand weapon).

Special Rules
Hard to Kill! Terror.

Swoop Attack. A Great Eagle may make a Swoop Attack instead of moving. The Great Eagle immediately moves at least 24" but no more than 36" in a straight line (this move can be in any direction). Every enemy formation the Great Eagle moves over immediately suffers D3 Strength 6 hits. The Great Eagle may not not charge or At the Double! in the same turn it has performed a Swoop Attack.



Treebeard

225 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Treebeard	Ent	Monster	8	9/4+	9	10	3	2	5	3

Wargear
Thorny pummelling fists (counts as a hand weapon) and thrown weapons.

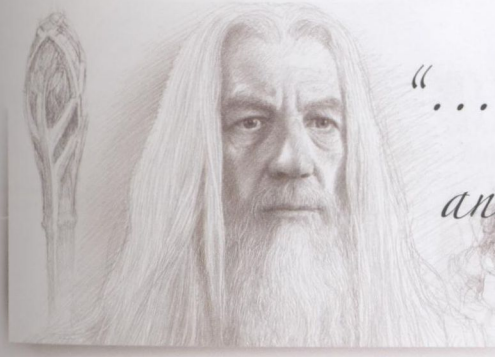
Special Rules
Pathfinder (Woodland), Terror, Very Hard to Kill!

Tree Slumber. Treebeard can use the Ambushers special rule, but can only do so in woods and forests.

Ent Charge. During a turn in which Treebeard calls a Heroic Charge, all friendly Ents within 6" (whether they are Heroes or not) must declare a Heroic Charge. These extra Heroic Charges do not cost any Might.

Legendary Formation
Single model.





"...the Ents are going to wake up and find that they are strong"

Gandalf, The Two Towers

Legendary Formation
One company composed of Aragorn, Legolas and Gimli. If you include the Three Hunters in your army, you may not include Aragorn, Legolas or Gimli as Epic Heroes – similarly you may not field the Fellowship of The Ring.

This company uses a special base with dimensions of at least 75mm x 50mm.



The Three Hunters — 175 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
The Three Hunters	Man	Infantry	8	7/3+	4	5	6	3	6	8

Wargear
The Three Hunters carry hand weapons and wear enchanted cloaks.

Special Rules
Indomitable, Pathfinders (Master), We Stand Alone.

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

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

You Would Die Before Your Stroke Fell! (Legolas). The Three Hunters are counted as being armed with longbows and attack at the same time as monsters.

Very Dangerous Over Short Distances. (Gimli). If the Three Hunters charge, they receive D6+3 bonus dice in the ensuing Fight phase, rather than +1.

Legendary Formation
Single model.

"Quickbeam is a gentle creature, but he hates Saruman all the more fiercely for that..."
– Merry, The Lord of The Rings

Quickbeam — 150 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Quickbeam	Ent	Monster	12	8/4+	8	7	3	2	4	1

Wargear
Thorny pummelling fists (counts as a hand weapon) and thrown weapons.

Special Rules
Hard to Kill! Pathfinder (Woodland), Terror.

Tree Slumber. Quickbeam can use the Ambushers special rule, but can only do so in woods and forests.

Legendary Formation
Single model.

"Round and round the rock of Orthanc the Ents went striding and storming like a howling gale..."
– Merry, The Lord of The Rings

Beechbone — 135 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Beechbone	Ent	Monster	8	8/4+	8	8	3	2	4	1

Wargear
Thorny pummelling fists (counts as a hand weapon) and thrown weapons.

Special Rules
Hard to Kill! Pathfinder (Woodland), Terror.

Tree Slumber. Beechbone can use the Ambushers special rule, but can only do so in woods and forests.

Tom Bombadil

200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Tom Bombadil	Spirit	Monster	2D6	-	-	-	-	-	-	-
Goldberry	Spirit	Monster	-	-	-	-	-	-	-	-

Legendary Formation
Single model (you will also need Goldberry, however).

Epic Actions

Tom Bombadil may use one of the following Epic actions each turn without expending any Might.

- Epic Renewal
- Epic Restoration

Epic Renewal. Tom may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

Epic Restoration. Tom may call an Epic Restoration at the start of any phase. Nominate a friendly formation within 12". If that formation has a depleted company, that company immediately recovers D3 models lost earlier in the game.





Special Rules

Ho Tom Bombadil, Tom Bombadillo! Tom isn't much interested in battles, he's just out looking for Goldberry. Tom is always deployed in contact with a board edge of the controlling player's choice. His lady-love, Goldberry, is then placed within 6" of the opposite board edge.

At the end of each of his controlling player's Move phases, roll 2D6 and move Tom this number of inches directly towards Goldberry. If this would move Tom onto (or into contact with) a formation or defensible terrain feature, extend Tom's move until there is a clear area of board in which to place him. Any formations that Tom moves over or through are so enthralled by his eccentric behaviour (and probably enraptured by his magical song) that they may not move further, shoot or charge this turn. Tom himself may never charge, nor be charged.

Goldberry does not move – she will wait patiently for Tom unless she is charged. If Goldberry is charged, the charging formation automatically stalls its charge, but Goldberry immediately moves 2D6" directly away from the charging unit. If this would move Goldberry onto (or into contact with) a formation or defensible terrain feature, extend Goldberry's move until there is a clear area of board in which to place her.

Once Tom moves into contact with Goldberry, remove both models from the game – they leave this vale of sorrows and return to their house in the Old Forest.

"I think that in the end, if all else is conquered, Bombadil will fall, Last as he was First; and then Night will come."
– Glorfindel, The Lord of The Rings

Gwaihir

200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gwaihir	Eagle	Flying Monster	12	7/-	7	7	4	2	5	3

Legendary Formation
Single model.

Wargear

Razor-sharp beak and claws (counts as a hand weapon).

Special Rules

Hard to Kill! Terror.

Swoop Attack. Gwaihir may make a Swoop Attack instead of moving. Gwaihir immediately moves at least 24" but no more than 36" in a straight line (this move can be in any direction). Every enemy formation the Gwaihir moves over immediately suffers D3 Strength 6 hits. Gwaihir may not not charge or At the Double! in the same turn he has performed a Swoop Attack.



Legendary Formation

One company composed of Aragorn, Boromir, Legolas, Gimli, Gandalf and four plucky Hobbits. If you include the Fellowship in your army, you may not include Aragorn, Boromir, Legolas, Gimli or Gandalf as Epic Heroes – similarly you may not field the Council of Wizardry, the White Council or the Three Hunters.

This company uses a special base with dimensions of at least 100mm x 75mm.

The Fellowship of The Ring

500 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
The Fellowship	Man	Infantry	6	6/3+	4(8)	5(7)	10	3	6	10

Wargear

The Fellowship carry hand weapons.

Magic

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

Special Rules

Indomitable, Pathfinders (Master), We Stand Alone.

Company of Heroes. Each Hero in the Fellowship contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated special rule is lost. Note that the four Hobbits are treated as a single model for the purposes of casualty removal – i.e. you remove them all at once. The Fellowship may not take part in a Heroic Duel.

You Have My Sword (Aragorn). The Fellowship receive a +1 bonus to their dice results in a fight.

And My Bow (Legolas). The Fellowship is counted as being armed with longbows and attack at the same time as cavalry.

And My Axe (Gimli). The Fellowship's Strength is doubled to 8.

Gondor Will See it Done (Boromir). The Fellowship is counted as being armed with shields – Defence increase is shown in the profile.

Protect the Halflings (The Hobbits). The Fellowship, and friendly formations within 12", are automatically steadfast if they lose a fight.

Bill the Pony

The Fellowship may be accompanied by Bill the Pony for +25 points. Bill cannot be removed as a casualty, but is removed if the last member of the Fellowship is slain. Bill the Pony increases the Fellowship's Move from 6 to 8, and their charge and fall back values to D6+4".



The White Council

500 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
The White Council	Spirit	Infantry	8	6/3+	4	5	5	3	6	5

Wargear

The White Council carry hand weapons.

Magic

The White Council know all the Spells of the Wilderness, Command and Dismay. They have a combined Mastery level of 8. Each time a member of the White Council is removed as a casualty, its Mastery level is reduced by 2.

Special Rules

Counsellor, Indomitable, Pathfinders (Master), Terror, We Stand Alone.

Company of Heroes. Each Hero in the White Council contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated special rule is lost. The Council may not take part in a heroic duel.

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

Voice of Saruman (Saruman). Any enemy formation wishing to charge the White Council must first roll a D6. On a roll of 1-3 the charge automatically stalls – Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal.

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

Blademaster (Elrond). The White Council may re-roll failed To Hit rolls during the Fight phase.

Legendary Formation

One company composed of Gandalf, Galadriel, Elrond and Saruman. If you include the White Council in your army, you may not include Gandalf, Galadriel, Elrond or Saruman as Epic Heroes, nor the Council of Wizardry or the Fellowship of The Ring.

This company uses a special base with dimensions of at least 110mm x 60mm.





"This evil cannot be concealed by the power of the Elves."

Elrond, Fellowship of The Ring

Legendary Formation
One to three companies.

Wardens of the Carrock 60 points + 45 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Beornings	Man	Infantry	8	4/-	4	4	8	1	4	-
Grimbeorn	Man	Infantry	8	5/-	-	-	-	4	5	2

Wargear
Each company has hand weapons and armour.

Command
The first company purchased is automatically the command company and has Grimbeorn included in the base cost.

Special Rules
Ambushers, Pathfinders (Woodland).

Blessing of the Bear. Charging Beornings receive +D6 bonus dice in the ensuing Fight phase, rather than +1.

"...if it were not for the Beornings, the passage from Dale to Rivendell would long ago have become impossible."
– Glóin, The Fellowship of The Ring

Legendary Formation
One company composed of Saruman, Gandalf, Radagast and two others who for now must go unnamed save for the Elvish titles given in the characteristic entry. If you include the Council of Wizardry in your army, you may not include Saruman, Gandalf or Radagast as Epic Heroes – similarly you may not field the Fellowship of the Ring or the White Council.

This company uses a special base with dimensions of at least 90mm x 60mm.

Council of Wizardry 500 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Council of Wizardry	Spirit	Infantry	6	4/4+	4	4	5	3	6	5

Wargear
The Council of Wizardry carry hand weapons.

Magic
The Council of Wizardry know all the Spells of Wilderness, Command, Ruin, Dismay and Darkness. The entire company is treated as a spellcaster with a Mastery level of 10. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of range. Each time a member of the Council of Wizardry is removed as a casualty, its Mastery level is reduced by 2.

Special Rules
Counsellor, Indomitable, We Stand Alone.

Company of Heroes. Each Hero in the Council of Wizardry contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated special rule is lost. The Council may not take part in a Heroic Duel.

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

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

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

Blessed Brands (Naurandír). The Council's attacks have the Bane special rule against all foes.

Thundercall (Sûlrandir). Once per Shoot phase the Council can make an unlimited range shooting attack with a Strength of 10.

"Do not meddle in the affairs of Wizards, for they are subtle and quick to anger."
– Gildor Inglorion
The Lord of The Rings

Woses Warband

75 points + 25 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Woses Warriors	Man	Infantry	5	3/3+	3	3	8	1	3	-
Ghân-buri-Ghân	Man	Infantry	-	4/-	-	-	-	2	4	3

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons and blowpipes.

Command
The first company purchased is automatically the command company and has Ghân-buri-Ghân included in the base cost.

Special Rules
Ambushers, Pathfinders (Woodlands), Orcbane.

Stalk Unseen. The entire formation count as wearing enchanted cloaks.



Saruman the White

200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Saruman	Spirit	Hero	-	4/-	-	-	-	3	7	3

Epic Hero
Single model.

Epic Actions
- Epic Channelling
- Epic Renewal
- Epic Ruination

Epic Renewal. Saruman may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

Epic Channelling. Saruman may call an Epic Channelling at the start of his move. Saruman may re-roll failed Focus tests for the remainder of the turn.

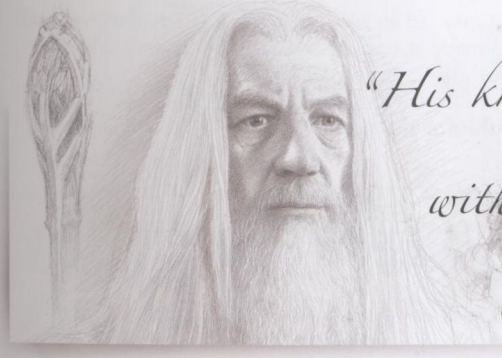
Epic Ruination. Saruman may call an Epic Ruination at the start of his move. For the remainder of the turn, any magical power Saruman casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

Magic
Saruman knows all the Spells of Ruin, Dismay and Command. He has a Mastery level of 3.

Voice of Saruman. Any enemy formation wishing to charge Saruman's formation must first roll a D6. On a roll of 1-3 the charge automatically stalls – Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal.



"What of Saruman? He is learned in the lore of the Rings, yet he is not among us. What is his counsel – if he knows the things that we have heard?"
– Galdor, The Lord of The Rings



"His knowledge is deep, but his pride has grown with it, and he takes ill any meddling."

Gandalf speaking of Saruman, The Lord of The Rings

Epic Hero
Single model.

Gandalf the Grey — 200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gandalf	Spirit	Hero	-	4/-	-	-	-	3	6	3





Epic Actions
- Epic Defence
- Epic Renewal
- Epic Channelling

Epic Renewal. Gandalf may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

Epic Channelling. Gandalf may call an Epic Channelling at the start of his move. Gandalf may re-roll failed Focus tests for the remainder of the turn.

Magic
Gandalf knows all the Spells of Dismay and all the Spells of Command. He also has the unique magical power "Blinding Light". Gandalf has a Mastery level of 3.

Blinding Light (Focus 5). Gandalf projects a beam of dazzling white light at one enemy formation within 18". The target must immediately take a Courage test. If the test is passed, all companies in the target formation are reduced to Fight 0 for the remainder of the turn. If the test is failed, the formation additionally retreats D6". A formation of Spirits targeted by Blinding Light will also suffer D3 automatic hits in addition to any other effects suffered.

Special Rules
Counsellor, Inspiring Leader (Master), Touched by Destiny.

Gandalf the White
You may upgrade to Gandalf the White for +100 points. Gandalf the White has the following additional special rules: **Overlord, Terror** and **Voice of Command.**

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

"There are many powers in the world, for good or for evil. Some are greater than I am. Against some I have not yet been measured. But my time is coming."
– Gandalf, The Lord of The Rings

Epic Hero
Single model.

Radagast the Brown — 160 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Radagast	Spirit	Hero	-	4/-	-	-	-	3	5	3



Epic Actions
- Epic Defence
- Epic Renewal
- Epic Tranquillity

Epic Renewal. Radagast may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

Epic Tranquillity. Radagast may call an Epic Tranquillity at the start of the Charge phase. Charges may not be made against Radagast's formation that turn.

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

Special Rules
Beastwalk. Radagast and his formation have the Pathfinders (Master) rule. In addition, they charge D6+6", as if they were cavalry.

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

"The enemy must have some great need or purpose, but what it is that makes him look to these distant and desolate parts, I cannot guess."
– Radagast, The Lord of The Rings

Mordor





Sauron's chief stronghold and lair has long been the land of Mordor. This benighted land is a ruined and evil place that has endured too long under the shadow of an evil master.

All of Mordor is bent to but a single purpose – to breed, train and equip Sauron's armies. The mountains and crags, plains and caverns are choked with forges, barracks, watchtowers, and Warg pits. Tattered banners bearing a thousand crude designs stir fitfully upon the fume-choked breeze, and the ground shakes to the marching of feet as Orcs drill and train amongst the spoil heaps.

Orcs are Sauron's chief weapons, fractious if ill-led, but unstoppable with the whips of their dark master behind them. There are many breeds of Orc – wiry trackers, insidious stalkers and the brutish Morannon Orcs and Uruk-hai. No Orc can match the valour of a Man, nor the grace of an Elf, yet if Sauron cannot rely on skilled warriors, his armies have Orcs enough to overwhelm any foe.

Orcs are not Sauron's only servants, merely the most numerous. Mordor's armies are heavy with corrupt and tainted imitations of nobler life, for the Dark Lord has had long millennia to shape his armies. Trolls there are in the hundreds, armoured and armed by the crude forges of Barad-dûr, and unleashed to kill at Sauron's command. Other dread creatures inhabit the tunnels and caverns beneath the mountains of Mordor – creatures that even the Orcs dread an encounter with.

Sauron disdains physical battle in all but the direst need, for he is a schemer and a corrupter by nature. For the most part the Dark Lord's wars are conducted by his trusted captains. A few are Orcs – cunning or canny brutes that have survived the internecine warfare of Mordor's pits to reach great rank. Most terrible of all are the Ringwraiths. They are Sauron's right hand, lesser shadows in service to the one great shadow. Where the Ringwraiths tread the legions of Mordor soon follow, bringing destruction and ruin to all who would oppose their terrible master.



Common Formation
One to nine companies.

Mordor Orc Warband

15 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Orc Warriors	Orc	Infantry	6	3/5+	3	3	8	1	2	-
Orc Captain	Orc	Infantry	-	4/-	-	-	-	2	3	2
Mordor Shaman	Orc	Infantry	-	3/-	-	-	-	1	3	1





Wargear

Each company has hand weapons. For +5 points per company, the entire formation may be given either shields – increasing the Defence to 3(5) – bows, or two-handed weapons.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Orc Captain	50 points
Banner Bearer	35 points
Orc Drummer	15 points
Mordor Shaman	100 points
Orc Taskmaster	25 points

Magic

A Mordor Shaman knows all the Spells of Darkness. He has a Mastery level of 1.

Special Rules

Mob Rule. Orc companies provide +2 dice when supporting, not +1.

Common Formation
One to six companies.

Morannon Orc Warband

20 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Morannon Orc Warriors	Orc	Infantry	6	3/-	4	5	8	1	2	-
Morannon Orc Captain	Orc	Infantry	-	4/-	-	-	-	2	3	2



Wargear

Each company has hand weapons and heavy armour. The entire formation may be given shields – increasing each company's Defence to 5(7) – for +5 points per company.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Orc Captain	50 points
Banner Bearer	35 points
Orc Drummer	15 points
Mordor Shaman	100 points (see Mordor Orc Warband above)
Orc Taskmaster	25 points

Common Formation
One to six companies.

Orc Tracker Warband

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Orc Trackers	Orc	Infantry	6	3/4+	3	3	8	1	2	-



Wargear

Each company has hand weapons and bows.

Special Rules

Ambushers, Pathfinders (Mountains), Prowlers.

Command

The first company purchased is automatically the command company.

Warg Rider Warband

20 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warg Riders	Orc	Cavalry	10	3/5+	4	4	2	2	2	-
Orc Captain	Orc	Cavalry	-	4/-	-	-	-	2	3	2

Common Formation
One to nine companies.

Wargear
Each company has hand weapons and thrown weapons. For +5 points per company, the entire formation may be given either shields – increasing the Defence to 4(5) – or bows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Orc Captain	50 points
Banner Bearer	35 points
Orc Drummer	15 points
Mordor Shaman	100 points (see Mordor Orc Warband opposite)
Orc Taskmaster	25 points

Special Rules
Prowlers, Skilled Riders.



Mordor Uruk-hai Warband

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Warriors	Uruk-hai	Infantry	6	4/4+	4	4	8	1	3	-
Uruk-hai Captain	Uruk-hai	Infantry	-	5/-	-	-	-	2	4	2
Black Uruk Shaman	Uruk-hai	Infantry	-	4/-	-	-	-	1	4	1

Common Formation
One to six companies.

Wargear
Each company has hand weapons and armour. The entire formation may be given two-handed weapons for +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Uruk-hai Captain	50 points
Banner Bearer	35 points
Uruk-hai Drummer	15 points
Black Uruk Shaman	100 points

Magic
A Black Uruk Shaman knows the Spells of Darkness. He has a Mastery level of 1.

Special Rules
Stalwart.



Morgul Stalker Warband

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Morgul Stalkers	Orc	Infantry	6	3/5+	4	4	8	1	2	-

Rare Formation
One to three companies.

Wargear
Each company has hand weapons and enchanted cloaks.

Special Rules
Ambushers, Prowlers.





Mordor Troll

100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Mordor Troll	Troll	Monster	8	7/4+	7	7	3	2	4	-

Wargear
Armour, thrown weapons and massive sword or spear (hand weapon).

Special Rules
Hard to Kill! Terror.

Rare
Formation
Single model.



Mordor Troll Drummer

150 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Mordor Troll Drummer	Troll	Monster	8	7/4+	7	7	3	2	4	-

Wargear
Armour, thrown weapons and massive beat-sticks (hand weapon).

Special Rules
Hard to Kill! Terror.

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

Rare
Formation
Single model.



Mordor Troll Chieftain

200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Mordor Troll Chieftain	Troll	Monster	8	8/4+	8	8	3	2	5	2

Wargear
Heavy armour, thrown weapons and massive sword or spear (hand weapon).

Special Rules
Inspiring Leader (Trolls), Terror, Very Hard to Kill!

Troll Charge. During a turn in which a Troll Chieftain calls a Heroic Charge, all friendly Trolls within 6" (whether they are Heroes or not) must declare a Heroic Charge. These extra Heroic Charges do not cost any Might.

Rare
Formation
Single model.

Black Guard of Barad-dûr — 50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Black Guard	Uruk-hai	Infantry	6	5/4+	4	5(7)	8	1	3	-
Guard Captain	Uruk-hai	Infantry	-	6/-	-	-	-	2	4	2
Black Uruk Shaman	Uruk-hai	Infantry	-	4/-	-	-	-	1	4	1

Rare
Formation
One to three companies.

Wargear
Each company has hand weapons, shields and heavy armour.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Uruk-hai Captain	50 points
Banner Bearer	35 points
Uruk-hai Drummer	15 points
Black Uruk Shaman	100 points

"All that host was in sable, dark as the night...black figures in rank upon rank, marching swiftly and silently..."
– The Lord of The Rings

Magic
A Black Uruk Shaman knows the Spells of Darkness. He has a Mastery level of 1.

Special Rules
Berserk, Stalwart.

War Catapult Battery — 100 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
War Catapult	Orc	Infantry	6	3/4+	3	8	3	1	3	-

Rare
Formation
One to three companies. This company uses a special base with dimensions of at least 120mm x 80mm.

Wargear
Each company has hand weapons, heavy armour and a War Catapult.

	Range	Strength
War Catapult	12-72"	10

"...they began to throw missiles marvellously high, so that they passed right above the battlement..."
– The Lord of The Rings

Special Rules
Artillery.



Rare Formation
One to three companies. This company uses a special base with dimensions of at least 80mm x 60mm.

Siege Bow Battery

50 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Siege Bow	Orc	Infantry	6	3/5+	3	8	3	1	3	-

Wargear

Each company has hand weapons, heavy armour and a Siege Bow. The Siege Bow fires with the following profile.

	Range	Strength
Siege Bow	48"	8

Special Rules

Artillery. The Siege Bow uses this table, rather than the one on page 61.

Ballista Table

1-2 **Miss.** The shot spatters the target with mud but causes no damage.
3-5 **On target.** The target formation suffers D6 Strength 8 hits.
6+ **Lucky Strike.** The target formation suffers D6+4 Strength 8 hits.

Rare Formation
Single model.

Mordor Battering Ram

40 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Battering Ram	Orc	Monster	6	3/-	3	3	3	2	2	-

Wargear

Armour and hand weapons.

Special Rules

Hard to Kill!

Break it Down! Barricades and prepared defences can do little to oppose an oncoming Battering Ram. Enemy formations do not receive Defence bonuses from a building or ruin defensible terrain feature in a fight that includes a Mordor Battering Ram.

"Their great hinges and iron bars were wrenched and bent; many of their timbers were cracked."
– The Lord of The Rings

Legendary Formation
One to three companies.

Shagrat's Tower Guard

125 points + 25 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Warriors	Uruk-hai	Infantry	6	4/4+	4	4	8	1	3	-
Shagrat	Uruk-hai	Infantry	-	6/-	-	-	-	3	4	3

Wargear

Each company has hand weapons and armour. The entire formation may be given two-handed weapons for +5 points per company.

Command

The first company purchased is automatically the command company and has Shagrat, an Orc Drummer and a Banner Bearer included in the base cost. The command company may also have the following options:

Black Uruk Shaman 100 points (see Mordor Uruk-hai, page 155)

Special Rules

Stalwart.

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

Castellans of Dol Guldur — 135 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Castellans	Spirit	Infantry	8	3/4+	5	7	8	2	5	-

Legendary Formation
One to tree companies.

Wargear
Being incorporeal creatures, Castellans of Dol Guldur count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Special Rules
Indomitable, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.



Gorbag's Morgul Rats — 125 points + 15 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Orc Warriors	Orc	Infantry	6	3/5+	3	3	8	1	2	-
Gorbag	Orc	Infantry	-	4/-	-	-	-	2	3	3

Legendary Formation
One to three companies.

Wargear
Each company has hand weapons. For +5 points per company, the entire formation may be given either shields – increasing the Defence to 3(5) – bows, or two-handed weapons.

Command
The first company purchased is automatically the command company and has Gorbag, an Orc Drummer and a Banner Bearer included in the base cost. The command company may also have the following options:

Orc Taskmaster	25 points
Mordor Shaman	100 points (see Mordor Orc Warband on page 154)





Special Rules
Move it, You Slugs! Gorbag's formation may attempt not one, but two At the Double! moves.

Mob Rule. Orc companies provide +2 dice when supporting, not +1.

Shelob — 250 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Spider Queen	Spider	Monster	8	7/5+	7	8	4	2	5	3

Legendary Formation
Single model.

Wargear
Vicious mandibles (hand weapons).

Special Rules
Ambusher, Hard to Kill! Pathfinder (All), Prowler, Terror.

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

Hunter's Pounce. Shelob receives +D6 attacks on the charge, rather than 1.



Legendary Formation
One to three companies.

Grishnákh's Trackers — 75 points + 30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Orc Trackers	Orc	Infantry	8	3/4+	3	3	8	1	2	-
Grishnákh	Orc	Infantry	8	4/-	-	-	-	2	3	3



Wargear
Each company has hand weapons and bows.

Command
The first company purchased is automatically the command company and has Grishnákh included in the base cost.

Special Rules
Ambushers, Pathfinders (Mountains), Prowlers.

Take Aim! Grishnákh can choose to expend a Might point at the start of any Shoot phase. If he does so, Grishnákh Trackers are counted as having a Shoot value of 2+ until the end of the phase.

Legendary Formation
Single model. You may not include the Necromancer in your army if your force also includes Sauron.

The Necromancer of Dol Guldur — 300 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
The Necromancer	Spirit	Monster	10	5/-	5	8	6	2	6	3



Epic Actions
The Necromancer can use the following Epic actions as if he were an Epic Hero.
- Epic Channelling
- Epic Challenge
- Epic Ruination

Epic Channelling. The Necromancer may call an Epic Channelling at the start of his move. Sauron may re-roll failed Focus tests for the remainder of the turn.

Epic Ruination. The Necromancer may call an Epic Ruination at the start of his Move. For the remainder of the turn, any magical power the Necromancer casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

Magic
The Necromancer knows all the Spells of Ruin, Dismay and Darkness. He has a Mastery level of 5, and so can use 5 magical powers each turn.

Special Rules
Hard to Kill! Inspiring Leader (Spirits), Spirit Grasp, Spirit Walk, Terror.



"Old fool! This is my hour. Do you not know Death when you see it?"

The Witch-king, The Return of the King

The Nine are Abroad

500 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ringwraiths	Spirit	Infantry	10	5/-	4	8	9	2	5	-
The Witch-king	Spirit	Hero	-	6/-	-	-	-	2	5	9

Wargear

The Ringwraiths carry hand weapons and wear heavy armour.

Magic

The Nine are Abroad know all the Spells of Dismay and Darkness. The entire company is treated as a spellcaster with a Mastery level of 10. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of range. Each time a member of the Nine are Abroad is removed as a casualty, its Mastery level is reduced by 1.

Special Rules

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

The Nine United. The company benefits from all nine special rules of the individual Ringwraiths, as given on page 163. As each is slain, the corresponding special rule is lost. Note that the extra cost of the Witch-king is included in the cost shown above.

Legendary Formation

One company. You may not include The Nine are Abroad in your army if your force also includes Twilight Ringwraiths, Ringwraiths or Winged Nazgûl.

This company represents all nine of the Ringwraiths fighting together. It uses a special base with dimensions of at least 150mm x 60mm.



Twilight Ringwraiths

150 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Twilight Ringwraiths	Spirit	Infantry	10	4/-	3	6	3	1	3	-

Wargear

The Twilight Ringwraiths carry hand weapons and wear heavy armour.

Magic

The Twilight Ringwraiths know all the Spells of Darkness. Each company is treated as a spellcaster with a Mastery level of 3. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of line of sight, etc.

Special Rules

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

Legendary Formation

One to three companies. You may not include Twilight Ringwraiths in your army if your force also includes The Nine Abroad, any Ringwraiths or Winged Nazgûl.

Each company represents three of the Ringwraiths fighting together. It uses a special base with dimensions of at least 100mm x 25mm.



Designer's Note: The Twilight Ringwraith profile represents the Nazgûl at a diminished power level. It is suitable for games set during a time when Sauron's power is weak, or perhaps to represent the Ringwraiths in a vulnerable state after being 'slain'.

Legendary Formation

Single model. Your army may include up to 9 Nazgûl or Ringwraiths in any combination.

Winged Nazgûl

250 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Winged Nazgûl	Spirit	Flying Monster	12	5/-	6	8	4	2	5	1
The Witch-king	Spirit	Flying Monster	12	6/-	6	8	4	2	5	3

Wargear

Razor-sharp teeth and claws (counts as a hand weapon).

Magic

A Winged Nazgûl know all the Spells of Dismay and Darkness. It has a Mastery level of 3.

Special Rules

Hard to Kill! Spirit Grasp, Spirit Walk, Terror.

Swoop Attack. A Winged Nazgûl may make a Swoop Attack instead of moving. The Winged Nazgûl immediately moves at least 24" but no more than 36" in a straight line (this move can be in any direction). Every enemy formation the Winged Nazgûl moves over immediately suffers D3 Strength 6 hits. The Winged Nazgûl may not not charge or At the Double! in the same turn it has performed a Swoop Attack.

There Are Nine

Each Winged Nazgûl also has a unique special rule (see There Are Nine opposite).









Ringwraith

125 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ringwraith	Spirit	Hero	-	5/-	-	-	-	2	5	1
The Witch-king	Spirit	Hero	-	6/-	-	-	-	2	5	3

Epic Actions

- Epic Strike

Magic

A Ringwraith knows all the Spells of Dismay and Darkness. They each have a Mastery level of 3.

Special Rules

Spirit Grasp, Terror. Each Ringwraith also has a unique special rule (see below).

There are Nine...

Each time you include a Ringwraith or Winged Nazgûl in your army, you must choose which of the nine Ringwraiths it represents. You may field each of the Ringwraiths only once, either as a Ringwraith, or a Winged Nazgûl.

The Witch-king of Angmar

Shadow of Terror. An Evil formation that has the Witch-king somewhere behind it automatically passes its At the Double! rolls and Terror tests. A Good formation with the Witch-king behind has as -2 penalty to any At the Double! rolls. The Witch-king costs an extra 75 points.

Khamûl the Easterling

Essence Leech. Whenever Khamûl's formation suffers a hit, roll a D6. On a 5 or more, that hit is instead discounted or applied to a formation within 12" (Khamûl's controlling player chooses).

The Undying

Arcana Leech. The Undying adds +1 to his Mastery level for each enemy spellcaster within 12". He may make Will of Iron rolls without expending Might.

The Tainted

Miasmatic Presence. Enemy formations within 12" of the Tainted may not use a Hero's Courage value instead of their own.

The Dark Marshal

Rule through Fear. The Dark Marshal has Inspiring Leader (Master). Also, you may choose one formation within 12" of the Dark Marshal at the start of the Fight phase. That formation uses the Dark Marshal's Fight value instead of their own.

The Shadow Lord

Cloak of Darkness. The Shadow Lord's formation may not be shot at unless it is within short range. Additionally, the firer receives no accuracy bonus.

The Dwimmerlaik

Sap Fortitude. Whenever an enemy Hero spends a point of Might within 12" of the Dwimmerlaik, roll a D6. On a 4 or more, an extra Might point must be spent or the deed, be it a dice modification or a Heroic/Epic action, is cancelled and any Might already committed to it is lost.

The Betrayer

The Bane of Kings. The Betrayer's formation must re-roll failed attempts To Hit with shooting and close combat attacks.

The Knight of Umbar

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

Epic Hero

Single model.
Your army may include up to 9 Nazgûl or Ringwraiths in any combination.





The Witch-king of Angmar *Khamûl the Easterling*



The Undying *The Tainted*



The Dark Marshal *The Shadow Lord*

Epic Hero
Single model.

The Mouth of Sauron — 100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
The Mouth of Sauron	Man	Hero	-	4/-	-	-	-	2	4	1



Epic Actions
- Epic Cowardice

Epic Cowardice. The Mouth of Sauron may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

Magic
The Mouth of Sauron knows all the Spells of Dismay and Darkness. He has a Mastery level of 2.

Special Rules
Terror.

"...he was a renegade, who came of the race of those that are named the Black Númenóreans..."
– The Lord of The Rings

Epic Hero
Single model.

Gothmog, Castellan of Minas Morgul — 110 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gothmog	Orc	Hero	-	5/-	-	-	-	3	5	4



Epic Actions
- Epic Strike
- Epic Defence

Special Rules
Overlord. Gothmog also counts as an Army Banner.

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

Epic Hero
Single model.

Kârdush the Firecaller — 100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Kârdush	Orc	Hero	-	3/-	-	-	-	2	3	1

Epic Actions
- Epic Cowardice
- Epic Ruination

Epic Cowardice. Kârdush may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

Epic Ruination. Kârdush may call an Epic Ruination at the start of his Move. For the remainder of the turn, any magical power Kârdush casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

Magic
Kârdush knows all the Spells of Ruin. He has a Mastery level of 2.

"Flames roared up to greet it, and wreathed about it; and a black smoke swirled in the air."
– The Lord of The Rings

Sauron, the Dark Lord of Mordor — 500 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Sauron	Spirit	Monster	8	6/-	6	9	6	2	6	3*

Legendary Formation
Single model.

Epic Actions

Sauron can use the following Epic actions as if he were an Epic Hero.

- Epic Channelling
- Epic Ruination
- Epic Strike
- Epic Strength

Epic Channelling. Sauron may call an Epic Channelling at the start of his Move. Sauron may re-roll failed Focus tests for the remainder of the turn.

Epic Ruination. Sauron may call an Epic Ruination at the start of his Move. For the remainder of the turn, any magical power Sauron casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

Epic Strength. Sauron may call an Epic Strength at the start of the Fight phase. Until the end of the phase, Sauron's Strength is increased to 10.

Magic

Sauron knows all the Spells of Ruin, Dismay and Darkness. He has a Mastery level of 5, and so can use 5 magical powers each turn.

Special Rules

Inspiring Leader (Master), Terror, Touched by Destiny, Very Hard to Kill!

***Mighty Hero.** Sauron may expend a single point of Might each turn without depleting his own store.



"The One Ring answers to Sauron alone. It has no other master."
– Aragorn,
The Fellowship of The Ring

Gollum — 50 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gollum	Hobbit	Hero	-	-/-	-	-	-	1	-	-

Epic Hero
Single model.

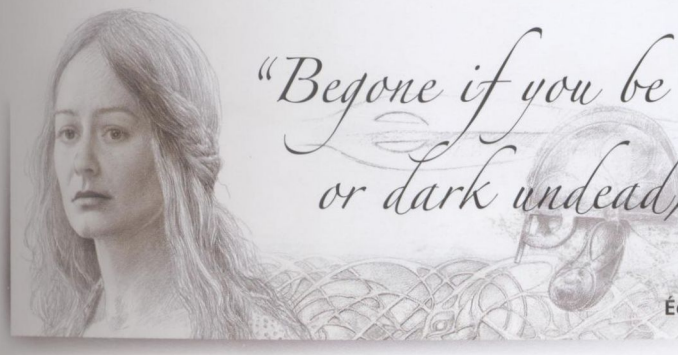
Gollum may not be chosen as your leader.

Special Rules

Strangling Horror. Gollum is not assigned to a friendly formation, but an enemy one! He is deployed in an enemy infantry formation after all other formations have been placed on the table. Whenever Gollum's formation suffers one or more casualties, it automatically suffers an additional casualty as Gollum takes the opportunity to strangle a laggard in search of food or the 'precious'. Gollum can only be discovered if Gandalf, Aragorn or Elrond are in the same formation. If Gollum and one of the aforementioned Heroes are in the same formation at the start of that formation's move, roll a D6. On a 1 or 2, Gollum remains undiscovered. On a 3 or more, Gollum has been hunted out – remove him as a casualty.



"'Murderer,' they called us. They cursed us and drove us away."
– Gollum, The Return of The King



"Begone if you be not deathless! For living or dark undead, I will smite you..."

Éowyn, The Return of the King



▲ *The Undying*



▲ *The Witch-king of Angmar*



▲ *The Mouth of Sauron*



▲ *The Tainted*



▲ *The Dark Marshal*



▲ *Gothmog*





▲ *Mordor Orc Captains*





▲ *Morannon Orc Captains*



▲ *Shagrat*



▲ Morannon Banner Bearer



▲ Morannon Orc Captain



▲ Morannon Orc Shaman



▲ Orc Banner Bearers



▲ Orc Taskmaster



▲ Orc Drummer



▲ Orc Captain



▲ Orc Warrior



▲ Morgul Stalker



▲ Mordor Troll



▲ Orc Shaman

The Fortress of Isengard





Isengard lies upon Rohan's eastern border. This is the stronghold of Saruman, wizard and loremaster, he who once led the Free Peoples in their opposition of Sauron.

Yet Saruman has fallen under shadow. Whether he is in thrall to the Dark Lord or seeks to play one side against the other to his own advantage, none can say. Whatever Saruman's motivations, he is no longer an ally to the Free Peoples, but a deadly threat second only to that posed by Sauron himself. The Vale of Isengard, once a haven of quiet contemplation and beauty, is now a jagged and ruined landscape, riven with chasms and heavy with furnace-smoke. Forges and workshops toil night and day, creating weaponry unseen elsewhere in Middle-earth. Saruman is a master of alchemy and alloys, of smelting and forging, and it is the application of this knowledge that will drive his army to victory.

In this desolation Saruman has built an army fit for his ambitions. He has recruited to him an army of all manner of unruly creatures – wild men, Orcs, Uruk-hai and Warg Riders. All are fanatically loyal to the White Hand of Isengard, for Saruman was ever a master at manipulation and reading desire. To the Uruk-hai and Orcs he has promised a war that will never end, and man-flesh upon which to feast. To the cruel Dunlendings he has pledged his aid in their revenge upon the Rohirrim. Spies and brigands he has bought with promises of plundered gold and rarer treasures.

Now Isengard is emptied, its denizens loosed upon neighbouring lands. Saruman's day of destiny is fast approaching...





Common Formation
One to six companies.

Uruk-hai Phalanx

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Warriors	Uruk-hai	Infantry	6	4/4+	4	5	8	1	3	-
Uruk-hai Captain	Uruk-hai	Infantry	-	5/-	-	-	-	2	4	2
Uruk-hai Shaman	Uruk-hai	Infantry	-	4/-	-	-	-	1	4	1

Wargear
Each company has pikes and heavy armour.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Uruk-hai Captain	50 points
Banner Bearer	35 points
Uruk-hai Drummer	15 points
Uruk-hai Shaman	100 points

Magic
An Uruk-hai Shaman knows all the Spells of Ruin. He has a Mastery level of 1.

Common Formation
One to six companies.

Uruk-hai Warband

35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Warriors	Uruk-hai	Infantry	6	4/4+	4	5(7)	8	1	3	-
Uruk-hai Captain	Uruk-hai	Infantry	-	5/-	-	-	-	2	4	2



Wargear
Each company has hand weapons, shields and heavy armour. The entire formation may exchange their shields for crossbows – decreasing each company's Defence to 5 – for free.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Uruk-hai Captain	50 points
Banner Bearer	35 points
Uruk-hai Drummer	15 points
Uruk-hai Shaman	100 points (see Uruk-hai Phalanx above).

Common Formation
One to six companies.

Uruk-hai Scout Warband

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Scouts	Uruk-hai	Infantry	7	4/4+	4	4	8	1	3	-
Uruk-hai Captain	Uruk-hai	Infantry	-	5/-	-	-	-	2	4	2



Wargear
Each company has hand weapons and armour. The entire formation may be given shields – increasing each company's Defence to 4(6) – for +5 points per company, or bows for +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Uruk-hai Captain	50 points
Uruk-hai Shaman	100 points (see Uruk-hai Phalanx above).

Special Rules
Pathfinders (Woodland).

Isengard Orc Warband

15 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Orc Warriors	Orc	Infantry	6	3/5+	3	3	8	1	2	-
Orc Captain	Orc	Infantry	-	4/-	-	-	-	2	3	2
Isengard Shaman	Orc	Infantry	-	3/-	-	-	-	1	3	1

Common Formation
One to nine companies.



Wargear
Each company has hand weapons. For +5 points per company, the entire formation may be given either shields – increasing each company's Defence to 3(5) – bows, or two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Orc Captain	50 points
Banner Bearer	35 points
Orc Drummer	15 points
Orc Taskmaster	25 points
Isengard Shaman	100 points



Magic
An Isengard Shaman knows all the Spells of Ruin. He has a Mastery level of 1.

Special Rules
Mob Rule. Orc companies provide +2 dice when supporting, not +1.

Uruk-hai Sappers

30 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Sappers	Uruk-hai	Infantry	6	4/-	4	5	8	1	3	-

Rare Formation
One company.

Wargear
The company has hand weapons and heavy armour.

Special Rules
Explosive Demise. When the Uruk-hai Sappers are removed from play they explode! Every formation within 2D6" suffers D6+4 Strength 10 hits. The controlling player may attempt to have the Sappers explode voluntarily at the start of their move. The formation must pass a Courage test – if it does so, the formation explodes as detailed above and is then removed as a casualty.



Feral Uruk-hai Warband

40 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Feral Uruk-hai	Uruk-hai	Infantry	6	5/4+	5	4	8	1	5	-

Rare Formation
One to four companies.

Wargear
Each company has hand weapons and armour.

Special Rules
Ambushers, Berserk.



Rare
Formation
One to six companies.

Warg Rider Warband

20 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warg Riders	Orc	Cavalry	10	3/5+	4	4	2	2	2	-
Orc Captain	Orc	Cavalry	-	4/-	-	-	-	2	3	2



Wargear
Each company has hand weapons and thrown weapons. For +5 points per company, the entire formation may be given either shields – increasing each company's Defence to 4(5) – or bows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Orc Captain	50 points
Banner Bearer	35 points
Orc Drummer	15 points
Isengard Shaman	100 points (see Isengard Orc Warband on page 171)

Special Rules
Prowlers, Skilled Riders.

Rare
Formation
One to six companies.

Dunlending Huscarls

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dunlending Warriors	Man	Infantry	6	3/4+	4	4	8	1	2	-
Dunlending Chieftain	Man	Infantry	-	4/-	-	-	-	2	3	2



Wargear
Each company has two-handed weapons and armour. The entire formation may exchange its two-handed weapons for shields – increasing each company's Defence to 4(6) – or bows, for free.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Dunlending Chieftain	50 points
Banner Bearer	35 points

Special Rules
For Vengeance! During a turn in which the Dunlending Huscarls made a successful charge, their Strength value is counted as being 5.

Rare
Formation
One to nine companies.

Wild Men of Dunland

15 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Wild Men	Men	Infantry	6	3/-	4	3	8	1	2	-



Wargear
Each company has hand weapons.

Special Rules
Ambushers.

For Vengeance! During a turn in which the Wild Men made a successful charge, their Strength value is counted as being 5.

Uruk-hai Berserker Warband — 110 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Berserkers	Uruk-hai	Infantry	8	5/4+	6	5	8	2	5	-

Rare
Formation
One company.

Wargear
Each company has two-handed weapons.

Special Rules
Berserk, Indomitable, Stalwart.

Headlong Fury. Charging Uruk-hai Berserkers receive +D6 bonus dice in the ensuing Fight phase, rather than +1.



Sharkey's Ruffians — 10 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ruffians	Man	Infantry	6	2/5+	3	3	8	1	1	-

Rare
Formation
One to nine companies.

Wargear
Sharkey's Ruffians fight as an undisciplined rabble and are armed with a rag-tag mixture of equipment. Each company is treated as having hand weapons and bows, regardless of the actual equipment they are actually carrying.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Ruffian Taskmaster	15 points



Isengard Troll — 100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Isengard Troll	Troll	Monster	8	6/4+	7	8	3	2	4	-

Rare
Formation
Single model.

Wargear
Armour, shield, thrown weapons and a massive sword or spear (hand weapon).

Special Rules
Hard to Kill! Terror.





Isengard Troll Captain

150 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Isengard Troll	Troll	Monster	8	7/4+	7	8	3	2	4	2

Wargear
Armour, shield, thrown weapons and a massive sword or spear (hand weapon).

Special Rules
Terror, Very Hard to Kill!

Rare
Formation
Single model.



Rare
Formation
Single model.

Isengard Battering Ram

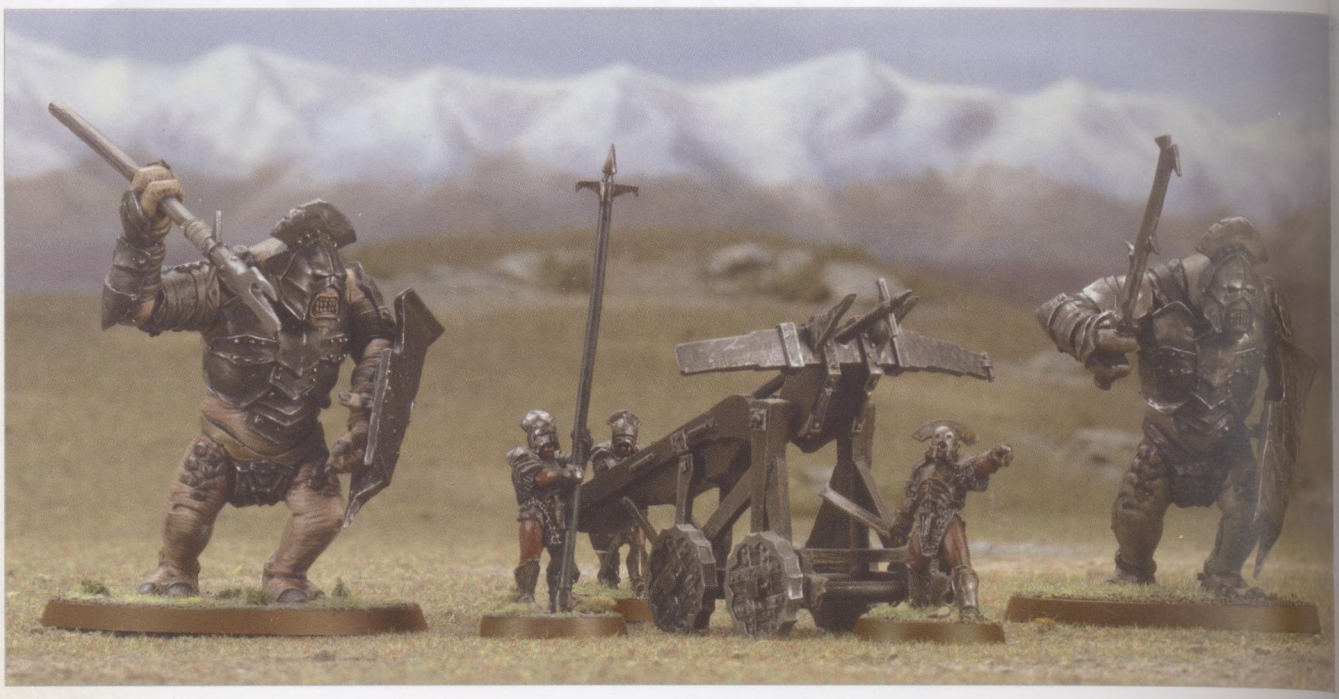
50 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Battering Ram	Uruk-hai	Monster	6	4/4+	4	5	3	2	3	-

Wargear
Armour and hand weapons.

Special Rules
Hard to Kill!

Break it Down! Barricades and prepared defences can do little to oppose an oncoming Battering Ram. Enemy formations do not receive Defence bonuses from a building or ruin defensible terrain feature in a fight that includes an Uruk-hai Battering Ram.



Dunlending Horsemen

20 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dunlending Horsemen	Man	Cavalry	10	3/5+	4	4	2	2	2	-
Dunlending Chieftain	Man	Cavalry	-	4/-	-	-	-	2	3	2

Rare
Formation
One to four companies.

Wargear
Each company has armour and hand weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Dunlending Chieftain	50 points
Banner Bearer	35 points

"Take back the lands they stole from you. Burn every village! "
– Saruman, The Two Towers

Special Rules
Burning Rick, Cot and Tree. Enemy formations do not receive Defence bonuses from a defensible terrain feature if they are fighting Dunlending Horsemen.

Isengard Assault Ballista

75 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Assault Ballista	Uruk-hai	Infantry	6	4/5+	4	8	3	1	3	-

Rare
Formation
One to three companies. This company uses a special base with dimensions of at least 100mm x 80mm.

Wargear
Each company has hand weapons, heavy armour and an Assault Ballista. The Assault Ballista fires with the following profile.

	Range	Strength
Assault Ballista	48"	9

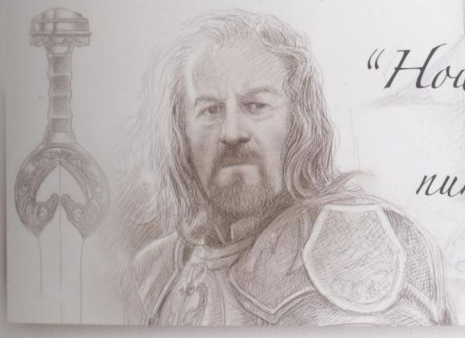
Special Rules
Artillery. The Assault Ballista uses this table, rather than the one on page 61.

Assault Ballista Table

1-2 **Miss.** The shot spatters the target with mud but causes no damage.
3-5 **On target.** The target formation suffers D6 Strength 9 hits.
6+ **Lucky Strike.** The target formation suffers D6+4 Strength 9 hits.







"How shall any tower withstand such numbers and such reckless hate?"

Théoden, The Lord of The Rings

Legendary Formation
One to three companies.

Uglúk's Raiders

115 points + 30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Scouts	Uruk-hai	Infantry	7	4/4+	4	4	8	1	3	-
Uglúk	Uruk-hai	Infantry	-	5/-	-	-	-	2	4	3

Wargear
Each company has hand weapons, shields and armour.

Command
The first company purchased is automatically the command company and has Uglúk included in the base cost.



Special Rules
Pathfinders (Woodland).

Furious Charge. Uglúk can choose to expend a Might point at the start of any Charge phase. If he does so, Ugluk's Raiders will charge D6+6", rather than D6+2" and receive a Charge bonus of +2, rather than +1.

Forward, You Maggots! If Uglúk's Raiders fail a Terror test, Uglúk immediately inflicts D6 automatic hits on his formation – the test is then treated as having been passed.

Legendary Formation
One to three companies.

Vrashkû's Talons

95 points + 35 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Warriors	Uruk-hai	Infantry	6	4/4+	4	5	8	1	3	-
Vrashkû	Uruk-hai	Infantry	-	5/-	-	-	-	2	4	3

Wargear
Each company has hand weapons, crossbows and heavy armour.

Command
The first company purchased is automatically the command company and has Vrashkû included in the base cost.



Take Aim! Vrashkû can choose to expend a Might point at the start of any Shoot phase. If he does so, his formation are counted as having a Shoot value of 2+ until the end of the phase.



Sharku's Hunters

75 points +25 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Warg Riders	Orc	Cavalry	10	3/5+	4	4	2	2	3	-
Sharku	Orc	Cavalry	-	4/-	-	-	-	2	4	3

Legendary Formation
One to six companies.

Wargear
Each company has hand weapons and thrown weapons. For +5 points per company, the entire formation may be given either shields – increasing each company's Defence to 4(5) – or bows.

Command
The first company purchased is automatically the command company and has Sharku included in the base cost.

Special Rules
Expert Riders, Prowlers.

Savage Onslaught. If Sharku's Hunters make a successful charge, they cause Terror until the end of the turn.



Mauhúr's Marauders

100 points + 30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Uruk-hai Scouts	Uruk-hai	Infantry	7	4/4+	4	4(6)	8	1	3	-
Mauhúr	Uruk-hai	Infantry	-	5/-	-	-	-	2	4	3

Legendary Formation
One to three companies.

Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company and has Mauhúr included in the base cost. The command company may have the following options:

Banner Bearer	35 points
Uruk-hai Drummer	15 points

Special Rules
Pathfinders (Master).

Man-flesh! If Mauhúr's Marauders win a combat, they inflict an extra D6 automatic hits on the enemy. This represents the enemy wounded being captured for fresh meat. The number of hits is calculated before the enemy tests for panic.

"...answering cries of orc-voices came from the right...Mauhúr had apparently arrived and was attacking the besiegers."
– The Lord of The Rings

Thrydan Wolfsbane

50 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Thrydan Wolfsbane	Man	Hero	-	4/-	-	-	-	3	4	2

Epic Hero
Single model.

Epic Actions
- Epic Strike

Special Rules
Inspiring Leader (Men), Wargbane.

Death to the Forgoil! Thrydan's formation is automatically steadfast if beaten in a close combat that involves one or more Rohan formations. In addition, Thrydan receives a +2 modifier to the roll to win a Heroic Duel when fighting against a Rohan Hero.

"Death to the Forgoil. Death to the Strawheads! Death to the Robbers of the North."
– The Dunland Host at Helm's Deep
The Lord of The Rings

Epic Hero
Single model.

Saruman the White Hand

240 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Saruman	Spirit	Hero	-	4/-	-	-	-	3	6	3



"Hunt them down. Do not stop until they are found. You do not know pain, you do not know fear. You will taste man-flesh."
– Saruman, The Fellowship of The Ring

Epic Actions
- Epic Channelling
- Epic Challenge
- Epic Ruination

Epic Channelling. Saruman may call an Epic Channelling at the start of his move. Saruman may re-roll failed Focus tests for the remainder of the turn.

Epic Ruination. Saruman may call an Epic Ruination at the start of his move. For the remainder of the turn, any magical power Saruman casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

Magic
Saruman knows all the Spells of Ruin and Command. He has a Mastery level of 3.

Special Rules
Inspiring Leader (Master), Overlord, Touched by Destiny.

Voice of Saruman. Any enemy formation wishing to charge Saruman's formation must first roll a D6. On a roll of 1-3 the charge automatically stalls – Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal.

Epic Hero
Single model.

Lurtz

175 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Lurtz	Uruk-hai	Hero	-	6/-	-	-	-	3	5	4



Epic Actions
- Epic Strike
- Epic Rage

Special Rules
Inspiring Leader (Uruk-hai), Pathfinders (All).

Mighty Blow. Lurtz can choose to expend 1 Might point at the start of any Fight phase. If he does so, each hit caused by his company will cause a casualty, regardless of the foe's Resilience.

Assassin's Shot. Lurtz may attempt an Assassin's Shot at any point during his Shoot phase. Nominate a visible enemy Hero within 24" and arc of sight and roll a D6. On a 4 or more, the target's Resilience is reduced by 1 (to a minimum of 1) for the remainder of the turn. This is a special kind of attack and does not prevent Lurtz from moving at full speed or charging.

Gríma may not be chosen as your leader.

Epic Hero
Single model.

Gríma Wormtongue

75 points

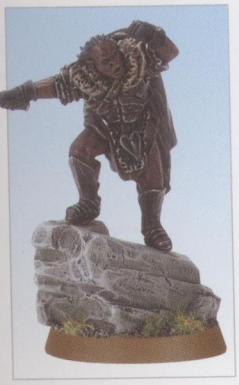
	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gríma	Man	Hero	-	-1/-	-	-	-	1	-2	-



Special Rules
Treacherous Snake. Gríma is not assigned to a friendly formation, but an enemy one! He is deployed after all other formations have been placed on the table. Gríma's formation always suffers penalties to its Fight and Courage, as shown above. If, however, Gríma's formation ever passes or fails a Courage test on the roll of a double, he is discovered to be a traitor and slinks off before justice can be meted out upon him. Remove Gríma from play as a casualty.



▲ Uruk-hai Captain



▲ Uruk-hai Captain



▲ Uruk-hai Shaman



▲ Uruk-hai Banner Bearers





▲ Uruk-hai Berserkers



▲ Uruk-hai Captain



▲ Uruk-hai Shaman



▲ Lurtz



▲ Dunlending Captain



▲ Dunlending Warrior with two-handed axe



▲ Ruffian



▲ Sharkey



▲ Worm

The Misty Mountains





The Misty Mountains were once home to Khazad-dûm, the greatest of all Dwarven strongholds. Yet the Dwarves could not prevail against the plague of Goblinkind that swept through mine and tunnel to bring ruin to the great city.

Khazad-dûm is now called Moria – the Black Pit. No more does the air ring to the sound of hammer on anvil or the crash of picks against rock. The halls no longer echo to the rich music of Dwarf songs. Now there is only the skittering of claws on stone and the laughter of Goblin voices echoing through the broken halls. Cobwebs and debris fill the passageways and halls, and the once fine stonework is cracked and defiled.

When the drums in the deep begin to boom out their ominous rhythm, the Goblin hordes emerge from the gloomy corners of Moria and muster for war. By their hundreds they surge forth from fissures and passageways, leaping across cracks and chasms and clambering effortlessly over barricades and obstacles as they rush to get to grips with intruders. Cave Trolls, tormented into a frenzy by their Goblin captors, are unleashed from pits and caves and driven towards the foe at the head of the army. The Goblin horde of Moria might not boast the most skilled fighters, nor the greatest tactics, but it is still a terrifying force made up of thousands of cruel warriors.

Yet there are greater threats than Goblins in the dark places of the world. Monsters from an earlier age lurk in the deepest caverns and perch upon ancient rock spires. Who knows how many Dragons survived the terrible wars of antiquity? Can anyone say for sure that the Balrog of Moria was the last of its kind? There are evils concealed in the hidden places of Middle-earth, and it can only be a matter of time before Sauron bends them to his will.



Common Formation
One to nine companies.

Moria Goblin Warband

15 points / company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Goblin Warriors	Goblin	Infantry	8	2/5+	3	3	8	1	2	-
Goblin Captain	Goblin	Infantry	-	3/-	-	-	-	2	3	2
Goblin Shaman	Goblin	Infantry	-	2/-	-	-	-	1	3	1

Wargear
Each company has armour and hand weapons. The entire formation may have shields – increasing each company's Defence to 3(5) – or shortbows for +5 points per company.



Command
The first company purchased is automatically the command company. The command company may have the following options:

Goblin Captain	50 points
Goblin Drum	75 points
Goblin Shaman	100 points

Goblin Drum. The onerous pounding of a Goblin Drum combines the effects of a Banner Bearer, Drummer and Taskmaster. In addition, a formation with a Goblin Drum must re-roll failed At the Double! rolls.



Magic
A Goblin Shaman knows all the Spells of Ruin. He has a Mastery level of 1.

Special Rules
Pathfinders (Master), Prowlers.

Mob Rule. Goblin Companies provide +2 dice when supporting, not +1.

Common Formation
One to nine companies.

Warg Pack

20 points / company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Wargs	Warg	Cavalry	10	3/-	4	4	2	2	2	-
Warg Chieftain	Warg	Cavalry	-	4/-	-	-	-	2	3	2

Wargear
Teeth, claws and incredibly foul tempers (hand weapons).



Command
The first company purchased is automatically the command company. The command company may have the following options:

Warg Chieftain	50 points

Special Rules
Prowlers.



"The wolf that one hears is worse than the orc that one fears."

Boromir, The Lord of the Rings

Giant Spider Brood

35 points / company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Giant Spiders	Spider	Cavalry	12	3/-	5	3	2	2	3	-

Wargear
Vicious mandibles (hand weapons).

Special Rules
Pathfinders (Master), Prowlers.

Poisoned Bite. All companies in the Giant Spider Brood re-roll failed To Hit rolls of '1' with close combat attacks.

Common Formation
One to nine companies.



Moria Prowler Warband

20 points / company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Goblin Prowlers	Goblin	Infantry	8	3/5+	3	3	8	1	3	-
Goblin Captain	Goblin	Infantry	-	3/-	-	-	-	2	3	2
Goblin Shaman	Goblin	Infantry	-	2/-	-	-	-	1	3	1

Wargear
Each company has armour and two-handed weapons.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Goblin Captain	50 points
Goblin Drum	75 points (see Moria Goblin Warband opposite)
Goblin Shaman	100 points (see Moria Goblin Warband opposite)

Special Rules
Pathfinders (Master), Prowlers.

Poisoned Weapons. All companies in the Prowler Warband re-roll failed To Hit rolls of '1' with close combat attacks.

Mob Rule. Goblin companies provide +2 dice when supporting, not +1.

Common Formation
One to nine companies.





Cloud of Bats

35 points / company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Bat Swarm	Bat	Cavalry	12	5/-	2	2	2	2	5	-

Wargear
Teeth and claws (hand weapons).

Special Rules
Terror.

Flock of Doom. A Cloud of Bats moves and charges like a flying monster.

Common Formation
One to nine companies.



Rare Formation
Single model.



Spider Queen

145 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Spider Queen	Spider	Monster	8	7/5+	7	5	3	2	5	1

Wargear
Vicious mandibles (hand weapons).

Special Rules
Inspiring Leader (Spiders), Hard to Kill! Pathfinder (All), Prowler.

Poisoned Bite. The Spider Queen may re-roll failed To Hit rolls of '1' with close combat attacks.

Rare Formation
Single model.



Cave Troll

75 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Cave Troll	Troll	Monster	8	6/5+	6	6	3	2	3	-

Wargear
Massive club or spear (hand weapon) and thrown weapons.

Special Rules
Terror, Hard to Kill!

Rare Formation
Single model.

Stone Giant

250 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Stone Giant	Giant	Monster	10	10/5+	9	6	6	2	5	-

Wargear
Massive club or axe (hand weapon) and thrown weapons.

Special Rules
Terror.

"Let those call it the wind who will;
there are fell voices on the air;
and these stones are aimed at us."
– Boromir,
The Lord of The Rings

Extremely Hard to Kill! A Giant is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill rule, but with the following table.

1-3	No effect. The blow hits home, but the Giant seems blithely unaware of the injury.
4-7	Flesh wound. The attack cuts deep into the Giant's flesh. The Giant gains a wound counter (use a coin or other suitable marker to represent this).
8-11	Debilitating strike. The strike inflicts terrible damage. The Giant gains two wound counters.
12-14	Devastating wound. The strike inflicts terrible damage. The Giant gains three wound counters.
15+	Death blow. The Giant is slain outright – remove it from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.

Spider Broodling Swarm

40 points / company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Spider Broodlings	Spider	Cavalry	8	2/-	4	1*	2	2	3	-

Rare
Formation
One to six companies.

Wargear
Vicious mandibles (hand weapons).

Special Rules
Ambushers, Pathfinders (Master), Prowlers.

Poisoned Bite. All companies in the Spider Broodlings Swarm may re-roll failed to hit rolls of '1' with close combat attacks.

***Swarm.** The formation counts its Defence as 10 for the purposes of shooting attacks and magical powers that inflict damage.



Gundabad Blackshields

20 points / company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Blackshield	Goblin	Infantry	8	2/5+	4	4(6)	8	1	3	-
Blackshield Captain	Goblin	Infantry	-	3/-	-	-	-	2	4	2
Goblin Shaman	Goblin	Infantry	-	2/-	-	-	-	1	3	1

Rare
Formation
One to nine companies.

Wargear
Each company has heavy armour and shields.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Goblin Captain	50 points
Goblin Drum	75 points (see Moria Goblin Warband on page 182)
Goblin Shaman	100 points (see Moria Goblin Warband on page 182)

"Beyond the fire he saw swarming black figures...They brandished spears and scimitars which shone red as blood in the firelight."
– The Lord of The Rings

Special Rules
Pathfinders (Master), Prowlers.

Mob Rule. Goblin companies provide +2 dice when supporting, not +1.

Ancient Enemies. If Gundabad Blackshields lose a fight that involves at least one formation of Elves or Dwarves, they are steadfast on a roll of 5 or 6, rather than 6.

Cave Drake

160 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Cave Drake	Dragon	Monster	12	6/-	7	7	2	2	3	-

Rare
Formation
Single model.

Wargear
Claws and fangs (hand weapon).

Special Rules
Terror, Very Hard to Kill!

Gaping Maw. Drakes are infamous for swallowing their opponents whole. At the start of a fight involving a Drake, the controlling player rolls a D6 – on a score of 4 or more, the Drake must call a Heroic Duel (no Might points are required). If the Drake wins the duel, it does not roll on the Heroic Duel table, but instead automatically eats its foe – remove the enemy Hero from the game as a casualty.

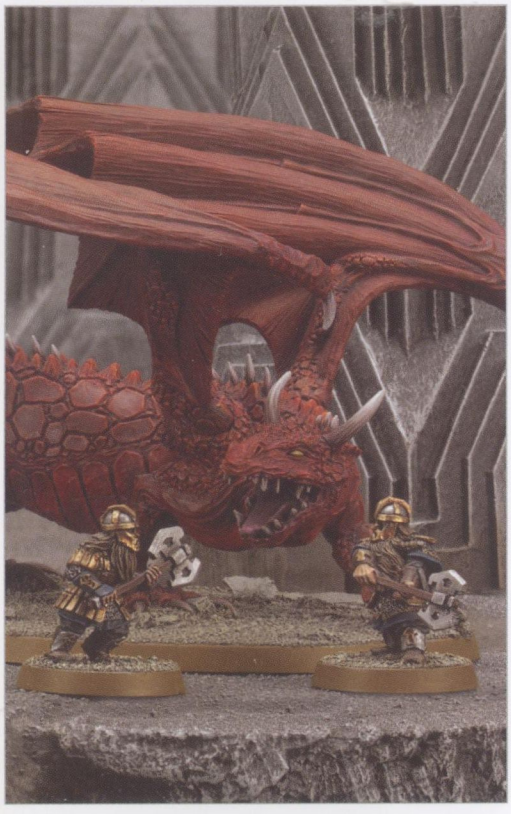
"Far, far below the deepest delving of the Dwarves, the world is gnawed by nameless things."
– Gandalf,
The Lord of The Rings

Rare
Formation
Single model.

Dragon of Ancient Times

400 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dragon	Dragon	Flying Monster	12	8/2+	8	8	6	2	5	3



Wargear

Fangs and claws (hand weapon).

Magic

A Dragon may be upgraded to a spellcaster with Mastery level of 3 and knowledge of all the Spells of Ruin for +75 points.

Special Rules

Terror.

Extremely Hard to Kill! A Dragon is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill rule, but with the following table.

1-3	No effect. The blow hits home, but the Dragon seems blithely unaware of the injury.
4-7	Flesh wound. The attack cuts deep into the Dragon's flesh. The Dragon gains a wound counter (use a coin or other suitable marker to represent this).
8-11	Debilitating strike. The strike inflicts terrible damage. The Dragon gains two wound counters.
12-14	Devastating wound. The strike inflicts terrible damage. The Dragon gains three wound counters.
15+	Death blow. The Dragon is slain outright – remove it from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.

Breathe Fire. A Dragon's fire breath is a shooting attack with the following profile:

	Range	Strength
Fire Breath	12"	10



The Balrog of Morgoth

500 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
The Balrog	Spirit	Monster	10	10/-	10	7	6	2	5	3

Rare
Formation
Single model.

Wargear

Fangs, claws and a variety of conjured flaming weapons (hand weapon).

Magic

The Balrog knows all the Spells of Ruin. He has a Mastery level of 3.

Special Rules

Terror.

Extremely Hard to Kill! The Balrog is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill rule, but with the following table.

1-3 No effect. The blow hits home, but the Balrog seems blithely unaware of the injury.
4-7 Flesh wound. The attack cuts deep into the Balrog's flesh. The Balrog gains a wound counter (use a coin or other suitable marker to represent this).
8-11 Debilitating strike. The strike inflicts terrible damage. The Balrog gains two wound counters.
12-14 Devastating wound. The strike inflicts terrible damage. The Balrog gains three wound counters.
15+ Death blow. The Balrog is slain outright – remove it from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.



Epic Hero
Single model.

Durbûrz, Goblin King of Moria — 70 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Durbûrz	Goblin	Hero	-	4/-	-	-	-	3	5	4



"The end comes, and then drums, drums in the deep..."
– The Lord of The Rings

Epic Actions
- Epic Strike
- Epic Cowardice

Epic Cowardice. Durbûrz may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

Special Rules
Inspiring Leader (Goblins).

Iron Fist. Durbûrz has the Overlord special rule, but only formations from the Misty Mountains may benefit from it.

Epic Hero
Single model.

Drûzhag the Beastcaller — 100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Drûzhag	Goblin	Hero	-	3/-	-	-	-	3	4	3



Epic Actions
- Epic Cowardice

Epic Cowardice. Drûzhag may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

Magic
Drûzhag knows all the Spells of the Wilderness and all the Spells of Ruin. He has a Mastery level of 2.

Special Rules
Inspiring Leader (Wargs, Bats, Spiders).

Summon Beasts. Drûzhag may expend a Might point at the start of his move. If he does so, place a new formation of Wargs, Bats, Giant Spiders or Broodling swarms anywhere within 12" of Drûzhag. This formation is D3 companies in size and may act normally in the turn it is summoned.





▲ Balrog



▲ Cave Troll



▲ Goblin Captain



▲ Goblin Shamans





▲ Goblin Prowler



▲ Goblin Warrior



▲ Wild Warg Chieftain



▲ Moria Goblin Drum

The Fallen Realms





Sauron has ever found the race of Man apt to his deceitful promises, and there are many such realms that have fallen under his shadow.

Harad is by far the greatest of these subjugated lands, bent to the Dark Lord's will through its long enmity with Gondor. Harad's people have grown accustomed to war, and its armies are filled with hardened tribal warriors, brutal mercenaries and unscrupulous Corsairs. The armies of Harad boast many thousands of men under arms, supported by swift raiders and mighty Mûmakil whose advance makes the very ground shudder. In the past the armies of Harad have been poorly led, for fear is ever a poor substitute for valour. But now they march united under the banner of the legendary Serpent Lord, and there will be a reckoning with their ancient foes.

To the east of Mordor lie the Rhûnish kingdoms, an alliance of warlike and indisputably evil Men whose loyalty has long since been pledged to Sauron – unsurprisingly, as the Dark Lord has invested much time and effort in bringing them under his sway. These Easterlings are as disciplined as the finest troops in Gondor, driven by a fanatical desire to serve the dark master to whom they sacrifice.

Lastmost is the kingdom of Khand, a rolling land of plains and hills. The Khandish folk are as wild and warlike as those of Rhûn, yet their savagery is fuelled by a warrior-code that prizes victory in combat above all else – a trait that makes them highly prized as mercenaries in the neighbouring lands.

So is Gondor's peril worsened, for any of these Fallen Realms would prove a dire threat were they to attack alone. United with one another and with Sauron's Orcish hordes, only a miracle will prevent them from bringing Gondor to its knees...



Common Formation
One to nine companies.

Haradrim Warband

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Haradrim Warriors	Man	Infantry	6	3/4+	3	4	8	1	3	-
Haradrim Chieftain	Man	Infantry	-	4/-	-	-	-	2	4	2
Hâsharin	Man	Infantry	-	5/-	-	-	-	2	-	1

Wargear

Each company has hand weapons and armour. The entire formation may be given bows at +5 points per company.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Haradrim Chieftain	50 points
Banner Bearer	35 points
Hâsharin	50 points
Haradrim Taskmaster	25 points
Haradrim Hornblower	15 points



Special Rules

Poisoned Weapons. All companies in the Haradrim Warband may re-roll failed To Hit rolls of '1' with close combat and shooting attacks.

Master of Blades. A Hâsharin invariably has his own mission to accomplish and does not fight with his formation in the usual way. A Hâsharin's company never uses his Fight value. Roll a D6 at the start of any Fight involving a Hâsharin and consult the following table to determine what he does.



1-2 Poisoned Flurry. The Hâsharin causes D3 automatic hits on one enemy formation in base contact. These hits are resolved at the same time as strikes made by monsters.

3-4 Assassin's Blade. The Hâsharin calls a Heroic Duel against a target of the controlling player's choice. If there are no eligible targets, the Hâsharin attacks with a Poisoned Flurry instead.

5-6 Sacrificial Strike. If the enemy formation is infantry or cavalry, it takes D6 automatic hits. Otherwise, it takes D3 hits. In either event, the Hâsharin is removed as a casualty.

Common Formation
One to six companies.

Haradrim Raider Warband

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Haradrim Raiders	Man	Cavalry	10	3/4+	3	4	2	2	3	-
Haradrim Chieftain	Man	Cavalry	-	4/-	-	-	-	2	4	2

Wargear

Each company has lances, hand weapons and armour. The entire formation may be given bows at +5 points per company.

Command

The first company purchased is automatically the command company. The command company may have the following options:

Haradrim Chieftain	50 points
Banner Bearer	35 points



Special Rules

Poisoned Weapons. All companies in the Haradrim Raider Warband may re-roll failed To Hit rolls of '1' with close combat and shooting attacks.

Serpent Guard Warband

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Serpent Guards	Man	Infantry	6	4/-	3	4	8	1	4	-
Serpent Guard Chieftain	Man	Infantry	-	5/-	-	-	-	2	5	2

Common Formation
One to six companies.

Wargear
Each company has hand weapons and armour.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Serpent Guard Chieftain	50 points
Banner Bearer	35 points
Hâsharin	50 points
Haradrim Hornblower	15 points



Special Rules
Poisoned Weapons. All companies in the Serpent Guard Warband may re-roll failed To Hit rolls of '1' with close combat attacks.

Serpent Rider Warband

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Serpent Rider	Man	Cavalry	10	4/4+	3	4	2	2	4	-
Serpent Rider Chieftain	Man	Cavalry	-	5/-	-	-	-	2	5	2

Common Formation
One to six companies.

Wargear
Each company has lances, hand weapons and armour. The entire formation may be given bows at +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Haradrim Chieftain	50 points
Banner Bearer	35 points
Haradrim Hornblower	15 points



Special Rules
Poisoned Weapons. All companies in the Serpent Rider Warband may re-roll failed To Hit rolls of '1' with close combat and shooting attacks.

Corsair Raiding Party

25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Corsairs of Umbar	Man	Infantry	6	4/4+	3	3	8	1	3	-
Corsair Captain	Man	Infantry	-	5/-	-	-	-	2	4	2
Corsair Bo'sun	Man	Infantry	-	3/-	-	-	-	1	-	1

Common Formation
One to six companies.

Wargear
Each company has hand weapons. For +5 points per company the entire formation may be given either shields – increasing each company's Defence to 3(5) – or bows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Corsair Captain	50 points
Corsair Bo'sun	50 points



Bo'sun. The Bo'sun combines the effects of a Banner Bearer and a Drummer.

Common Formation
One to six companies.

Khandish Mercenary Warband 25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Khandish Mercenaries	Man	Infantry	6	3/4+	4	4	8	1	3	-
Khandish Chieftain	Man	Infantry	-	4/-	-	-	-	2	4	2



Wargear
Each company has two-handed weapons and armour. The entire formation may exchange their two-handed weapons for bows for no additional cost.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Khandish Chieftain	50 points
Banner Bearer	35 points
Khandish Hornblower	15 points

Common Formation
One to six companies.

Khandish Mercenary Raiders 25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Khandish Mercenaries	Man	Cavalry	10	3/4+	4	4	2	2	3	-
Khandish Chieftain	Man	Cavalry	10	4/-	-	-	-	2	4	2



Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Khandish Chieftain	50 points
Banner Bearer	35 points
Khandish Hornblower	15 points

Special Rules
Skilled Riders.

Common Formation
One to six companies.

Easterling Cohort 30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Easterlings	Man	Infantry	6	4/4+	3	5(7)	8	1	3	-
Easterling Captain	Man	Infantry	-	5/-	-	-	-	2	4	2
Dragon Knight	Man	Infantry	-	7/-	-	-	-	1	3	1



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

Command
The first company purchased is automatically the command company. The command company may have the following options:

Easterling Captain	50 points
Banner Bearer	35 points
Easterling War Priest	100 points (see Easterling Archer Cohort opposite).
Dragon Knight	35 points
Easterling Drummer	15 points

Easterling Archer Cohort — 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Easterlings	Man	Infantry	6	4/4+	3	5	8	1	3	-
Easterling Captain	Man	Infantry	-	4/-	-	-	-	2	5	2
Easterling War Priest	Man	Infantry	-	3/-	-	-	-	1	3	1

Common Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Easterling Captain	50 points
Banner Bearer	35 points
Easterling War Priest	100 points
Easterling Drummer	15 points

Magic
An Easterling War Priest knows all the Spells of Darkness.
He has a Mastery level of 1.



Easterling Kataphrakt Cohort — 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Easterling Kataphrakts	Man	Cavalry	10	4/4+	4	5(6)	2	2	3	-
Captain of Kataphrakts	Man	Cavalry	10	5/-	-	-	-	2	4	2
Dragon Knight	Man	Cavalry	-	7/-	-	-	-	1	3	1
Easterling War Priest	Man	Cavalry	-	3/-	-	-	-	1	3	1

Common Formation
One to six companies.

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Easterling Captain	50 points
Banner Bearer	35 points
Easterling War Priest	100 points (see Easterling Archer Cohort above).
Dragon Knight	35 points
Easterling Drummer	15 points



Watcher Warband — 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Watchers of Kârna	Man	Infantry	6	4/3+	3	4	8	1	4	-

Rare Formation
One to four companies.

Wargear
Each company has hand weapons and armour. The entire formation may be given bows at +5 points per company.

Special Rules
Ambushers.

Poisoned Weapons. All companies in the Watcher Warband may re-roll failed To Hit rolls of '1' with close combat and shooting attacks.



Rare
Formation
One to three companies.

Half Troll Warband

95 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Half Trolls	Man	Infantry	6	5/-	5	5	8	2	2	-

Wargear

Each company has hand weapons and armour. The entire formation may be given two-handed weapons at +5 points per company.

Special Rules

Berserk, Indomitable, Terror.



Rare
Formation
One to six companies.

Mahûd Warband

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Mahûd Warriors	Man	Infantry	6	4/3+	4	3(5)	8	1	2	-
Mahûd Chieftain	Man	Infantry	-	5/-	-	-	-	2	3	2

Wargear

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

Command

The first company purchased is automatically the command company. The command company may have the following options:

Mahûd Chieftain	50 points
Banner Bearer	35 points
Mahûd Hornblower	15 points



Rare
Formation
One to six companies.

Mahûd Raider Warband

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Mahûd Warriors	Man	Cavalry	10	4/3+	4	3(4)	2	2	2	-
Mahûd Chieftain	Man	Cavalry	-	5/-	-	-	-	2	3	2

Wargear

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

Command

The first company purchased is automatically the command company. The command company may have the following options:

Mahûd Chieftain	50 points
Banner Bearer	35 points
Mahûd Hornblower	15 points



Corsair Arbalesters — 25 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Corsairs of Umbar	Man	Infantry	6	4/4+	3	3(6)	8	1	3	-
Corsair Captain	Man	Infantry	-	5/-	-	-	-	2	4	2

Rare
Formation
One to four companies.

Wargear
Each company has hand weapons, crossbows and pavisse shields (bonus included in the Defence shown above).

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Corsair Captain 50 points



Black Númenórean Regiment — 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Black Númenóreans	Man	Infantry	6	4/4+	3	5(7)	8	1	3	-
Black Marshal	Man	Infantry	-	5/-	-	-	-	2	4	2

Rare
Formation
One to four companies.

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Black Númenórean Marshal 50 points
Banner Bearer 35 points

Special Rules
Terror.



Morgul Knight Regiment — 35 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Morgul Knights	Man	Cavalry	10	4/4+	3	6(7)	2	2	3	-
Knight Commander	Man	Cavalry	-	5/-	-	-	-	2	4	2

Rare
Formation
One to four companies.

Wargear
Each company has hand weapons, lances, heavy armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Morgul Knight Commander 50 points
Banner Bearer 35 points

Special Rules
Terror.





Rare
Formation
Single model.

Khandish Charioteer

100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Khandish Charioteer	Man	Monster	10	4/4+	6	5	4	2	4	-
Khandish King	Man	Monster	10	5/4+	6	6	4	2	5	2

Wargear
Armour, bow and two-handed weapon.

Special Rules
Hard to Kill!

Chariot. A charging Khandish Charioteer receives +4 bonus dice in the ensuing Fight phase, rather than +1.

Option
The Khandish Charioteer may be upgraded to a Khandish King for +50 points.

Rare
Formation
One company comprising a Mûmak and thirteen crew.

War Mûmak of Harad

250 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Mûmak	Mûmak	Monster	-	4/-	9	8	*	2	4	-
Mûmak Crew	Man	-	-	3/4+	-	-	12	-	-	-

Wargear
The Mûmak is a massive monstrosity that requires no weaponry. The crew have hand weapons and bows.

Special Rules
Terror.

Massive Monster. The Mûmak counts as an elevated position. It can therefore see and be seen over the top of other formations.

Poisoned Weapons. The Mûmak Crew may re-roll failed To Hit rolls of '1' with shooting attacks.

Trample! The Mûmak is a huge beast that can trample its enemies into the ground. The Mûmak moves 3D6" in the Move phase. Turn the model to face in the direction you want it to move and then roll the dice to see how far it goes. It must move the full distance rolled on the dice in a straight line, unless it encounters any difficult, defensible or impassable terrain, the board edge or another Mûmak, in which case it will stop and suffer D6 automatic hits. The one exception is if the Mûmak arrives as reinforcements – then it will stop 1" away from other formations. It will trample as normal in following phases.

The Mûmak will trample through friendly and enemy formations as it moves. Each formation that the Mûmak moves through suffers D3 Strength 9 hits for each company that was moved over. If the Mûmak ends its move on top of a formation, then in addition to the effects above, the formation must attempt to get out of the way. The formation must make a fall back move and any companies that fail to get clear of the Mûmak's base are ground into the dirt and destroyed! This fall back move can be made even if the formation has already moved or fallen back this turn. Note that formations that are forced to fall back in this manner are not disordered unless they were already so before the Mûmak trampled them!

Charge of the Mumakil! The Mûmak follows the normal rules for a charging monster, with the following exceptions. Unless the charge stalls or cannot reach the enemy, the Mûmak turns to face its target and then moves in a straight line. A Mûmak that charges will not trample over the enemy – instead it stops when it reaches the foe in order to attack them with its huge tusks, powerful trunk and pounding feet. Note that friendly formations will be trampled over as described above, so take care not to leave them in the way!

***Stomp and Gore!** In the Fight phase, all formations the Mûmak is fighting suffer D3 hits per company they contain, at Strength 10 against enemies that the Mûmak has charged, and Strength 8 against enemies that charged it. No combat modifiers apply to these dice rolls.

The Crew. The crew of the Mûmak may shoot in the Shoot. The number of attacks they make is equal to the number of crew divided by 2, rounding up. The crew may shoot at a target so long as one of them is in range and can see the target (remember that the Mûmak counts as an elevated position) and even if the Mûmak has moved. Their shooting does not prevent the Mûmak from charging. The crew never fight in the fight phase.

Ridiculously Hard to Kill! The Mûmak is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill! special rule, but with the table on the next page.

Stampede! If a Mûmak has gained one or more wound counters this turn, then there is a chance it will stampede. Roll 2D6 at the end of the turn and compare the total to the number of surviving crew. If the score is greater than the number of crew, then the Mûmak will stampede in its next turn. In the Move phase, a Mûmak that stampedes must turn to face a random direction and move 6D6" in a straight line, trampling other models as described above.

Should this move take the Mûmak into difficult, defensible or impassable terrain, another Mûmak, or off the table, then it is slain and removed from play. A stampeding Mûmak may not charge. At the end of the turn roll again to see if the Mûmak continues to stampede or comes back under control.

Ridiculously Hard to Kill Table

1-3 One crewman is slain but, this aside, the Mûmak is unharmed.
4-7 One crewman is slain and the Mûmak gains a wound counter (use a coin or other suitable marker to represent this).
8-11 Two crewmen are slain and the Mûmak gains two wound counters.
12-14 Three crewmen are slain and the Mûmak gains three wound counters.
15+ The Mûmak is slain outright. Remove it and any surviving crew models from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.



Legendary Formation
One to four companies.

Abrakhân Guard

100 points +30 per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Abrakhân Guard	Man	Infantry	6	3/4+	3	4	8	1	3	-
The Golden King	Man	Infantry	-	4/-	-	-	-	2	4	3



Wargear
Each company has hand weapons and armour.

Command
The Abrakhân Guard includes a command company with the Golden King and a Banner Bearer included in the base cost. The command company may also have the following:

Hornblower 15 points

Special Rules
Poisoned Weapons. All companies in the Abrakhân Guard may re-roll failed To Hit rolls of '1' with close combat and shooting attacks.

The Golden Hoard. At the start of the game, place a counter somewhere on the board to represent the riches that the Golden King wishes to add to his hoard – his Abrakhân Guard will fight with fury to claim them. All companies in the Abrakhân Guard formation have +1 Fight and +1 Strength whilst within 3" of the hoard counter.

Epic Hero
Single model.

Suladân, the Serpent Lord

150 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Suladân	Man	Hero	-	6/-	-	-	-	3	5	3



Epic Actions
- Epic Challenge
- Epic Strike
- Epic Charge

Special Rules
Inspiring Leader (Men).

Perilous Hubris. Suladân must always call a Heroic Duel at the start of the Fight phase if he is fighting an enemy formation that includes a Hero. However, if Suladân slays his foe, he immediately gains a single Might point.

Hero of Legend. The first time each turn Suladân expends a Might point, roll a D6. On the result of a 4 or more, he immediately regains a single Might point.

Epic Hero
Single model.

Dalamyr, Fleetmaster of Umbar

100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Dalamyr	Man	Hero	-	5/-	-	-	-	3	5	2



Epic Actions
- Epic Challenge
- Epic Strike
- Epic Poison

Epic Poison. Dalamyr may call an Epic Poison at the start of the Fight phase. For the remainder of the phase, Dalamyr's formation may re-roll any failed rolls To Hit.

Special Rules
Flashpowder and Caltrops. Enemy formations do not receive charge bonuses in a turn in which they charge Dalamyr's formation.

Amdûr, Lord of Blades

165 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Amdûr	Man	Hero	-	7/4+	-	-	-	3	5	3

Epic Hero
Single model.

Epic Actions

- Epic Rampage
- Epic Strike
- Epic Duel

Epic Rampage. Amdûr may call an Epic Rampage at the start of any Fight phase. For the remainder of that turn, each time Amdûr's company scores a hit in close combat, they immediately make another attack. This continues until all of Amdûr's attacks miss, or the enemy are slain.

Epic Duel. This Epic action works exactly like a Heroic Duel, save for the fact that Amdûr rolls two dice, rather than one, and uses the highest result.

Special Rules

Inspiring Leader (Men).



Queen Berúthiel

100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Queen Berúthiel	Man	Hero	-	3/-	-	-	-	2	4	2

Epic Hero
Single model.

Epic Actions

- Epic Challenge
- Epic Channelling

Epic Channelling. Queen Berúthiel may call an Epic Channelling at the start of her move. Queen Berúthiel may then re-roll failed Focus tests for the remainder of the turn.

Magic

Queen Berúthiel knows all the Spells of Darkness. She has a Mastery level of 2.

Special Rules

Spirit Grasp, Spirit Walk, Terror.

> *"And only the heathen kings, under the domination of the Dark Power, did thus, slaying themselves in pride and despair, murdering their kin to ease their own death."*
>
> *– Gandalf the White, The Lord of The Rings*



The Shadow of the Nazgûl

A Fallen Realms army is also allowed to choose the following Epic Heroes as if they were part of the Fallen Realms army list (see page 163):

- Khamûl the Easterling
- The Knight of Umbar
- The Betrayer
- The Undying
- The Shadow Lord
- The Dark Marshal (if you choose the Dark Marshal as your leader, Black Númenóreans and Morgul Knights are common formations, rather than rare).



▲ *Haradrim Banner Bearers*



▲ *Haradrim King*



▲ *Hâsharin*



▲ *Watcher of Kârna*



▲ *Haradrim Warriors*



▲ *Haradrim Raider with bow*



▲ *Suladân the Serpent Lord*



▲ *Haradrim Raider Banner Bearer*



▲ *War Mûmak of Harad*



▲ *Morgul Knight*



▲ *Easterling Kataphrakts*





▲ *Black Númenórean Warrior*



▲ *Easterling Warriors with shields*



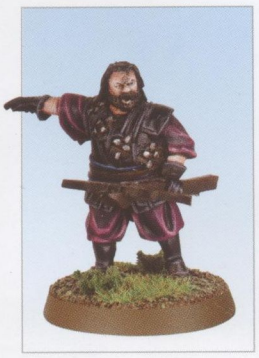
▲ *Easterling Warrior with bow*



▲ *Easterling Warrior with pike and shield*



▲ *Corsair Captain*



▲ *Corsair Bo'sun*



▲ *Corsair with shield*



▲ *Corsair of Umbar*



▲ *Corsair Arbelester*



▲ *Khandish King in Chariot*



▲ *Khandish King*



▲ *Khandish Chieftain*



▲ *Mahûd King riding war camel*



▲ *Mahûd King*



▲ *Mahûd Raider*



▲ *Mahûd Mûmak Chieftain*



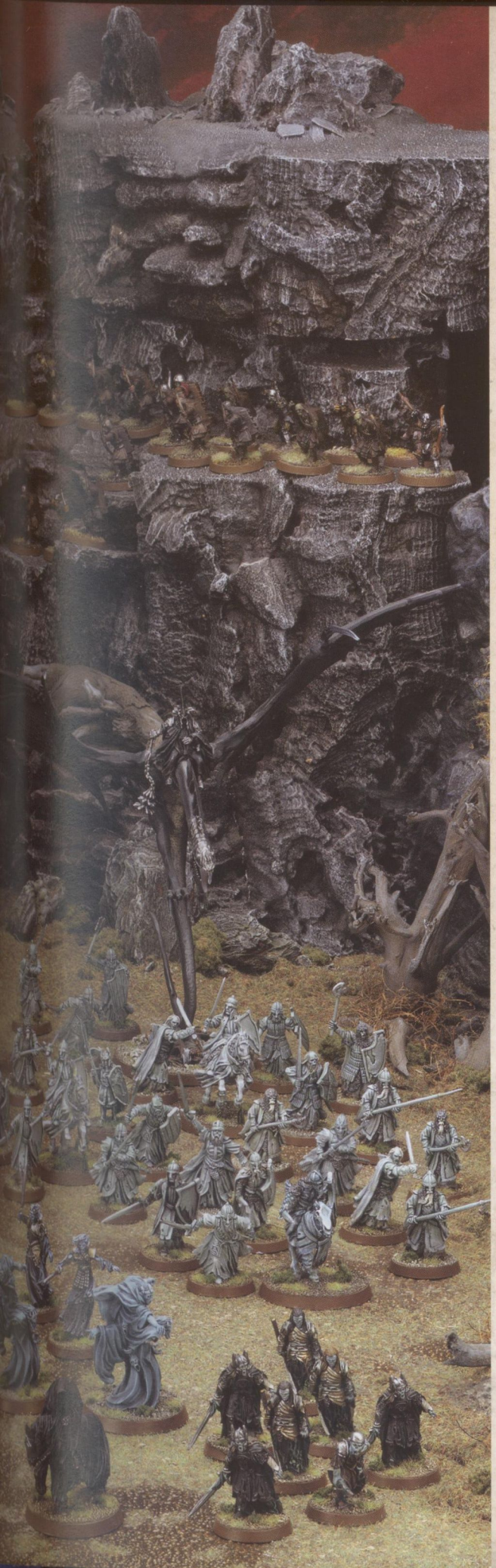




▲ *Mahûd Warriors*

Angmar





There are many desolate lands in Middle-earth. Some have been left barren and lifeless by war or plague, others become the haunt of terrible creatures. These places are a warning to all creatures of good hearts, for this is the bleak future that Sauron promises for all of Middle-earth.

Chief of these forsaken lands is the realm of Angmar. It is a chill place of shadows and ghosts, a bitter land made over into the image of its ruler: the Witch-king. For a time, the armies of Angmar were unstoppable, for many and varied were the foul creatures at the Lord of the Nazgûl's command. Even when his armies were finally defeated at the Battle of Fornost, many of the Witch-king's vassals were only scattered, not destroyed, and they fled back to the dark places as the armies of Men and Elves tended to their own wounds.

Few men live in Angmar now, for even the blackest-hearted rogues have fled to safer lands. Trolls stalk the neglected highways, ghosts lurk amid the ruins and barrow-kings hold court in crumbling palaces. Wisdom may dictate that the denizens of Angmar should be scoured from existence once and for all, but such an undertaking is nigh impossible. When an army ventures into Angmar, ruinous creatures are drawn to the invaders like moths to a flame. No beacons are lit and no messengers sent, yet still they come, directed by the blackest of malice to slay and destroy. Even so far north, the will of Sauron holds sway.

At the end of the Third Age, Angmar lies quiet for the most part. Unless bent to the will of the Nazgul or their dark master, its denizens are content to vie with one another for the crumbling territories. Yet still the rumours abound in neighbouring lands, tales of ghostly armies on the march, or of shadow-shrouded stalkers on the great road. With Sauron's will at work so broadly through Middle-earth, does Angmar stir once more to wakefulness?



Common Formation
One to six companies.

Ghostly Legion

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ghosts	Spirit	Infantry	8	3/-	3	5	8	1	5	-
Ghostly Captain	Spirit	Infantry	-	4/-	-	-	-	2	6	2



Wargear
Being incorporeal creatures, Ghosts count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Ghostly Captain	50 points
Banner Bearer	35 points

Special Rules
Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Common Formation
One to six companies.

Ghostly Riders

60 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Ghostly Riders	Spirit	Cavalry	12	3/-	3	5	2	2	5	-
Ghostly Captain	Spirit	Cavalry	-	4/-	-	-	-	2	6	2



Wargear
Being incorporeal creatures, Ghosts count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Ghostly Captain	50 points
Banner Bearer	35 points

Special Rules
Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Common Formation
One to four companies.

Spectral Host

80 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Spectres	Spirit	Infantry	8	2/-	3	4	8	1	5	-



Wargear
Being incorporeal creatures, Spectres count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Special Rules
Spirit Grasp, Spirit Walk, Terror.

Sap Strength. Any enemy formation in base contact with one or more formations of Spectres at the start of the Fight phase must pass a Courage test or have its Strength reduced to 1 for the remainder of the phase.

Carn Dûm Warband

30 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Barbarians of Carn Dûm	Man	Infantry	6	4/-	3	4(6)	8	1	2	-
Barbarian Chieftain	Man	Infantry	-	5/-	-	-	-	2	3	2

Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Barbarian Chieftain	50 points
Banner Bearer	35 points
Hornblower	15 points

Special Rules
Berserk.

Common Formation
One to six companies.

"...they were overcome by the evil king of Carn Dûm in the Land of Angmar..."

– Tom Bombadil, The Lord of The Rings

Angmar Orc Warband

15 points per company

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Orc Warriors	Orc	Infantry	6	3/5+	3	3	8	1	2	-
Orc Captain	Orc	Infantry	-	4/-	-	-	-	2	3	2
Angmar Shaman	Orc	Infantry	-	3/-	-	-	-	1	3	1

Wargear
Each company has hand weapons. For +5 points per company, the entire formation may be given shields – increasing each company's Defence to 3(5) – or bows, or two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Orc Captain	50 points
Banner Bearer	50 points
Orc Drummer	25 points
Orc Taskmaster	25 points
Angmar Shaman	100 points

Magic
An Angmar Shaman knows all the Spells of Dismay. He has a Mastery level of 1.

Special Rules
Mob Rule. Orc companies provide +2 dice when supporting, not +1.

Common Formation
One to nine companies.





Court of Fallen Kings

120 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Barrow-wights	Spirit	Infantry	8	3/-	3	7	8	2	5	-

Wargear
Being incorporeal creatures, Barrow-wights count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Special Rules
Indomitable, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Paralysing Touch. Each close combat hit caused by a company of Barrow-wights will cause a casualty, regardless of the foe's Resilience.

Rare Formation
One company.





Rare Formation
Single model.

Shade

100 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Shade	Spirit	Monster	8	2/-	1	7	1	1	5	-



Wargear
Being incorporeal creatures, Shades count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Special Rules
Hard to Kill! Spirit Grasp, Spirit Walk, Terror.

Chill Miasma. All formations within 12" of the Shade, both friendly and enemy, have their Fight value reduced to 2, regardless of any other bonuses. Note that other penalties, such as for fighting with two-handed weapons, can reduce the Fight value further.

Rare Formation
One company.

Werewolf Pack

120 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Werewolves	Spirit	Infantry	10	7/-	5	4	8	2	4	-

Wargear
Teeth and claws (hand weapon).

Special Rules
Indomitable, Terror, We Stand Alone.

Feral Charge. A charging Werewolf Pack receives +D6 bonus dice in the ensuing Fight phase, rather than +1.

"Not all his servants and chattels are wraiths! There are orcs and trolls, there are wargs and werewolves..."
– Gandalf, The Lord of The Rings

Legendary Formation
Single model.

Buhrdûr

125 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Buhrdûr	Troll	Monster	8	7/5+	6	6	3	2	4	3



Epic Actions
Buhrdûr can use the following Epic actions as if he were an Epic Hero.
- Epic Strike
- Epic Strength

Epic Strength. Buhrdûr may call an Epic Strength at the start of the Fight phase. Until the end of the phase, Buhrdûr's Strength is increased to 10.

Wargear
Massive jagged blade (hand weapon) and thrown weapons.

Special Rules
Ambusher, Terror, Very Hard to Kill!

Gûlavhar, the Terror of Arnor — 200 points

	RACE	TYPE	M	F	S	D	A	R	C	Mt
Gulavhar	Spirit	Flying Monster	12	6/4+	7	5	4	2	4	3

Epic Actions
Gûlavhar can use the following Epic actions as if he were an Epic Hero.
- Epic Strike
- Epic Rage

Wargear
Fangs, claws and homicidal rage (hand weapon).

Special Rules
Terror, Very Hard to Kill!

Predator's Instinct. Gûlavhar may call a Heroic Fight without expending a Might point.

Legendary Formation
Single model.



The Shadow of the Nazgûl
An Angmar army is also allowed to choose the following Epic Heroes as if they were part of the Angmar army list (see page 163):

- The Witch-king of Angmar
- The Dwimmerlaik
- The Tainted





Collecting, Painting & Playing Battles

If you are like us, then you aspire to, one day, deploy your own expertly painted army onto a splendidly modelled Middle-earth battlefield. The game being played would recreate one of the iconic battles from The Lord of The Rings and would be sprinkled in equal measures with dazzling tactical moves, heroic achievements, and stunning late-game reversals. Your opponent, a worthy and sporting adversary, enjoys the battle, and suggests a rematch. In such a daydream our victories are glorious and even our defeats are worthy of song (perhaps not literally, but more in an epic sense).

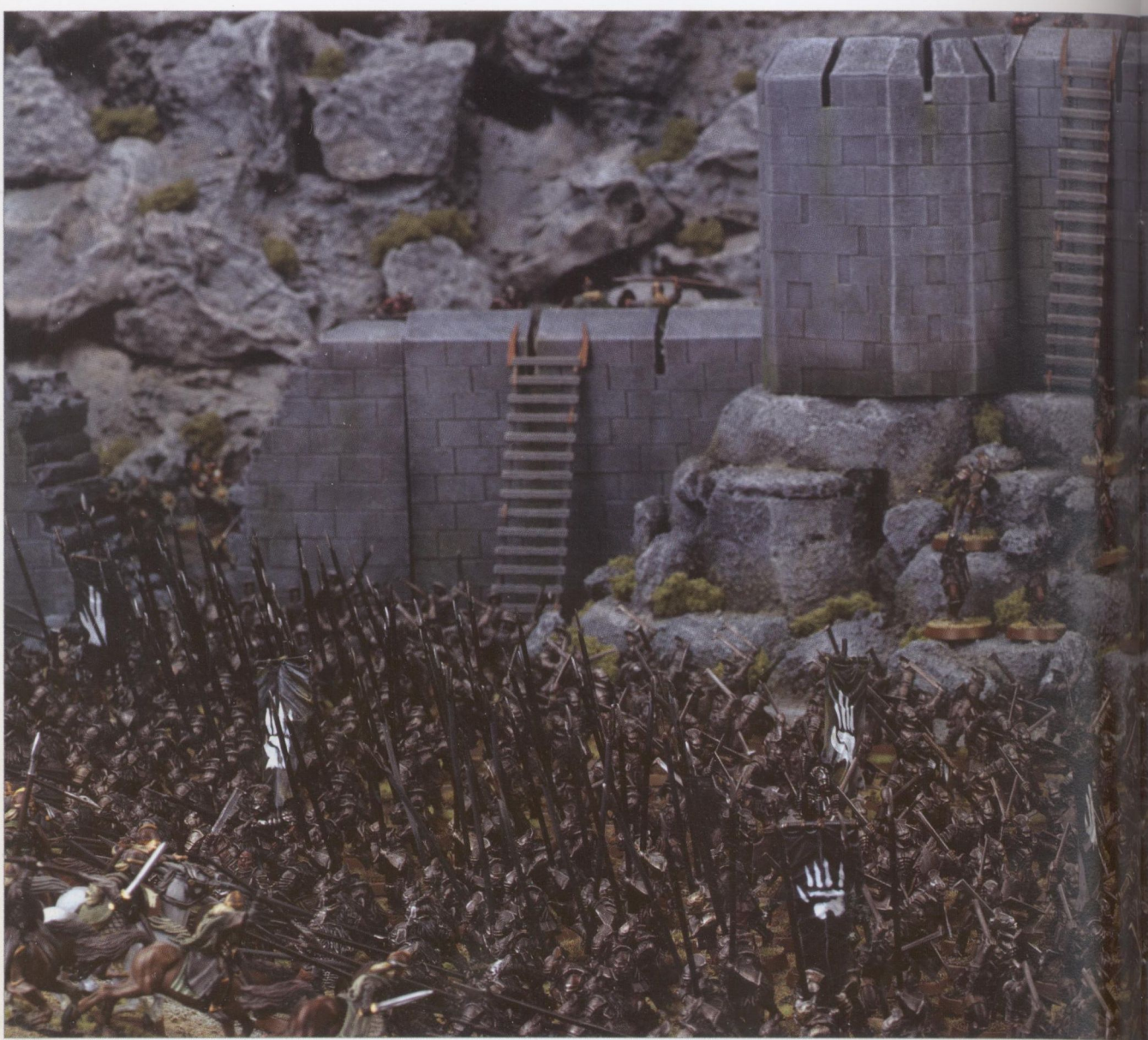
War of The Ring is much more than just a set of rules – it is a tabletop battlegame. There are models to collect and paint, armies to devise, battlefields to create and a host of scenarios and campaigns to play against other, like-minded, individuals. In this section we present lots of information, ranging from basic tips to get you started through to full-on hobby splendour. Throughout each stage you will find plenty of examples to reference, including player's personal collections, as well as models exquisitely painted by the world-famous 'Eavy Metal team. Unlike the previous sections, the rules and the army lists, this section is not definitive, nor is it meant to be. The hobby of War of The Ring, that is, the collecting, painting, modelling, and playing, is open-ended. You will find helpful advice and keen suggestions from some of the best and most experienced wargaming hobbyists in the world, but you will find no hard and fast rules, only tips and guidance. The direction you take on your hobby journey is up to you. May you enjoy this section as much as we have enjoyed working on it.

What It's All About

The War of The Ring is more than just a set of rules; it is a challenging tabletop wargame, which includes many different intertwining hobbies and endless possibilities.

Everyone gains something different from the hobby of wargaming. Some exclusively favour the tactical challenge presented by the game itself, while for others the look and spectacle of miniature armies arrayed on modelled terrain is the only factor that matters. Most of the rest of us fall in between these two extremes and enjoy all the aspects of the hobby in different measures. With War of The Ring another factor is involved – that of Middle-earth itself. The chance to lovingly recreate on the tabletop the armies, terrain, and tactical situations faced by the major characters of Tolkien's masterpiece has a powerful appeal.

We have found each facet of the hobby helps spur on another. For instance, after a good painting session you will be eager to field your new troops in a game. After a particularly exciting battle you will be anxious to add more models, having gleaned tactical insights from your experience. A challenging scenario or a fantastic new terrain piece will spark ideas for yet more glorious battles. This part of the book should get you started on whichever path you decide to travel, as in this section we take a detailed look at each aspect of the hobby for your illumination and inspiration.



The topics you will find in this section are:

Collecting an Army – We start with the miniatures themselves. There are so many models to select from, so how do you go about choosing which army to collect? In addition to some general sound advice, this section showcases several players' armies, which were all chosen by their owners for a range of different reasons.

Assembling Miniatures – The title says it all – these few pages are packed with helpful tips.

Painting – This section explains what you'll need to start painting miniatures as well as techniques to consider when painting an entire army. More details are included about making your banners and tips to make your command companies really stand out.

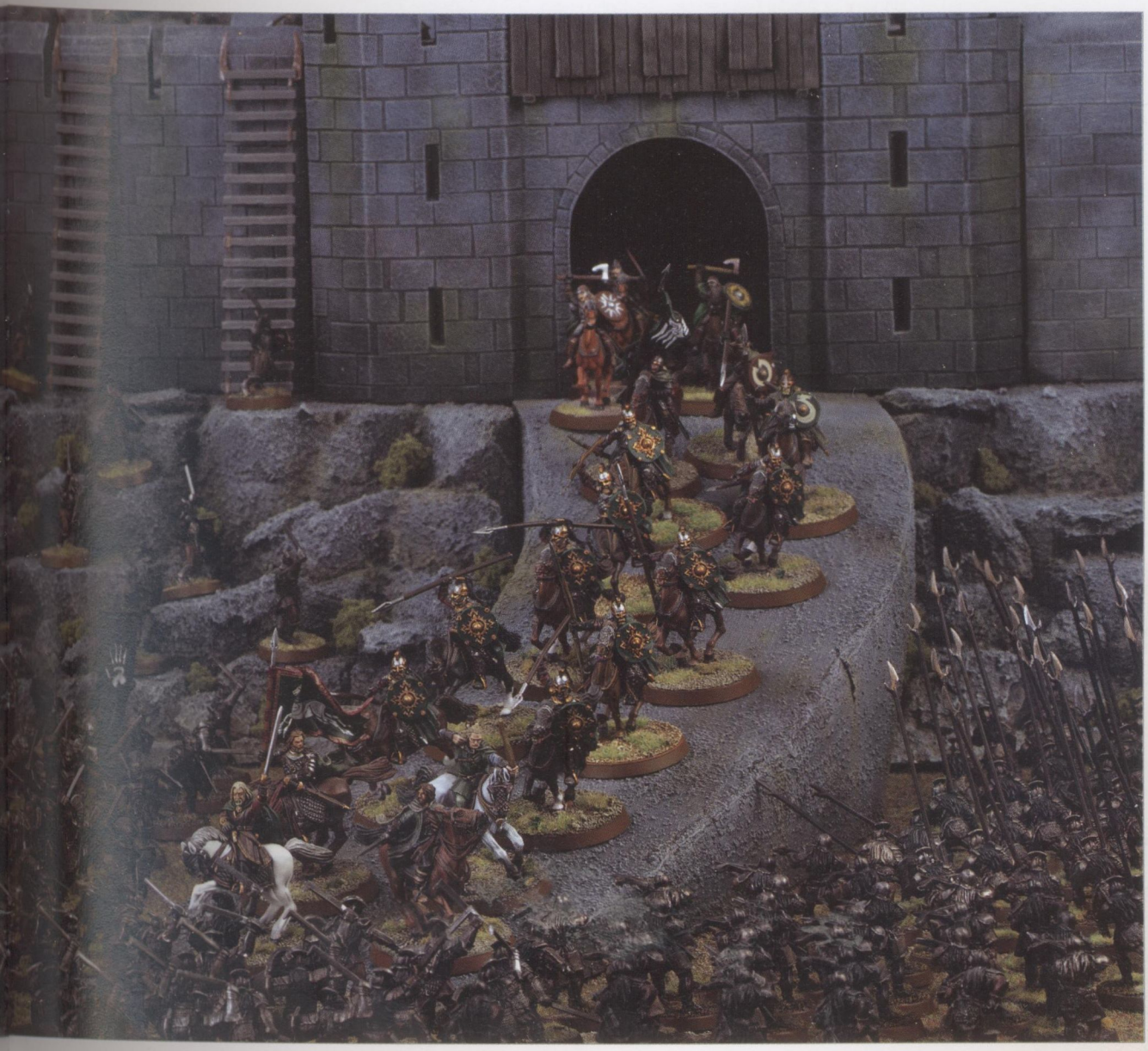
Battlefields – Transforming your tabletop into a battlefield is all about terrain and this useful section gives guidance on setting up and theming gaming tables.

Scenarios – Scenarios are used to recreate famous battles from The Lord of The Rings. You will find 11 battles from the War of The Ring, and four more from the annals of The Lord of The Rings history, and suggestions on making up your own "what if" games.

Furthermore, this section includes tips on how to adapt your terrain, space, and model collection to fit each game. We have also included a battle report detailing some of the action and tactics (including command blunders!) from one of the closely fought games we have played during the development of this book.

Linking Battles – Creating an ongoing war or campaign is a great way to add more detail to your War of The Ring games. We suggest some optional rules and ideas for players to expand on.

Community – Find out more about the hobby and how you can get involved.



Collecting an Army

In order to play War of The Rings you'll need an army…

For experienced players the period of planning an army is an exciting time. It begins with an idea or list and gets turned into the reality of companies of miniatures forming into a powerful army. It is easy to get a seasoned gamer to talk about the army he is planning – in fact, it may be embarrassingly difficult to get him to stop telling you of his machinations. If you are a new player, however, knowing how to begin can be a bit bewildering. There is no right or wrong way to go about collecting models, but if you want to forge your collection of models into an army then a little bit of advice can help you get started.

Choosing an Army

Although it sounds obvious, the first step in collecting an army is choosing which one. For some, this choice has already been made based on favourite scenes or characters from the books or films. Other players may decide their force based on the types of models they want to collect and paint, or perhaps the kind of tactical game play they wish to try. Are you inspired by the heroic cavalry charges of the Rohirrim or the stealthy Rangers of Ithilien? Do you envision collecting Saruman and his fighting Uruk-hai, or would you rather explore the lesser

"Build me an army worthy of Mordor"

Sauron, The Fellowship of The Ring



2) The second block of our army bulks out the infantry with another Warriors of Minas Tirith boxed set with additional command models (a Banner Bearer, Hornblower and a Captain). This adds 180 to our total collection, which is now at 460 points.

1) This collection began with a Warriors of Minas Tirith box set and an Aragorn, King of Gondor model. This fulfils the minimum requirement for an army – a Common formation and an Epic Hero. The Warriors of Minas Tirith have been split into a two company strong formation of Warriors and a single company of Archers. This portion of the army costs 280 points.

known fiefdoms of Gondor? Some players choose right away and begin amassing a single coherent army, while others start out simply by selecting favourite models or characters and painting them up. Just taking what you like can result in a slightly random assortment of miniatures, but often that is the best way for players to get a feel for the sort of models they like to collect and paint before committing to a more sizeable force. Once a player has decided on an army, it is relatively easy to incorporate allies (see the Allies box on the right), so even those one-off trial models can make it onto the battlefield alongside your main force.

Getting Underway

Having decided on the army you wish to collect, the next step is to begin amassing your force. Some players will wish to scan the army lists in this book and make a complete plan for their force and then purchase the entire lot in one go. Others prefer to add a formation at a time, giving time to paint each new regiment before adding another. No matter which way you choose, playing some small games while you build and paint your force will help you better know your army and its strengths and weaknesses.

Allies

In The Lord of The Rings there are plenty of examples of different factions allying together, such as Rohan riding to the aid of Gondor, the Wildmen of Dunland joining Saruman's army during the attack of Helm's Deep, or the vast coalition of evil that assembles on the Pelennor Fields to assail Minas Tirith. Likewise, there are numerous characters that join different armies, for example, both Gandalf and Aragorn ride to the aid of Rohan and Gondor.

To represent these mixed forces and the intermingling of Heroes between armies, the Allies rule (on page 86) allows a player to take up to 25% of his points total from any friendly force. This is an ideal way for players to better use their collection of miniatures. Now you can incorporate that great character model you wanted to paint or add a missing tactical element (such as cavalry, monsters, or missile troops) to your battle force. Some players even use their growing allied contingent to springboard their way to entire new collections, playing and allying as they go.



3) The third chunk of the growing army invests in some real hitting power with a Gondor Battlecry Trebuchet, which costs a hefty 100 points.

Collecting Tip: If it suited a player's tactics, Heroes, such as Aragorn and Faramir, can be deployed or moved during the battle into different formations. For this reason having both the foot and mounted models for a Hero can come in handy.

4) The fourth block of models added are a Knights of Minas Tirith box set (3 companies!) led by Faramir, along with an Avenger Bolt Thrower. This puts another 215 points towards our army total.

In total this Army of Gondor is 775 points – a force to be reckoned with on the battlefields of Middle-earth.

The Defenders of Pelargir

Chris Peach came up with his own colour scheme and background for his splendid Army of Gondor.

Chris Peach wanted an Army of Gondor, but he wasn't interested in painting all the black traditionally associated with the realm of Gondor. Poring over a map of Middle-earth, Chris spotted the vital riverside city of Pelargir. Being so far removed from Minas Tirith, Chris reasoned that the troops of Pelargir might have their own colour scheme. In this way Chris got what he wanted – to join the ranks of the heroic defenders of the realm of Gondor *and* to paint a bright red army that really stands out on the battlefield. With a little bit of extra work, Chris filed the distinctive Tree of Gondor icon off the shields of the Minas Tirith Warriors and repainted his own similar but different heraldry.

As Chris painted his army, he continued to develop the background. When he added Foot Knights to his growing legion, Chris used Prince Imrahil and his Swan Knights (both the models and the rules) but instead renamed them as Knights of the Port, led by the formidable Marshal of Pelargir.

The collection is still growing and Chris has ambitious plans to add a ship to his force. Currently on Chris' painting table are Osgiliath Veterans, but naturally he has a different take. Chris has 'battered up' some plastic warriors to represent the veterans of Pelargir, brave soldiers who often clash with the Corsairs of Umbar.





Chris used simple but striking designs on the shields of his Defenders of Pelargir.



Chris painted Boromir because he loved the model and wanted to occasionally include the powerful Hero in his army!



The Prince Imrahil model has become the Marshal of Pelargir, and leader of the Knights of the Port.



Chris enjoys painting Hero models and so The Three Hunters were a natural addition to his army.



Chris has been playing and collecting for well over five years and has many models to choose from as Allies for his main force. Here Chris has gathered his entire Fellowship of The Ring.



This custom-made movement tray is perfect for games of War of The Ring but makes a fantastic display base for The Fellowship when not in use on the gaming table.

Although he plays regularly, Chris has only attended one tournament – a doubles event. He claims that he and his teammate took a battering and when asked what he had learned, Chris could only comment "not to team up with my friend again!"



The Dread Host of Morgul

This sinister Mordor army is designed to represent a force from the cursed city of Minas Morgul, and as such, features spectral allies from Angmar – erstwhile domain of the Witch-king.

Graham Davey had already started a small force for The Lord of The Rings Strategy Battle Game featuring a variety of ghostly models that appealed to his sense of evil, along with a handful of Goblins and Uruk-hai, painted in matching deathly tones. For War of The Ring he decided to carry on this theme into a fully-fledged Mordor army from the dread tower of Minas Morgul.

In order to pursue this idea he has deliberately collected the 'spookier' elements of the Mordor army list, such as Ringwraiths and Morgul Stalkers, as well as including plenty of magic-wielding Orc Shamans (Minas Morgul is also known as the Tower of Sorcery). In addition, Graham has carried the wraith-like bluey grey skin-tones across the entire army, contrasting strongly with the dark colours on the rest of the miniatures.

Various models from his original collection have been included as allies from the bleak realm of Angmar – Graham reasons that the connection with the Witch-king perfectly justifies this choice. These allies include a Shade and Gûlavhar, the Terror of Arnor, with Spectres and Barrow Wights in the pipeline, waiting to be bulked out into full companies. Spare Goblins have been drafted in as artillery crew, while the Uruks are scattered amongst the Orcs to swell the numbers of this mighty horde.

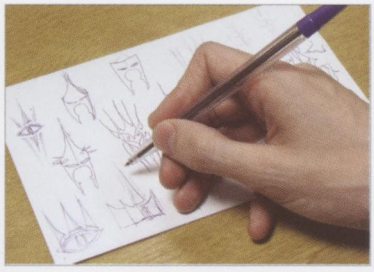




Incoming reinforcements: Graham still has a variety of models from his original collection, waiting to be formed into full companies and added to the army. Note the Círdan miniature that has been transformed into a Spectre.







Graham has designed a simple icon featuring the Eye of Sauron to paint onto the banners of his army.



In battles, Graham bolsters the main Orc formation with a full command company, a Ringwraith and often moves Gothmog into the formation too for key fights. In this way he turns the Orc rabble into something a lot more dangerous.

The Army of Erebor

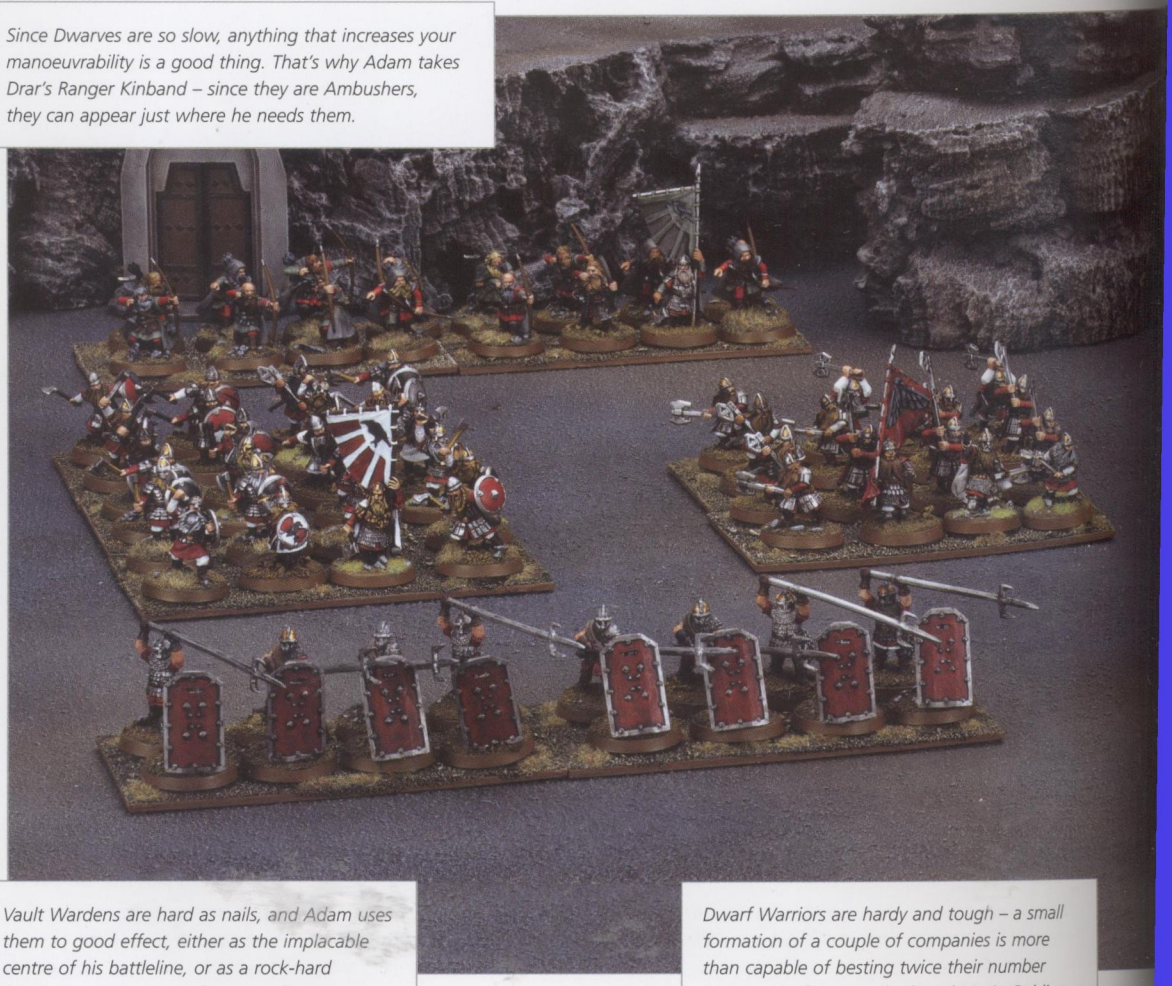
This Dwarf army has been selected by a competitive player to perform glorious deeds upon the fields of battle.

Adam Troke has long been a name associated with The Lord of The Rings Strategy Battle Game. Over the years Adam has proven himself a very accomplished tournament player, placing highly in many different events. Given the chance to build his existing skirmish force into a fully fledged army, Adam began painting Dwarves at a feverish pace. As the guy that wrote the Khazad-dûm sourcebook, it was no surprise that Adam chose to build a Dwarven army, but it wasn't just his love of the background and models that drove Adam towards Durin's folk – it was the gameplay.

The Dwarves are, to Adam's thinking, the perfect army. Reliable to a fault, they have consistently high Defence values and a Courage that is not to be sniffed at, especially if you put Captains into the units. In all the games he's played up to now, it's been remarked that his army doesn't have many 'tricks'. While Adam can call on the help of allies (and frequently turns to Gandalf the Grey or Saruman the Wise), in essence his tactics revolve around the effective use of good, sturdy warriors.

This army has grown a long way from its humble beginnings, when Adam used it for The Lord of The Rings Strategy Battle Game tournament in 2007. Since then, he's added well over one hundred Dwarves to the throng. Adam's next plan is to get his grubby paws on a Dáin Ironfoot model, and make a suitably resplendent bodyguard. Also, he's itching to include a King's Champion, to better deal with all those Trolls that perfidious Mordor players insist on fielding. Having recently been convinced of the awesome effectiveness of Shield Bearers, Adam's decided he'll need one for each of the Warrior formations, and quite possibly the Archers too. He likes to think it'll end there, but in his heart knows that it won't – there's always something else to add!

Since Dwarves are so slow, anything that increases your manoeuvrability is a good thing. That's why Adam takes Drar's Ranger Kinband – since they are Ambushers, they can appear just where he needs them.



Vault Wardens are hard as nails, and Adam uses them to good effect, either as the implacable centre of his battleline, or as a rock-hard bastion to anchor one of his own flanks.

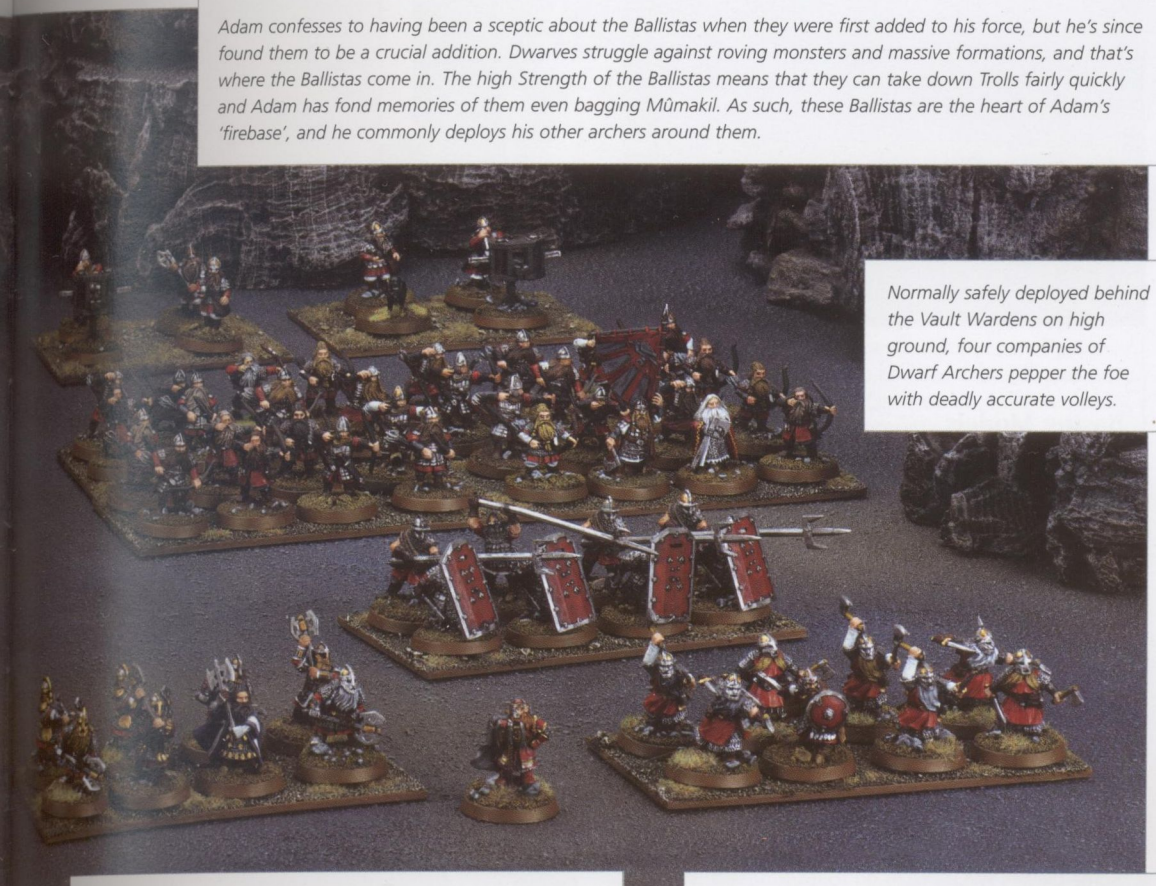
Dwarf Warriors are hardy and tough – a small formation of a couple of companies is more than capable of besting twice their number (or more!) of Orcs or the hated Moria Goblins.



With the implacable Vault Wardens anchoring one of the flanks, Adam sets his force up to unleash a hailstorm of ballista shots into the enemy.

Adam is always keen to take advantage of any hills or raised terrain features in his deployment zone. Any foe that attempts to charge Adam's war machines will first have to get past the Vault Wardens.

Adam confesses to having been a sceptic about the Ballistas when they were first added to his force, but he's since found them to be a crucial addition. Dwarves struggle against roving monsters and massive formations, and that's where the Ballistas come in. The high Strength of the Ballistas means that they can take down Trolls fairly quickly and Adam has fond memories of them even bagging Mûmakil. As such, these Ballistas are the heart of Adam's 'firebase', and he commonly deploys his other archers around them.



Normally safely deployed behind the Vault Wardens on high ground, four companies of Dwarf Archers pepper the foe with deadly accurate volleys.

Adam's biggest concern is always the attentions of enemy Wizards. Ringwraiths and their like can really unravel otherwise dependable Dwarves, so Gimli is on hand and more than happy to issue a Heroic Duel in order to butcher any malignant magicians.

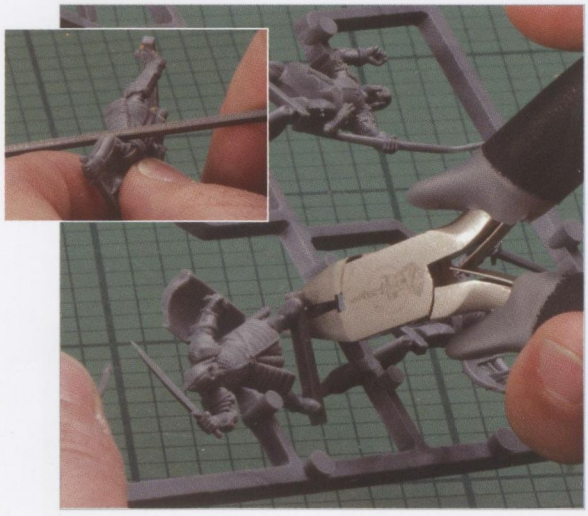
Small but deadly Iron Guard and Khazâd Guard back up the two Warrior formations. Alone, either formation of Dwarf Warriors might be vulnerable, but supported by these veterans they're magnificent.

Assembling Miniatures

The Lord of The Rings gaming miniatures are made from either plastic or high quality pewter. The plastic models are an ideal starting point for a collection as they provide the player with a solid core of warriors at an affordable cost. The metal models are hand-cast pieces available either as box sets or in display packs and most often represent Heroes or elite troop types.

Assembling Plastic Models

Pieces can be removed from the sprues using modelling clippers or a suitable craft knife. Any attachment scars can be gently pared away with a craft knife or filed smooth. Some plastic models come in two or more parts, and all will need affixing to their base. You can assemble the components using polystyrene cement or plastic glue.





Tools of the Trade

Games Workshop produces a line of quality tools that are ideal for any hobbyist. Plastic cutters and a hobby knife are absolute essentials – but remember, safety first! Hobbyists of any age should be careful and use common sense.





Basing Models

To improve a model's finished look you can add a textured material to its base. Sand is ideal and is widely available. Games Workshop provides a range of conveniently sized pots of varying sands for basing miniatures.

1. Using an old brush, paint a thin layer of PVA glue (sometimes referred to as white glue) around the model's base. Make sure you wash your brush out quickly afterwards!
2. Dip the base in sand and shake off any extra material. Allow some time for the model to dry.
3. The model's base is now ready for painting. This one was drybrushed in stages with Scorched Brown, Snakebite Leather and Dheneb Stone.



Finishing Touches

Some players will want to go to even further with their bases, adding some combination of flock, static grass, or other effects. This extra effort works particularly well for monsters or Heroes. One or two well-placed pieces of detail works better than overloading the base with too much material.



Assembling Metal Models

The Lord of The Rings miniatures range includes both small and large models. Some are cast in a single piece whilst others come as kits of many components. Generally speaking, most of the man-sized creatures are single-piece castings whilst the largest monsters, such as Shelob, are multi-piece models.



1) This Knight of Dol Amroth comes in many pieces that will need carefully fixing in place with superglue.

The first step with any metal miniature is to remove any stray metal vents or casting marks before assembling. A modelling knife or clippers will do the job, and any resultant scars can be filed flat using a small modelling file.

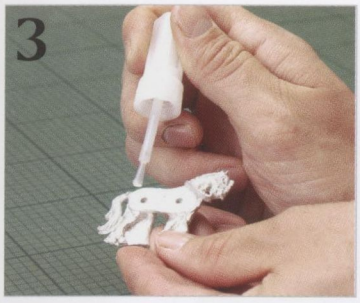
If a model comes in two or more metal parts, then some extra work is required. Test the pieces for fit before assembly and use a file to smooth out notable blemishes that prevent alignment. Don't worry if the fit is not perfect – hand-cast parts vary slightly and occasionally you may find slight gaps that will require filling later (see Filling Gaps, below). Once you are satisfied with the fit, assemble the pieces using superglue to fix them in place.

Some metal models come with a pin in one of the legs. A hole should be cut into your base and the pin glued into it.

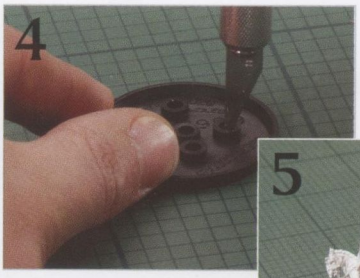




2) Mould lines are removed with a file.

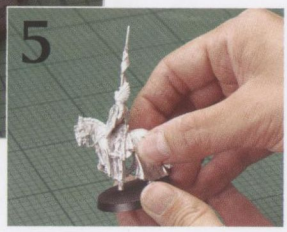


3) Use small drops of superglue.

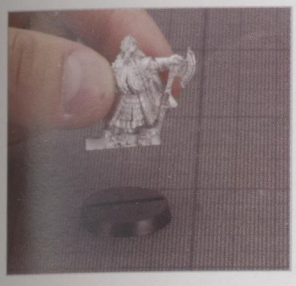


4) Twist your knife gently into the guide hole to create a slot.

5) Glue the model into the slot and allow it to dry.



Modelling Tip









Hand-cast metal models will tend to vary slightly and it is common for a model's base rail to sit loosely in the plastic base. This is not usually a problem as the models will be glued to their bases anyway – but a firm fit can be created by taking a small pair of pliers and kinking the base rail slightly.

Filling Gaps

Slight gaps and joins will tend to disappear under a coat of paint, or can be filled with a dab of glue. On occasion, however, you will encounter larger gaps that will need to be filled. There are many types of modelling putty available for this. Most fillers come as a two-part epoxy putty that hardens once mixed, such as the "Green Stuff" shown below, so named because when kneaded together the blue and yellow epoxy make a green putty that is ready to act as a filler. Once dry, filler can be sanded so gaps are seamless. More can be found on gap filling for larger models on page 233.



Painting

Every gamer aspires to owning a gloriously painted army!

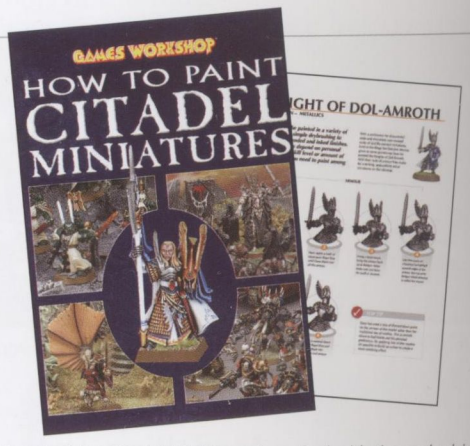
Painting miniatures is an enjoyable hobby in its own right and painting an entire army is an achievement that can make any gamer justifiably proud. Indeed anyone who has painted an army will, with only the slightest provocation, show off particularly favoured models or espouse their chosen colour schemes or brushwork techniques. Rather than try to compress information about how to paint (which could fill many books), we have instead given an overview and lots of inspiring examples of The Lord of The Rings miniatures. If you've never painted before, the best advice is to just dive in and get started. If you're lucky enough to live near a Games Workshop Hobby Centre, it might be useful to stop by and ask for an introductory painting session. More extensive advice can be found in the How to Paint Citadel Miniatures book.

Painting your Army

Beginning painters are often advised to paint a single model at a time, but this isn't the most efficient way to build up legions of troops. Players trying to amass their armies often work in batches – painting a number of models at a time. An assembly line process that uses the same colour on the same area of a series of models can be very efficient, as by the time you've completed the last model in line, the first model should be dry and ready for the next stage. Using such techniques painters can complete whole companies and even formations in an evening. Some painters still prefer to paint models individually, lavishing attention on every model, while others save their best efforts for command models, monsters, or Epic Heroes. The only "right way" to paint is the way you enjoy the most!



A painting station, with good light and well laid out equipment is an ideal set up.



How to Paint Citadel Miniatures is packed with tips and advice for beginners and experts alike.



The Citadel Colour range of paints provides a comprehensive palette that is specially formulated for miniature painting. There are well over 50 colours in the range, including metallics.



Citadel Foundation paints are ideal for basecoats (the first coat of paint on a model) as they provide excellent coverage in a single application.



Citadel Washes are specially formulated shades that are watery in consistency – perfect for applying over a basecoat of colour in a 'wash'. The wash will run over the models and settle in the recesses. Once dry, the wash produces realistic shading.



Citadel Colour spray cans are designed to undercoat metal and plastic models. Undercoating models creates a better surface on which to apply paint.

Key Stage Examples

A great way to pick up new techniques is to watch a painter as he works. To replicate this we have captured key stages, noting down tips as we went. All models were first primed black with Citadel Colour Spray.



The armour of this Easterling was painted with a mix of Scorched Brown and Shining Gold to achieve a dark shade.



The entire model was covered with Devlan Mud wash, which, when dry, provided shading in the folds and recesses of clothes and armour.



Working progressively towards the edges, three different layers of brighter shades were applied to make the edges gleam.



The model was finished by painting the base (see page 224) and adding Scorched Grass and some lichen.



The Uruk-hai's armour was painted with a mix of Boltgun Metal and Chaos Black and given a dark wash.



Boltgun Metal was used to pick out the edges of the armour plates.



A light stain of Badab Black was applied over the whole model.



A final highlight was applied to the armour's edges using Chainmail.



The flesh on this Dwarf's face and hands was painted with a mix of Dwarf Flesh and Scorched Brown.



Next, Dwarf Flesh was painted onto the model's face, but not in the deeply recessed areas.



The tips of the nose, cheeks, and forehead were painted with Dwarf Flesh mixed with Bleached Bone.



The face and beard were finished off with a light wash of Devlan Mud mixed with a little water.



A coat of Shadow Grey was painted and then progressively more subtle highlights of lighter greys were applied to the model's edges.



A Thraka Green wash was liberally applied all over to 'stain' the model and then it was allowed to dry.



Fortress Grey and Skull White were mixed together and used to brighten the edges of the folds.



A final bright highlight with even more Skull White in the mix was the last stage.

Painting an Army

There is a certain dynamic and aesthetic to painting models that go together to form an army. Attention to detail can go a long way to unify the look of your force.



These Haradrim Warriors do not have a strict 'uniform' as no two models necessarily look alike, but the common colours make for a distinctive army that looks great on the battlefield.



Here you can see the models from above as part of a larger force of Haradrim. Note how the colour palette has remained largely the same throughout the army, but closer inspection will show many subtle variations. The serpent symbol appears a few times – repeated iconography is a great way to reinforce the coherency of an army.



The command models for a company of Haradrim. The colours of the company have been repeated on both the Chieftain and Banner Bearer. Note how the Turquoise gemstones stand out on the individual miniatures, but when repeated throughout the entire company (seen below), help to give a unifying appearance.



Shown here is a company of Haradrim Warriors. Painting and detailing all the bases in the same manner looks great and helps the force look like a cohesive army and not just a collection of models.

Lots of time has been lavished on the Mûmak as it is such a huge, eye-catching model. The same complimentary colours from the rest of the army have been used on the crew, the howdah, and the tattoos on the beast itself – there is no doubt that the beast is part of the same force.





Suladân has been painted to match his army, but certain details make him stand out, as befits the leader. The bright armour and white charger help mark the Serpent Lord as the overall chieftain of a fell people.

Marching to War

Movement trays are an essential part of the game that help you easily manoeuvre your forces and organise them on the battlefield.

Movement trays are plastic or card sheets that are placed under companies so they can be moved as a single tray instead of handling each figure individually. Even more importantly when playing War of The Ring, movement trays keep models organised into companies of two cavalry or eight infantry. It is especially important to designate which models are part of which company as it intertwines with a number of key rules, such as measuring the number of hits a company can sustain as well as the amount of Attacks they can dole out in close combat or shooting. With each company on its own movement tray everything stays organised – something that becomes especially important should your troops get involved in a large, multiple formation combat.



1) This simple movement tray has been made out of the cardboard from the box that the models came in.



A company of Riders of Rohan.



2) The card was painted brown. Models are tacked onto the card using a non-permanent adhesive, like Blu-Tack or even short strips of double-sided tape. Thicker card, or even gluing two pieces of card together can make for an even sturdier base.

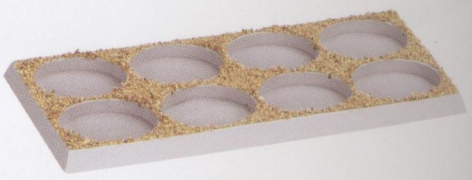
A company of Uruk-hai Warriors that has taken three casualties.



This movement tray has been made by cutting plastic card to shape and then texturing and painting as shown at right.

Detailing a Movement Tray

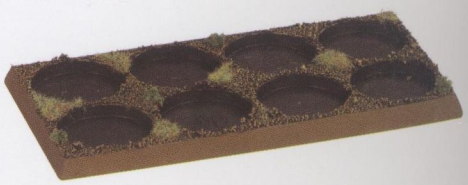
Movement trays can be simply painted (brown or green works well) or textured and painted like a miniature's base.



1) Apply PVA glue onto the base with an old brush. Dip the base in sand and allow it to dry. Wipe off any sand that gets near the empty slots as, once dried, it will make putting models into the slots difficult.



2) Prime the entire base black and allow it to dry.



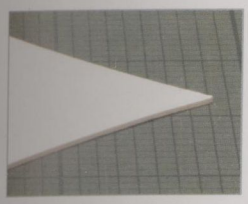
3) In the same way as a miniature's base, this movement tray was drybrushed in subsequent stages with Scorched Brown, Snakebite Leather, and finally Bleached Bone. The final stage was to use PVA glue to add a few patches of static grass.

Making Your Own Movement Trays

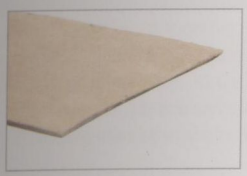
It is easy and inexpensive to make your own movement trays, just take care to cut out your bases consistently as formations will look better if their companies are all on the same sized movement trays.

Minimum Sizes

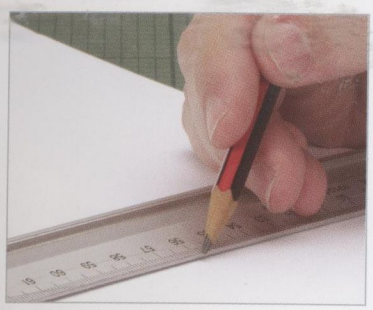
TYPE	WIDTH	DEPTH
Infantry	110mm	60mm
Cavalry	90mm	50mm



Plastic Card is available from many hobby shops and comes in a range of sizes and thicknesses.



Card can be obtained from an art supply centre or even cut out of boxes (cereal boxes work well).



1) Using a straight edge and some careful measuring this sheet of plastic card has been marked for cutting



2) Using a craft knife and a straight edge, cut out bases. They may be textured and painted as shown on the previous page.



A semi-adhesive putty, like Blu-tack, can be used to temporarily affix models to the tray.

The Modular Movement Tray system

The Warhammer Modular Movement Tray system is ideal for making bases for infantry, cavalry, or even custom-sized trays for models such as war machines.



1) The correct size base was cut out using a craft knife and assembled with plastic cement. The back edging 'rims' were left off to ease the placement of models.



2) The movement tray was finished off with a strip of double-sided tape on the inside, which, minus the holes where the bases go, has been sanded and flocked just like a miniature's base.

Assembling Multi-part Miniatures



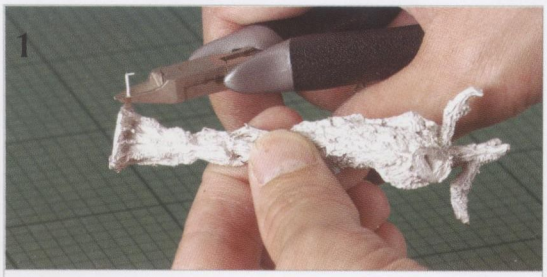


Getting Started

Within The Lord of The Rings range there are a number of large creatures that you can add to your force. These are normally multi-part figures and they will need a bit more care and attention during assembly. Safety is a very important consideration when undertaking modelling work of any kind. Several of these tools are potentially dangerous and need to be used with care. Remember, blunt blades are dangerous, as far more force is required to make a cut.

Although not essential, a pin vice and drill bits will greatly aid in putting together particularly large multi-part kits.

In the case of multi-part models some joins may be given a stronger fit by pinning. Although pinning does take extra time, the model is far less likely to break when handled during a game. To pin a model, the two joining parts have a matching hole drilled into them into which a small metal rod is glued, as in our example with Treebeard below.



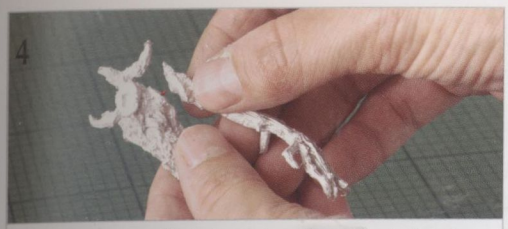
Using a pair of clippers, carefully remove the tabs from all the component parts. This stage is no different than preparing a single-piece model except that there are even more pieces to clean up.



The next stage is to smooth any mould lines down with a needle file – this removes unsightly seams.



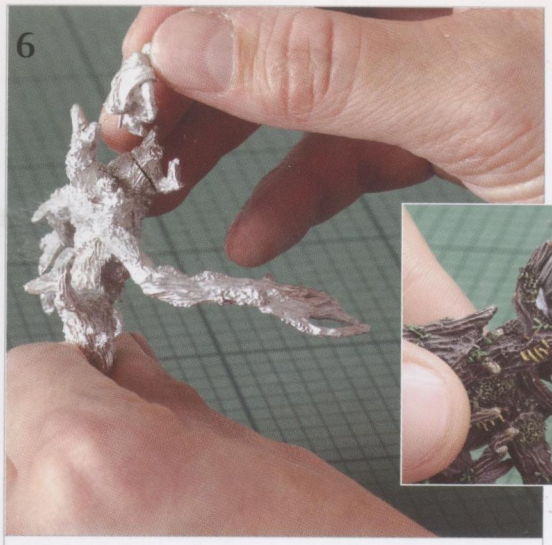
Treebeard's arm is a large separate piece, an ideal candidate for pinning. The first step in pinning is to drill a tiny hole in one of the pieces. In this case we have chosen to drill into the body. Once the hole is drilled a small "pin" can be glued inside. While some modellers swear by using brass rod or thin wire for pinning, we have found paper clips to work equally well. The deeper you drill, the more stable you can make the join. In this case we have drilled about a quarter of an inch (about 5mm) into Treebeard's body.



At this stage a small pin has been placed (not glued) into the main body of Treebeard. The next step is to line up the appropriate spot to drill into the attaching arm. A great way to do this is to paint a small blob of brightly coloured paint onto the tip of the small pin.



Whilst the paint is still wet the two parts are carefully aligned and pressed together. When the two parts are separated the paint leaves a mark where the matching hole needs to be made. Once both pieces are drilled, a slightly longer piece of wire or paper clip are glued into the holes and the join completed.



We decided to pin both arms but felt the head was solid enough to fit in without a pin. However, the Treebeard model comes with excellent Merry and Pippin models that can be glued atop the uppermost branches. We decided, however, that there may be occasions where we'd want to field our Treebeard model unencumbered by Halflings. By pinning the two Halfling models but not gluing them into place, they can simply be attached to Treebeard as needed.

Large Creatures and Filling Gaps

The larger a metal model, the less exact a fit may be. To ensure a good join between the pieces, you may need to file them down a little or fill in any gaps.

When the model is assembled, some joins may still be visible. Roll Green Stuff into a long sausage and lay it along the line of the join. Smooth the putty into shape using the blunt end of a sculpting tool dipped in water.

Details such as scales or fur require a little modelling work to blend the modelling putty so that it matches the detail as closely as possible.





1) A slight gap.



2) A roll of Green Stuff.



3) Press putty into gap.



4) Blend to match details.

Banners of Middle-earth

One of the most eye-catching details in any army from Middle-earth is the banner. This is a painter's chance to literally rise above the rest, proclaiming the might and supremacy of your army for all to see.

Painting Banners

Some banners have embossed details while others are left as blank surfaces for painters to furnish with their own design. Both types of banners have their own advantages – the embossed details are relatively easy to paint, ensuring a quality finish. The blank surfaces really allow a painter an opportunity for some creative design, adding more character to your army. The Lord of The Rings books and films give plenty of inspiration and guidance to the kinds of imagery each army would use.



The Knight of Dol Amroth banner has embossed detail that makes it easy for a painter to pick out.

"...foremost on the field rode the swan-knights of Dol Amroth with their Prince and his blue banner at their head." – The Lord of The Rings

The banners of Mordor often feature the Lidless Eye of Mordor – the crude symbol of the Dark Lord Sauron. Other common images depict leering faces, or the silhouette of the tower from which the Orcs came from, such as the Tower of Barad-dûr.







The surfaces of these banners were blank and have been painted for Orc warbands from Cirith Ungol, as their banners depict that foul region's most famous denizen

A crude representation of the Black Gates has been painted on this banner.

A stylised white horse on a field of green is the most common iconography associated with the Rohirrim, though other colours are used as well.

An embossed banner carried by a Rider of Rohan.

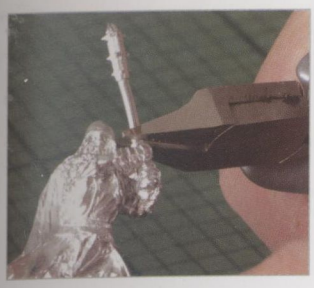




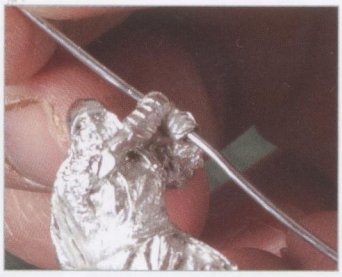
This Rider of Rohan model was converted into a banner bearer by replacing his spear with a longer brass rod and adding a paper banner. The design painted on the banner is similar to the embossed one, but some extra gold filagree has been added.

Making Your Own Banners

Making your own banners is a great way to add variety or your own theme to your army. Whether it is a special army banner for your force, pennants for your elite cavalry, or just another totem to strike fear into the hearts of your foe, the extra effort of painting and modelling can really put a great army over the top.

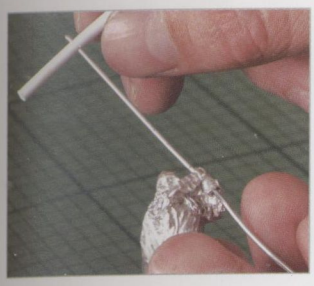


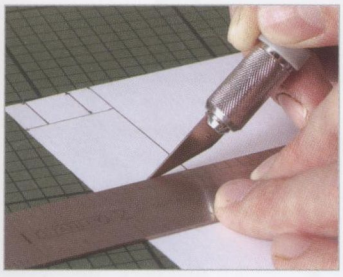


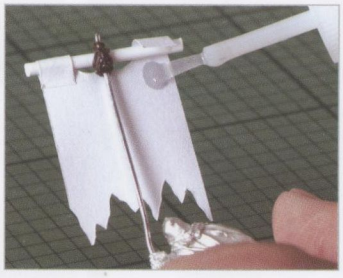


Converting Warriors into Banner Bearers

With a little work it is possible to clip off weapons and replace them with a brass rod to convert ordinary warriors into Banner Bearers. It is also possible to extend existing banners by clipping the existing pole and extending it with a length of brass rod.







Paper Banners

Although many Banner Bearers carry embossed banners, some painters enjoy the challenge of designing their own symbols and iconography. Using regular drawing paper works well, but wargamers over the years have tried parchment, vellum, masking tape, or even thin foil. Watered down PVA glue can be used to harden most surfaces.

For some more great banner designs, check out the Games Workshop website. There are downloadable files you can look at for more ideas, or you can download the designs you like, print them out and paint them.



The finished Mordor Uruk-hai banner depicts the Eye of Sauron over the Tower of Barad-dûr.

Thin wire has been strung through this paper banner and then painted to look like rope.



This Warrior of Khand has traded his axe for some brass rod and become a Banner Bearer.

This banner was made from masking tape that was folded and cut to shape. A thin layer of white glue was painted over it to harden it and help it retain its shape.



This Mordor Orc carries a banner marked with the Lidless Eye.

Modelling Tips

Inspiration and ideas for adding finishing touches to your models.

Some hobbyists like to go an extra step for detailing The Lord of the Rings miniatures. This could be some more time lavished on painting key characters or monsters, or it could be modelling work on bases or miniatures. These personal projects may be inspired by passages from the books, scenes from the movie, or from a player's own imagination. Such custom jobs could range from a relatively simple conversion of an existing model which can be done by even the most novice of modellers, to complicated "scratch-built" projects that will take more skill and experience. From massive command company centrepieces for a sprawling army to the simple addition of a horn to an individual model, these extra touches give another reason to marvel over a completed army.







Spent Arrows have been made out of brass rod and plastic card.

This command company of Rohan Oathsworn Militia contains a Captain, and a Banner Bearer. In addition to the extra time spent painting such detailed models, some extra touches have been added to the movement tray itself.



Modelling Command Models



This Uruk-hai Drummer is simply made from the Engineer model with the bomb filed down to make a drum.



An Uruk-hai with his pike swapped for a sword and a Wood Elf Sentinel's horn.



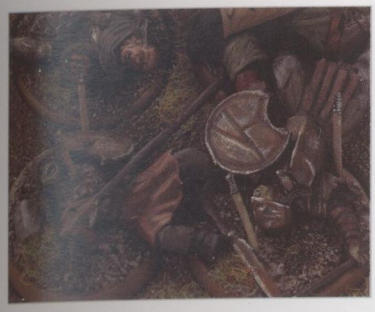
This Easterling Drummer was made by converting a swordsman. The drum was cut to shape out of a piece of dowel rod.



A custom-made base for all nine Ringwraiths.



This Axeman of Lossarnach has been converted to carry a banner.



Special dead markers have been made to fill in the empty slots left by slain models. Not only do these look great, but they were enjoyable modelling projects in their own right.





Here the Three Hunters have been placed on a specially modelled movement base that includes the piled debris of Uglúk's Raiders – a bit of visual inspiration taken directly from the films.





Taking scratch-building to a whole new level, this Warg Rider has been heavily converted with an entire new banner made from Green Stuff.

Army of The White Hand

Mixing his own specially bred Uruk-hai with the fierce Wild Men of the Dunland hills, Saruman has created an army to destroy Rohan. This army has been built with that conflict in mind.

Jeremy couldn't make up his mind whether to paint an Isengard force or the enemy on their borders, Rohan. So he decided to do both. As he began collecting models and re-reading crucial chapters, Jeremy got more and more excited about the history and hatred between Rohan and Dunland. Naturally, the plan to work on two armies simultaneously turned into a concentration on the army of Isengard alone, although he vows to one day return his attentions to Rohan.

Jeremy wanted his force to look like they were in the midst of a battle. To this end, cloven shields, spent arrows, and broken gear of war is scattered liberally about on various miniature bases and even on some of the movement trays. He made a few casualty models as well, and finds them the best way to use broken models or spare weaponry.

To help give his Uruks a unified feel, Jeremy emblazoned the crude 'white hand' symbol of Saruman on as many shields, helms, and armour plates as he could. In contrast, the hillmen are just drab rabble, and the Dunlending Huscarls carry a mix of weaponry. Other army additions he is working on includes lots of Dunlending conversions, such as a gruesome war banner decorated with helms and horse-tails – barbaric signs of the conqueror!



Pikes are ideal at stopping cavalry charges, but unfortunately the pike occasionally snaps off the model. For Jeremy, the fate in store for those who dare abandon their weaponry is to end up as a converted casualty model.



All of Jeremy's movement trays have been custom made. Closer inspection of the bases will reveal a slew of extra modelling touches – such as arrows, broken shields, and more.

The more upright pose of this Isengard Troll Chieftain was achieved by simply positioning a rockpile under the Troll's feet.



Numerous arrows – made from brass rod – have only made this Troll angrier!



At least one Rider of Rohan got too close to this Troll. The rider can be seen on the base.

In addition to his armoured horde of Uruk-hai, Jeremy tends to take either his Isengard Troll contingent or his growing force of Dunlendings. Jeremy has enjoyed painting the Dunlending formations so much that he is threatening to do an entire force from Dunland.

Battlefields of Middle-earth

Terrain adds a tactical element to any War of The Ring game, but perhaps even more importantly it turns your tabletop into a piece of Middle-earth worth fighting over.

It is possible to play War of The Ring across an unadorned kitchen table and to have many enjoyable games, but to manoeuvre your models across a splendidly prepared Middle-earth battlefield is something altogether more rewarding. From the rolling green hills of Rohan to the bleak, ash-filled plains of Mordor, the lands of Middle-earth are rich in detail and character. Using this backdrop as inspiration, it is possible to transform your tabletop and your games. The battlefield really sets the scene and adds to the narrative – will the Uruk-hai capture and destroy the small Rohirrim village? Can the Elves of Lothlórien protect their borders and drive the marauding Orcs away? Can the Dwarven army advance through the mountain pass? The terrain you own and the way in which you set it up will greatly influence your battles.

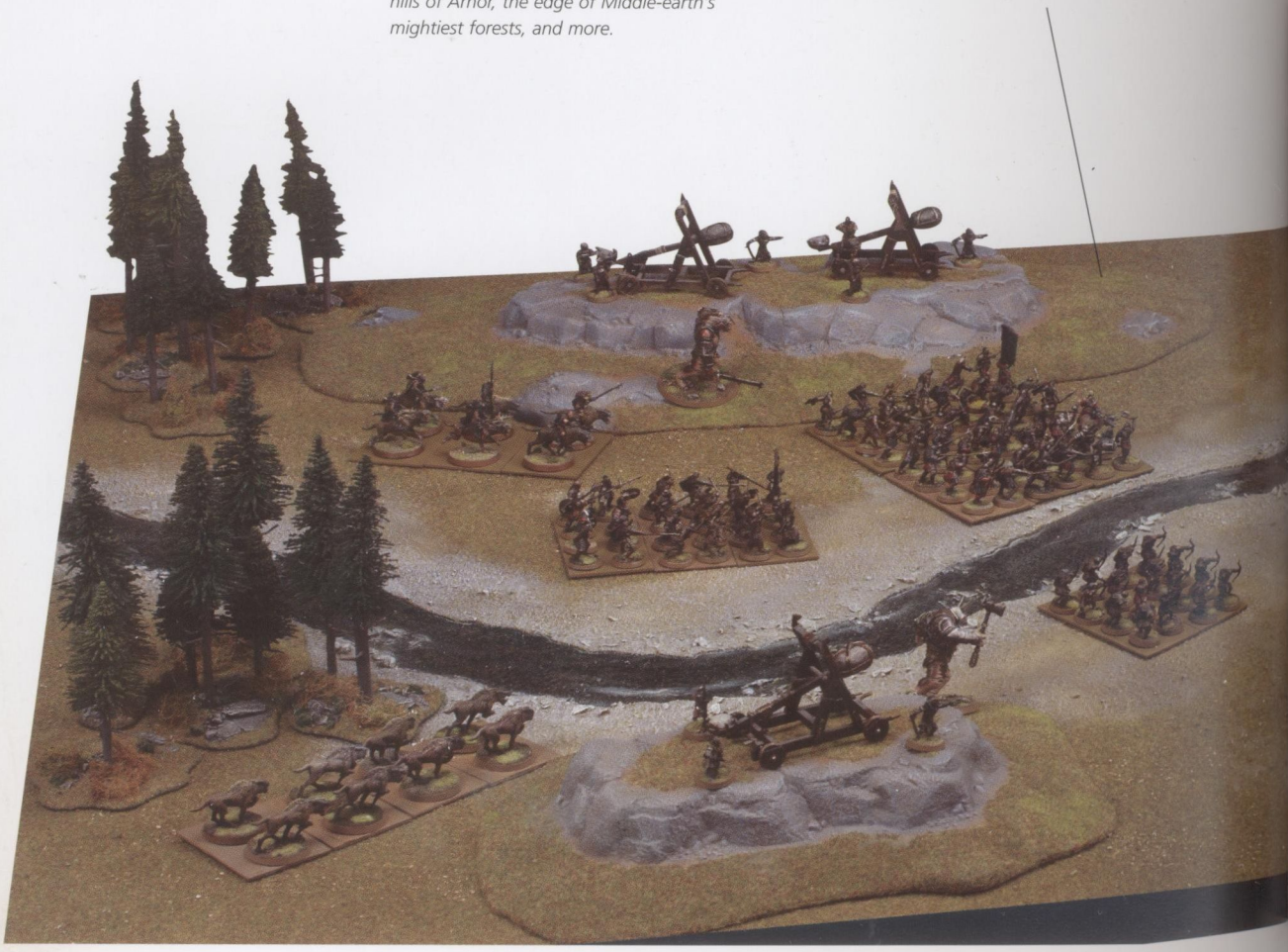
The Gaming Table

First and foremost you will need a flat surface to game upon. This can be the kitchen table, a specially prepared gaming board that goes on top of an existing table, an old table tennis board, or in a pinch you can even play on the floor. The ideal size for a gaming board is simple – as big as you can fit and store! A small battle will fit on a 4'x4' surface, but for more standard sized games you'll need a 6'x4' or 8'x4'. The more space you have the more options and gaming possibilities that will open up. Who wouldn't want the space to fight out the glorious Battle of Pelennor Fields in their own home? For most of us, however, massive-scaled games are best enjoyed at clubs or gaming events where there is more room for such colossal battles.

This gaming table is 6' x 4' and made of hardboard. All of the terrain pieces, except for the river, are not affixed to the battlefield, so it is possible to alter their location from game to game.

The game set up here is an Orc assault on one of the smaller towns or border forts to be found within Gondor. This same terrain set has served admirable as the rolling hills of Rohan, the ruin-topped hills of Arnor, the edge of Middle-earth's mightiest forests, and more.

Two of the Citadel Modular Gaming Hills have been snapped together to form the perfect tactical position for this Mordor artillery. As the hills just clip together, this piece can be broken down for storage or set up as two smaller hills in the next battle.



This Realm of Battle Gameboard is part of the Citadel range and has been set up here to represent the edge of the Forest of Lórien. It is a modular gaming table and its interchangeable boards can be reconfigured into a range of different battlefields.



Citadel offers a range of terrain products, like the Citadel Wood, that can be used on your War of The Ring battlefields. As such pieces are not fixed to the gaming table it is possible to alter their location for a variety of battlefield set-ups.

The stream was made by simply not texturing that part of the hardboard and instead painting it a different colour. In some battles the river can only be crossed at fords or bridges, while in other games it might be difficult ground or incur no movement penalty at all. The terrain will serve for all options, just be sure to agree with your opponent which option before the game starts!

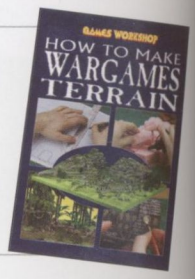
These many large and impressive battle-damaged buildings are scratch-built and have been modelled to look like the structures of Minas Tirith seen in The Return of the King film.

Terrain

Once you have a gaming surface to play on, the next step is to add some terrain features to your battlefield.

Having some loose terrain features to place on your battlefield allows for a greater variety of tactical possibilities. Terrain can block line of sight, offer defensive protection, or secure a flank. It also gives you the ability to turn a plain table into the edge of the dark forest of Mirkwood, the ruin-topped hills of the desolate wilderness, or the pleasant farmlands of the Shire. Making terrain is an enjoyable part of the hobby, just ask anyone who has designed his own battlefield!

How to Make Wargames Terrain is packed with tips, how-to information, and inspiration for making your own scenic features. Terrain-making articles can also be found in White Dwarf magazine and on the Games Workshop website (see page 318).



This statue is part of the Ruins of Middle-earth and is perfect for adding that ancient air of Númenor to an area of overgrown ruins, such as Weathertop, Amon Hen, or the outskirts of Osgiliath.



These war-ravaged ruins have been scratch-built out of foamcard and mounted on a hardboard base. A generous helping of gravel at the base of the ruin helps add to the dilapidated look.





The Ruins of Middle-earth set contains broken walls and statues. By placing several of the corner sections together you can make an impressive piece of defensible terrain.

Hobbit holes, with their distinctive round doors and iconic cheerfulness, make characterful terrain features that any truly villainous army would wish to conquer and destroy.



By theming both your gaming table and your terrain you can recreate any battlefield in Middle-earth.

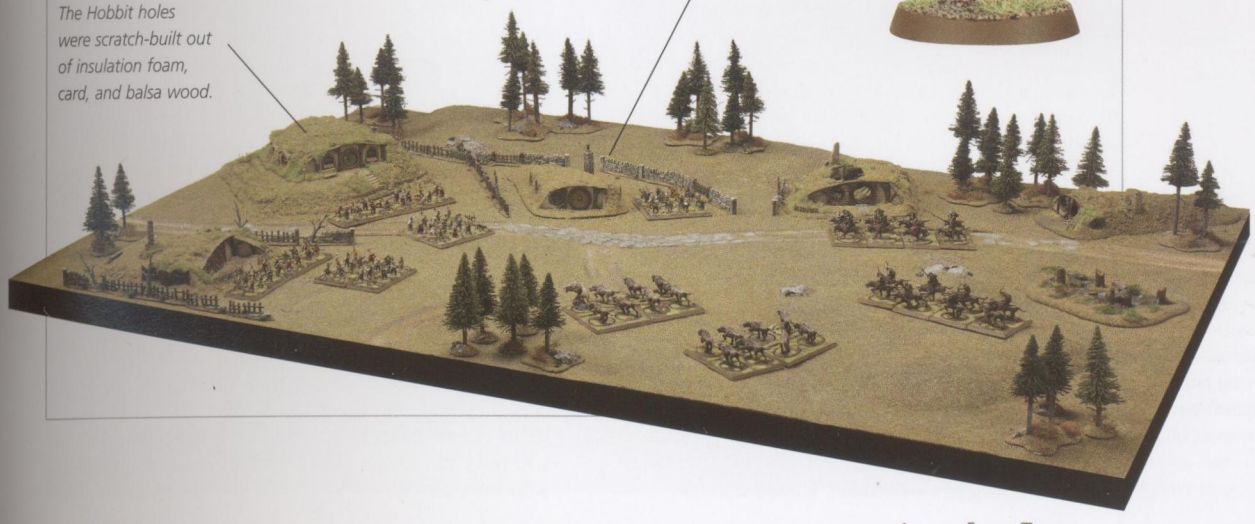
In Defence of the Shire

The Shire becomes the site for this battle as the stout Hobbits and Ranger allies prepare to repel invaders. The winner of this game is the side that can lay claim to the most Hobbit holes at the end of the battle.



The Walls and Fences set often comes in handy for adding battlefield detail.

The Hobbit holes were scratch-built out of insulation foam, card, and balsa wood.



Lair of the Serpent King

This desert table represents a battlefield set in the far off lands of the Haradrim. The Southland country of Harad has long been an enemy of Gondor and the two realms have fought many long wars.



The trees are from the Citadel Wood set and have been assembled without their foliage for a bleak and twisted look.

The buildings have been entirely scratch-built.



A few hills will add to the visual appeal of your battlefield, but they are also tactically important as war machines and archers on top of hills can shoot over friendly formations.

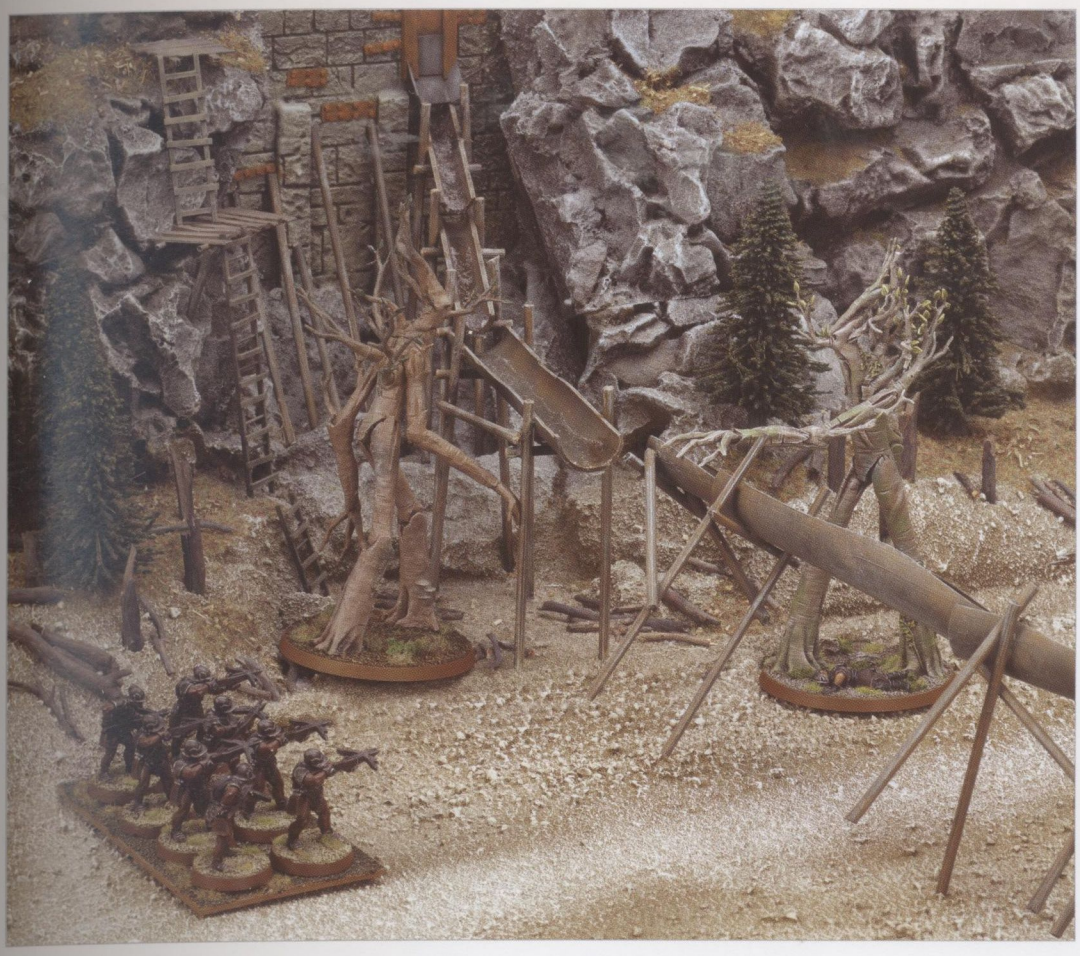
Great Battles from The War of The Ring

Many gamers aspire to build and paint armies in order to recreate one of the legendary battles from the War of The Ring. Not only will the sheer spectacle of the game be a reward in itself, but the very fate of Middle-earth literally hangs on the outcome of these pivotal battles.

For many players, one of the greatest appeals to playing War of The Ring is the opportunity to recreate some of the most famous battles. Imagine commanding King Théoden as he crashes into the teeming hordes on the Pelennor or unleashing the stone-cracking anger of the Ents as they demolish Isengard. If these battles spur your interest, then read on. The scenarios that follow each recreate a specific battle; that is, they define the combatants, deployment, and battlefield for a given game. For example, the Relief of Helm's Deep scenario sets out the known forces of both the Riders of Rohan and the army of Saruman's Uruk-hai. The scenario details the general disposition of armies as well as the quantity and layout of terrain. Rather than the standard victory conditions, the scenario will detail exactly how the game must be won. In our example, the Relief of Helm's Deep, the Riders of Rohan must rout the besiegers by inflicting tremendous amounts of casualties, whilst the forces of Evil must overwhelm the Rohirrim and slay at least three of the major characters – Théoden, Éomer, Gandalf, or Aragorn. In addition to the sheer joy of fighting out such legendary battles, players recreating famous scenes are faced with a host of exciting challenges – can they collect and paint the armies required? Are there any terrain requirements to capture the feel of the battle? Finally, in a tactical sense, can the players change (or better) the history of the battle? Can the Uruk-hai commander rally his troops and finish off the Rohirrim at Helm's Deep? The outcome of such battles will obviously have a major impact on the War of The Ring – perhaps tipping the balance or changing the overall outcome.

Some players will want to tweak scenarios, either to better fit their model or terrain collections, or because they wish to slightly alter elements of the game. For example, you might want to see what would have happened if Saruman had gone in person to command his armies at Helm's Deep. Between some of the following scenarios you will find tips and ideas about how you can customise your own games.

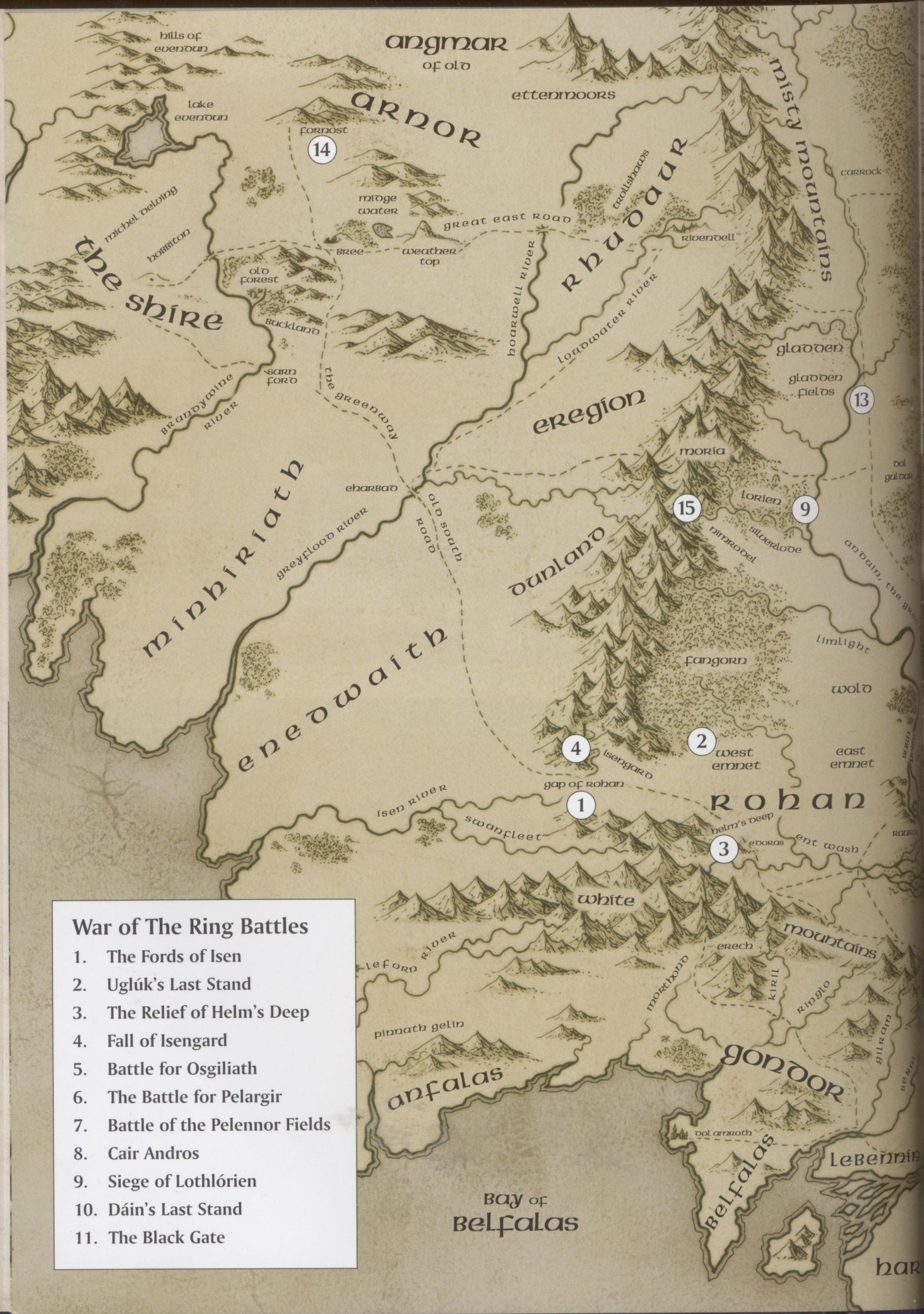




Left: In a fury of destruction, the Ents begin to destroy the many machineries of Orthanc.

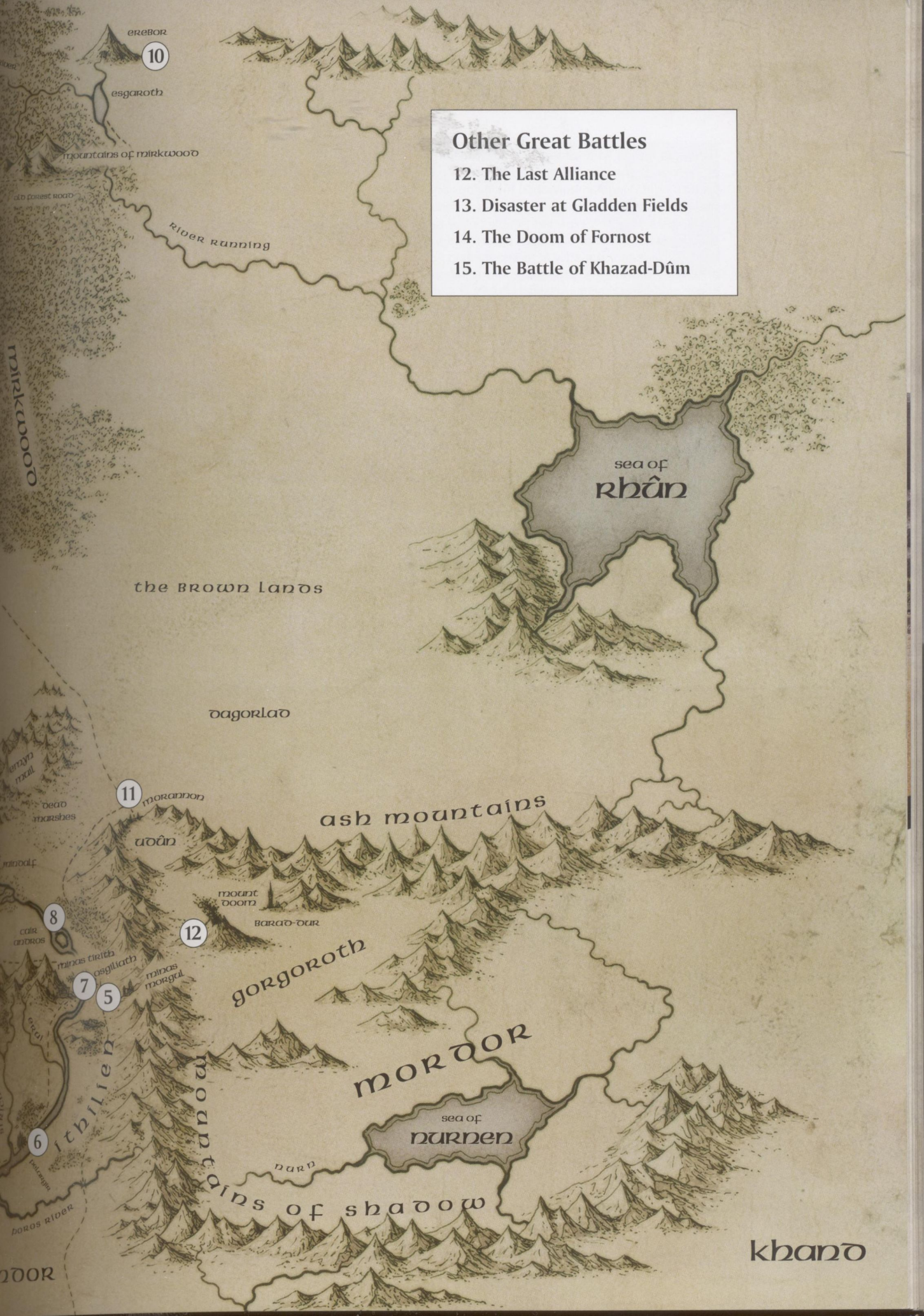
Below: Gandalf arrives in the nick of time, leading reinforcements to lift the siege of Helm's Deep.





War of The Ring Battles

1. The Fords of Isen
2. Uglúk's Last Stand
3. The Relief of Helm's Deep
4. Fall of Isengard
5. Battle for Osgiliath
6. The Battle for Pelargir
7. Battle of the Pelennor Fields
8. Cair Andros
9. Siege of Lothlórien
10. Dáin's Last Stand
11. The Black Gate


Other Great Battles
12. The Last Alliance
13. Disaster at Gladden Fields
14. The Doom of Fornost
15. The Battle of Khazad-Dûm
erebor
10
esgaroth
mountains of mirkwood
old forest road
river running
mirkwood
sea of
rhûn
the brown lands
dagorlad
11
morannon
ash mountains
udûn
dead marshes
mount doom
barad-dûr
8
cair andros
12
minas tirith
osgiliath
minas morgul
7
5
gorgoroth
mordor
ithilien
6
sea of
nurnen
nurn
mountains of shadow
poros river
khand

The Fords of Isen

The Battle for the Fords of Isen is the first major conflict of the War of The Ring. Wishing to become a power in his own right, Saruman unleashed his legions of Uruk-hai against the Rohirrim. Though some in the kingdom of Rohan were wary and expected trouble out of Isengard, Théoden, King of Rohan had been ensorcelled by the White Wizard and so readily accepted the bad counsel of Gríma Wormtongue. Little effort was to be made by Rohan to defend their vulnerable borders. Théodred, the king's son, felt the growing threat of Saruman must be met head-on. Defying orders, Théodred read the impending signs of invasion and sent many scouts to the borders and prepared at least some defence.

So it was that Théodred came to be in charge of Rohan's westernmost defences. Knowing the only place to cross the river Isen with a large army was at the fords, he chose to make his stand there. Loss of the fords would allow Saruman's minions to roam far and wide into Rohan's heartlands – the unprotected ricks and cots of the rich vale of West Emnet. Despite the correct assumptions of Théodred, Saruman's attack came far more quickly than anticipated and with much greater strength. For Saruman had long built up his forces, breeding Uruk-hai and lesser Orcs, along with stirring up the long enmity of the wildmen of Dunland.

Can the first thrust of Saruman be blunted? Can Théodred hold the fords against superior numbers? Will Rohan be swept out of the war in the first battle?

Good Forces

- East Bank Force – Théodred's Knights (four companies strong) on foot and two companies of Oathsworn Bowmen.
- West Bank Force – Grimbold's Helmingas (six companies strong) on foot and two companies of Oathsworn Bowmen.
- The River Defence Force – Up to 1000 points of formations chosen from the Rohan army list, following the normal restrictions. No Epic Heroes or Legendary formations may be selected from these points.
- The Relief Force – Elfhelm's Riders (six companies strong) and up to 500 points of formations chosen from the Rohan army list. No additional Epic Heroes or Legendary formations may be selected from these points.

Evil Forces

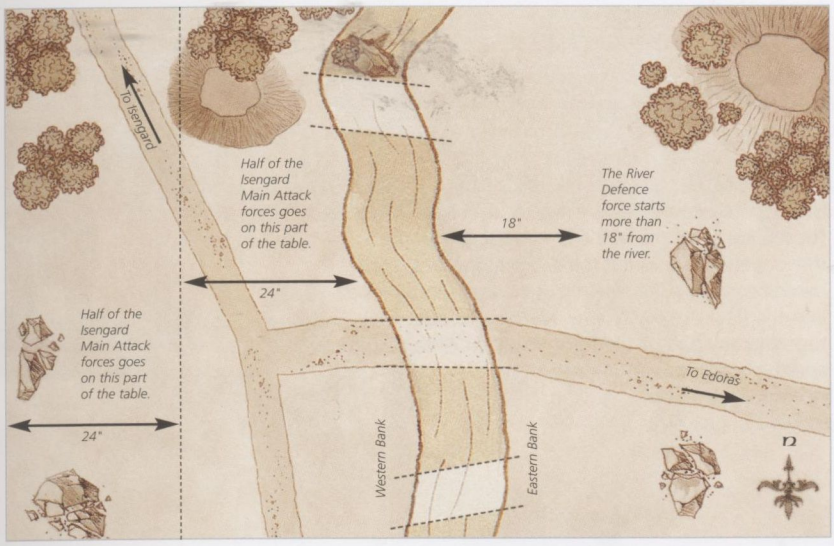
- The Main Attack – Up to 3,500 points of formations chosen from the Isengard army list with the following restrictions: Saruman, Uglúk, and Lurtz may not take part in this battle.
- The Flanking Force – Up to 500 points of formations chosen from the Isengard army list following the same restrictions as per the Main Attack.



The Battlefield

This scenario is played on a board roughly 10' x 6'. The River Isen is roughly 24" wide and flows from the centre of the northern board edge to the centre of the southern board edge. The river is considered impassable terrain, except at the fords. There are three fords across the Isen in total, each about 10" wide. There is a small islet – roughly 6" x 10" in size – in the northern half of the river. The islet is considered defensible terrain, and has a Capacity of up to four companies, adding +2 to an occupier's Defence.

Deployment. The forces of Good must set up first, and also win priority for the first turn. Deployment zones and entry points are marked on the map.



- *The Isengard Main Attack must be divided as equally as possible between the two halves of the Western board, but may not be set up within 12" of the enemy.*
- *The West Bank Force must be deployed within 6" of the western bank.*
- *The East Bank Force must be deployed within 6" of the eastern bank.*
- *The Isengard Flanking Force enters the table from anywhere on the northern board edge at the start of the Isengard Move phase in Turn 2.*
- *The Relief Force can enter play from anywhere on the eastern board edge at the start of the Rohan Move phase in Turn 3. Elfhelm's Riders may choose the southern edge as well.*
- *The River Defence Force must be deployed more than 18" from the river.*



Victory Conditions

Rohan wins if, by the end of any turn, the Isengard army is reduced to less than a third of its starting strength – i.e. more than two thirds of the companies in the Isengard army are destroyed. Isengard wins if, at the end of any turn, they can claim control of all three fords. To be considered in control of a ford there must be a friendly company within 3" of the ford and no enemy companies within 3". If both armies achieve their victory conditions in the same turn, the game is a draw, with a slight nod to Rohan if Théodred is alive, and Isengard if he is slain.

Special Rules

Stand of Defiance. This is Théodred's hour, the moment in which the Prince of Rohan shall forge a name that will live through history or fade into obscurity. For this scenario, Théodred may expend one point of Might and allow any friendly formation that has lost a round of combat within 24" to automatically count as if they had rolled a steadfast result.

The Isen Runs Red. The River Isen runs deeply and may only be crossed at the fords. Any formation that loses a fight while any part of their formation is touching the fords takes D6 extra hits. This represents the perilous conditions as combatants lose their footing on the rocky fords and are trampled or swept away altogether. If a formation loses the fight but rolls a steadfast result, no extra damage from the slippery footing is sustained.

Shieldwall across the Isen

By crossing the river Isen in force, Saruman openly declares war between Isengard and Rohan. Here is our battle at the crucial point.

This is a challenging scenario for both sides and the game invariably turns into a bloodbath at the fords. The forces of Isengard must endeavour to push forward quickly, aiming to take out Théodred at their first opportunity. Until they can force a passage across the fords, the Uruk-hai cannot take advantage of their superior numbers. For the Rohirrim, the battle is a delaying action – the longer they hold the fords, the more likely their reinforcements will arrive and strike like a thunderbolt into the flanks of the enemy. Losing a combat while touching any part of the fords results in extra casualties and the Isen is sure to run red.



Théodred is the key to both sides. If the minions of Isengard can slay the King's son, then the Rohirrim's hold on the fords will begin to crumble.

The army of Isengard must savagely destroy the forces of Rohan and claim all three of the fords.

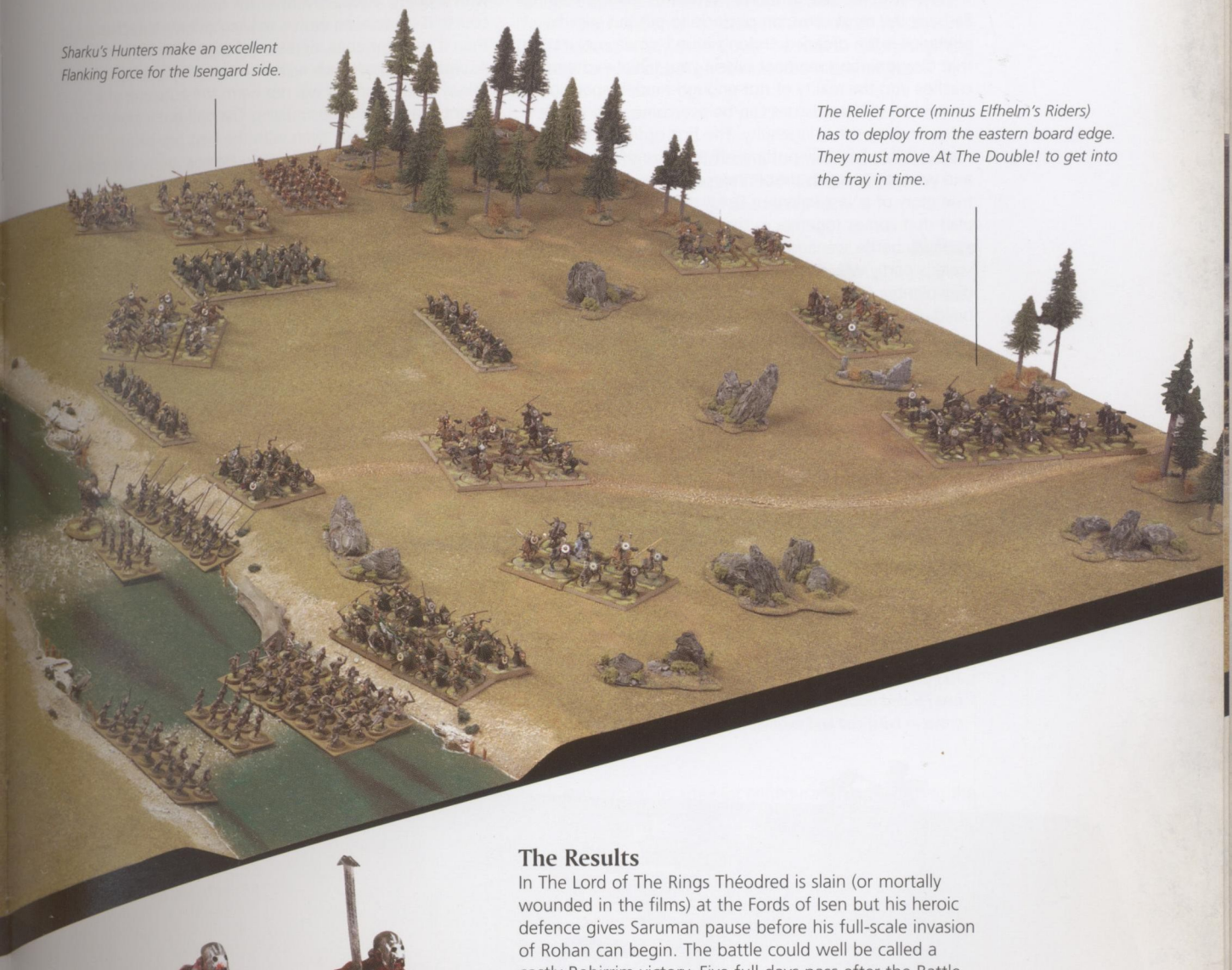
Elfhelm's Riders can come in anywhere on either the eastern or southern board edge at the start of Turn 3. This Relief Force is bound to be desperately needed by the heavily outnumbered Rohirrim, so be sure to take advantage of being able to position Elfhelm's Riders behind enemy territory.



Because of the scenario special rules, a formation losing a fight while crossing the ford takes extra hits. This makes the defence of the fords especially bloody, as failure to win a fight leaves a slew of casualties behind.

Sharku's Hunters make an excellent Flanking Force for the Isengard side.

The Relief Force (minus Elfhelm's Riders) has to deploy from the eastern board edge. They must move At The Double! to get into the fray in time.





To break through determined defences, try sending a company of Berserkers to do the job – few can withstand the hard-hitting impact of such shock troops!

The Results

In The Lord of The Rings Théodred is slain (or mortally wounded in the films) at the Fords of Isen but his heroic defence gives Saruman pause before his full-scale invasion of Rohan can begin. The battle could well be called a costly Rohirrim victory. Five full days pass after the Battle at the Fords of Isen before Saruman empties Isengard to "destroy the world of men".

In our battles this scenario proved to be a closely fought affair, with the vast majority of the wins going to the fighting Uruk-hai. The most memorable battle ended in a draw, with a much reduced wedge of Uruk-hai and Dunlendings slaying all the defenders near the river and claiming the fords before a combat with Elfhelm's Riders elsewhere on the battlefield slew enough of the Isengard army to break them in the same turn.

Altering Scenarios

The advantages of recreating scenarios from famous battles are numerous. Who doesn't want to recreate the clash of the Rohirrim with the charging Mûmakil, or the desperate last stand outside the gates of Mordor? Playing these key battles, however, often presents some formidable obstacles. This short section is about how players can tweak scenarios to better fit their needs and model collections.

Perhaps the most common obstacle to playing specific scenarios is the dreaded "I don't have" syndrome. It's that disappointing moment where your initial excitement crashes into the reality of not-enough-models-space-or terrain. All of these issues can be overcome with a little extra work or some ingenuity. The first option is the long road – this is basically putting off the date of your game and working towards that immense battle. Capturing the true glory of a vast Pelennor Fields game is not the sort of plan that comes together in the same time as a pick up and play battle scenario. That's ok – the sheer size and scale is partly why the battle is so inspirational. You can play plenty of smaller battles in the meantime while you build up suitably epic armies and terrain.

The second option is to join together with other players in order to mass resources. The collecting and painting can be split any way you like, but will often fall along army lines (one ally collects Gondor and the other collects Rohan). The player with the least army building to do could handle the terrain requirements, or everyone could chip in and help. This is where gaming clubs and events really come into their own, as truly epic battles can be achieved, larger gaming spaces can be rented, and everyone can contribute (more on Getting Involved can be found on page 316.).

Another option is to scale the scenario down to a size you can handle. This is often a simple mathematical job with a bit of swapping. For instance, a scenario like The Fall of Isengard that requires 2,000 points of Ents will seem daunting to a player with only six Ent models. So scale everything down proportionally (in this case by two-thirds). Where missing a particular Hero or company that was historically at the battle you can replace the model with a points equivalent from the relevant army. Of course it is easier to switch out secondary characters than it is major ones. Replacing Forlong the Fat and his Axemen of Lossarnach with a similar point's worth of Minas Tirith Warriors will not harm the outcome of a mighty battle, whereas missing Gandalf out is likely to create an impact. Even with the best pre-game preparation sometimes warriors, Heroes, or terrain will have to be represented by something similar. When what you see isn't what you get, this should be pointed out and agreed with all players before the battle begins.

We have left out one of the most important (and enjoyable) options to altering scenarios that recreate famous battles – the "those-guys-who-wrote-the-scenario-got-it-wrong" syndrome. There is always raging debate about the troops, disposition, or events at even the most documented historical battles, so the chance of everyone agreeing on every point for recreating the fictional battles of The Lord of The Rings is probably non-existent. If you want to add more detail or make alterations we encourage you to do so – just be sure to discuss and agree beforehand with your fellow gamers.

This gaming table is set up for of the Fords of Isen scenario (pictured on the previous page), but rather than the suggested size it has been scaled down to fit onto a 6'x4' table. As the board size has shrunk, so too have the corresponding forces. The scenario should prove as balanced and exciting as the game fought out on the larger table.



If a scenario calls for a specific piece of terrain it is possible for modellers or terrain builders to lavish attention on the item, but it is equally viable to cobble something together quickly to meet the requirements. This blue paper river is perfectly serviceable for the Fords of Isen with sand representing the fords and garden pebbles helping to define the river banks.

Armies

When recreating the famous battles of the War of The Ring it was essential to give information on the forces involved. We have, for the most part, listed as requirements only the characters that were known to be at the battle. The warriors and allies have been listed as a points total, leaving players to decide which models to take. It is possible to glean more detail about what kinds of troops were involved based on careful re-reading of the books or watching of the films. Players interested in doing such further research will find their collecting and game planning even more rewarding.

As far as discerning how many warriors were at each battle we have tried to present a ratio intended to bring about an enjoyable game. Players wishing for larger or smaller forces, or more or less historical detail, should adjust each side accordingly. Some players find the challenge of attempting to collect a large number of models in order to play a particular game a motivating factor, while others find it onerous and are more than happy to substitute miniatures or adjust the scenarios. The choice is entirely yours.

When it comes to using your collection of models you may find that you do not have the Citadel miniatures to portray each Hero or character model. This should not prove a problem amongst friends, just be sure to point out such discrepancies. Conversely, it is quite possible to use favourite models from your collection to represent various Captains or Heroes. In our games we have seen Dwarf Kings as Captains, Isengard Ruffians as Wildmen of Dunland, and many others. Just be sure to clarify anything unusual to your opponent before the game begins.

Following are two army lists for the Rohirrim at the Fords of Isen. The first is exactly according to the scenario on page 248, while the second list has its points reduced by one half (including the free companies). Both lists are differently composed and both will allow for an enjoyable battle that is crucial to the fate of Rohan and Isengard.

Rohan Army List 1	Points
• Théodred's Knights (4 companies) on foot.	Free
• Oathsworn Bowmen (2 companies).	Free
• Grimbold's Helmingas (4 companies) on foot.	Free
• Oathsworn Bowmen (2 companies).	Free
River Defence Force (1000 points).	
• Riders of Rohan Éored (9 companies) with a Captain.	320
• Riders of Rohan Éored (6 companies) with a Captain.	230
• Riders of Rohan Éored (6 companies) with a Captain.	230
• Oathsworn Militia (4 companies) with a Captain, Banner Bearer, Hornblower.	180
• Oathsworn Bowmen (2 companies).	40
The Relief Force (490 points)	
• Elfhelm's Riders (6 companies).	Free
• Royal Knights (6 companies) with a Captain.	260
• Riders of Rohan Éored (6 companies) with a Captain.	230

Rohan Army List 2	Points
• Théodred's Knights (2 companies) on foot.	Free
• Oathsworn Bowmen (1 company).	Free
• Grimbold's Helmingas (2 companies) on foot.	Free
• Oathsworn Bowmen (1 company).	Free
River Defence Force (500 points).	
• Riders of Rohan Éored (4 companies) with a Captain.	170
• Riders of Rohan Éored (4 companies).	120
• Rohan Royal Guard (4 companies).	140
• Outrider Éored (2 companies).	70
The Relief Force (240 points)	
• Elfhelm's Riders (3 companies).	Free
• Riders of Rohan Éored (3 companies).	90
• Riders of Rohan Éored (3 companies).	90
• Oathsworn Militia (3 companies).	60

The Fords of Isen scenario can be enjoyed at countless points totals and numerous army list configurations. Try playing the same battle several times, each game using a differently composed army list. Altering your mix of troops, such as infantry instead of cavalry, or concentrating on archers, can add new challenges and force your opponent to change his tactics.

A Note on Game Balance

It is worth addressing how the authors approached the question of game balance for the Great Battles section. The scenarios are fair, in that each side has a chance to achieve their victory conditions, but they are not equal or evenly balanced – and they certainly weren't meant to be. Our goal for the famous battles was to present an enjoyable game that captured the spirit and glory of that particular battle. Some of the epic confrontations in The Lord of The Rings are notably not 'balanced' and are decidedly stacked in favour of one side or another. For instance, Théodred's task of holding the Fords of Isen is possible, but improbable. The drama of the storyline and the epic quality of the heroes (or villains) makes these battles a gaming spectacle, a joy to witness and take part in recreating. In a few of the scenarios for one side to win will take great tactical skill, luck, or command blunders by your enemy (or maybe a combination of all three) to win the day. Players may wish to switch sides and refight the same scenarios from the opposite side as this will give a greater appreciation for the battle and a convenient measuring stick for competitive players to judge each other against.

Uglúk's Last Stand

Despite the costly victory at the Fords of Isen, the defenders of Rohan are unable to completely stem the tide of invaders crossing into their realm. With Théoden a prisoner to dark magics, Rohan is weak and its armies nigh leaderless. Saruman takes full advantage of this frailty. Small groups of Uruk-hai bypass the garrisoned river crossings and slip into Rohan, burning and slaying wherever they go. Yet the minions of Saruman do not have it all their own way. Éomer, nephew to the king, does not rest idle in these dark times – the hunters of Isengard now find themselves to be the prey.

Meanwhile, a small band of Uruk-hai, survivors of a bloody clash with the Fellowship of the Ring, head home to Isengard bearing prisoners for their master. Uglúk, an Uruk-hai brutal beyond the norm of even his wicked race, aims to see Merry and Pippin in the hands of Saruman. Alas for him, the Rohirrim have become more watchful since Saruman's betrayal. Word of the fugitives soon reaches Éomer. Though he remains ignorant of Uglúk's true purpose, Éomer spurs north to avenge his slaughtered kinsmen.

A victory for Uglúk can rob Rohan of one of its most powerful leaders. Without Éomer's intervention it is doubtful that Merry and Pippin would have escaped to ultimately bring Treebeard and the Ents into the war. Had Uglúk delivered his prisoners to Orthanc, what secrets would the Halflings have divulged?

Good Forces

- Éomer, Marshal of the Riddermark.
- Up to 1,250 points of Riders of Rohan, Royal Guard, or Outriders formations may be chosen from the Kingdom of Rohan army list. No additional Epic Heroes or Legendary formations may be selected.

Evil Forces

- Uglúk's Raiders (one company strong).
- Grishnákh's Trackers (one company strong).
- Up to 750 points of formations chosen in any combination from the Isengard army list, following the normal restrictions, as well as the following restrictions. No cavalry or artillery may be selected, nor may any additional Epic Heroes or Legendary formations be added. You may also use these points to expand the size of the Legendary formations given above.
- Mauhúr's Marauders (three companies strong).
- Merry and Pippin – as objectives only.

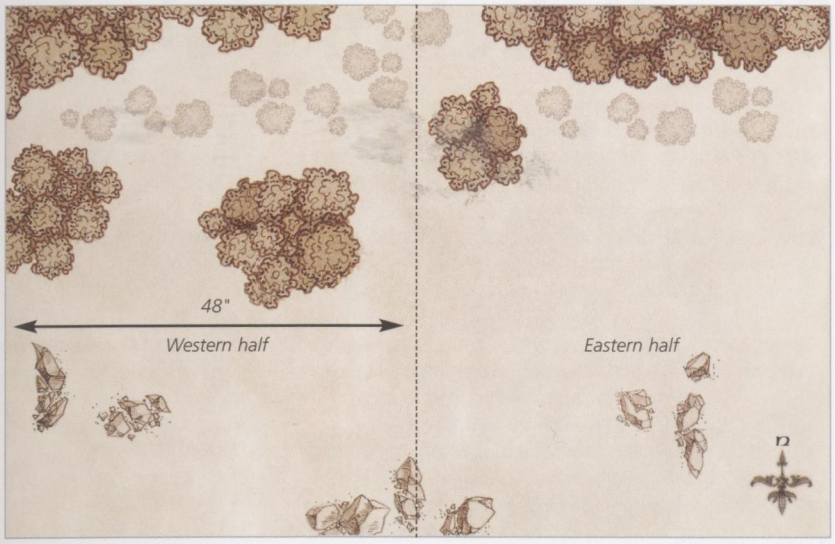
"Looks like meat's back on the menu boys!"

– Uglúk, The Two Towers



The Battlefield

This scenario is played on a board roughly 8' x 4', with the long board edges representing the north and south boundaries of the battlefield. The outskirts of Fangorn Forest intrude onto the northern board edge and this is represented by several individual forests along the northern border. Each forest section has a Capacity of 6. The forest floor, considered to be within 8" of the northern table edge, is choked with underbrush and treated as difficult terrain.



Deployment. The Evil player deploys first and may set up anywhere on the eastern half of the gaming board. Merry and Pippin are deployed as per the Prisoners rule below.

The forces of Good deploy second and may set up anywhere on the table, but not within 12" of the enemy.

- *The Evil forces set up first in the eastern half of the battlefield. The formation that 'carries' Merry and Pippin must start at least 48" away from the western board edge.*
- *Mauhúr's Marauders enter play from any table edge at the start of the third Uruk-hai Move phase.*



The Uruk-hai Scouts carrying Merry and Pippin are ideal for use in this scenario.

Victory Conditions

Rohan wins if the Isengard army is reduced to less than a third of its starting strength – i.e. more than two thirds of the companies in the Isengard army are destroyed. Note that if Éomer is slain, the best the Rohan side can manage is a draw.

Isengard wins if the formation carrying Merry and Pippin manages to exit the board via the western board edge. Only the formation carrying Merry and Pippin may exit the board, and it only counts as a victory if they do so as part of a deliberate move – otherwise the best the Isengard side can manage is a draw.

If the formation carrying Merry and Pippin is destroyed, the Hobbits are placed by the Rohirrim player within 6" of the combat, but may not be placed within a formation. The Hobbits may move 3" (being partially tied up and utterly exhausted) as part of the Rohirrim turn, but they may not join a friendly formation, nor can they end their turn within 3" of any Rohirrim formation. This represents the Elven cloaks of the Hobbits keeping them concealed, and the innate ability of the horses to avoid the Hobbits in the dark. Should any of the Isengard formations move into base contact with the Hobbits, the Halflings are once again made captive and become prisoners again (see the Special Rules, right).

Special Rules

The Living Forest. The trees of Fangorn have suffered long at the hands of Saruman's minions and many are waiting to take their revenge. Any formation containing Orcs or Uruk-hai that travels within 3" of any forest during any part of its move must roll a D6. On a roll of 4+ the formation will take D3 casualties as the forest takes its toll.

Prisoners. Before the game begins, the Isengard player deploys Merry and Pippin in a formation of his choice, at least 48" from the western board edge. As prisoners the Hobbits do not take an active part in the battle – they are carried or herded by cruel Uruk-hai captors. The formation that carries the prisoners suffers a -1" penalty to their Move value.

At the start of his Move phase, the Isengard player may attempt to transfer Merry and Pippin from the formation they occupy. To do so, he rolls a D6. On a roll of 1 or 2, the Hobbits struggle wildly – by the time they are subdued, the opportunity has been lost. On a 3 or more, a pair of swift blows silences the Hobbits and they may immediately be moved to another formation within 6", although neither formation may move more than half their total distance in any turn that has a transfer (successful or not).

The Relief of Helm's Deep

Saruman's armies are on the march, and the fate of Rohan hangs in the balance. Faced with the onset of an army comprising thousands of fanatical Uruk-hai, Théoden, finally freed from Saruman's sorcery, leads his people to the refuge of Helm's Deep. The walls of that ancient fortress are thick and strong – only here can the Rohirrim hope to weather the oncoming storm, whilst Gandalf seeks aid from Rohan's previously broken defences.

Undaunted by the legend of Helm's Deep, the Isengard army swiftly brings the fortress under siege. A brutal battle ensues, and only through the actions of valiant Heroes are the defences maintained. By every hand are songworthy deeds performed, but Saruman's will is not to be denied. Sorcerous fire shatters the Deeping Wall, and with its loss the defenders are forced to fall back to the caves behind, or some few to the citadel. Still, the defenders do not give up. Rallying behind Aragorn and Théoden, they ride out against the pikes and swords of the Uruk-hai, determined to either win a great victory or make their ending one worthy of song.

At first, the defiant charge is successful. The riders sally out of Helm's Deep, scattering all before them – but the weight of numbers begins to take its toll. Even the valour of Aragorn and his companions seems insufficient to carry the day, and Isengard's victory seems certain. When all seems lost, an answering Rohirrim horn echoes from across the valley – Gandalf has come, and he is not alone.

Good Forces

- Théoden.
- The King's Guard (four companies strong).
- Aragorn, Isildur's Heir.
- Éomer.
- Legolas.
- Gimli.
- Up to 1,000 points of formations chosen from the Kingdom of Rohan army list, following all of the normal restrictions.

The Relief Force

- Gandalf the White.
- Erkenbrand's Riders (six companies strong).
- Up to 2,000 points of formations chosen from the Kingdom of Rohan army list, following the normal restrictions except that no additional Epic Heroes or Legendary formations may be selected.

Evil Forces

- Up to 5,000 points of formations chosen in any combination from the Isengard army list, following the normal restrictions except that no Epic Heroes may be selected and Vrashku's Talons are the only Legendary formation that may be chosen.



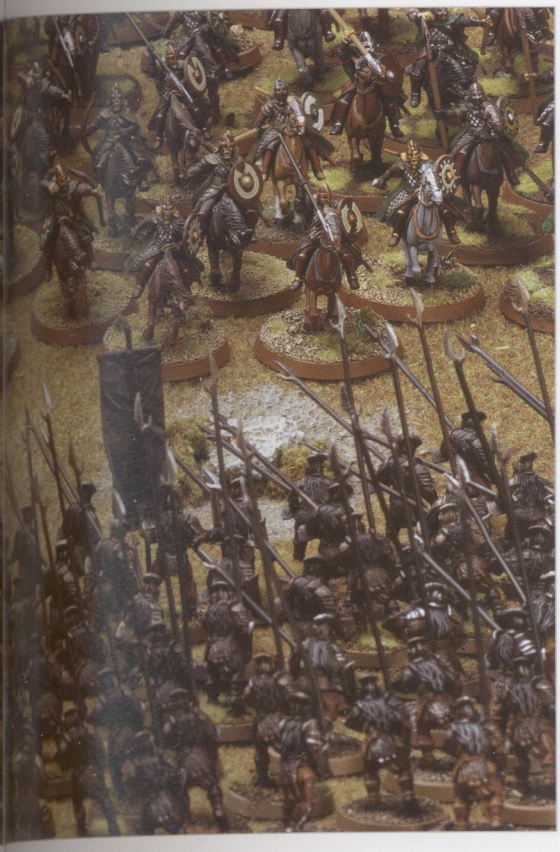
The Battlefield

This scenario is played on a board roughly 8' x 6', The fortress of Helm's Deep runs across one board edge. The main fortress of Helm's Deep can be treated as impassable terrain, or divided into a series of defensible terrain features at the players' discretion. In either case, the ramp is treated as passable terrain. The Deeping Wall can be treated as impassable terrain, or divided into a series of defensible terrain features at the players' discretion. There is a breach in the wall of about 6" in width – this is difficult terrain.



Deployment. The forces of Good set up first. King Théoden's forces must be deployed on the ramp or within 12" of Helm's Deep or the Deeping Wall. The Relief Force is set up in the zone marked on the map. The Isengard players sets up second and not within 6" of any enemy models.

- *Théoden and the besieged forces of Good may set up on the causeway ramp or anywhere within 12" of Helm's Deep, including the Causeway Ramp and the Deeping Wall.*
- *The Good side always wins priority for the first two turns (see Special Rules below).*



Victory Conditions

Rohan wins if, by the end of any turn, the Isengard army is reduced to less than a fourth of its starting strength – i.e. more than three quarters of the companies in the Isengard army are destroyed. If both Gandalf and Aragorn are slain, the best result Rohan can achieve is a draw.

Isengard wins if they can either, by the end of any turn, reduce the forces of Rohan to less than a fourth of their starting strength, or slay three or more of the following heroes: Gandalf, Aragorn, Théoden, Éomer.

Special Rules

The Horns of Rohan. Before sallying out, Théoden commanded Helm's horn be sounded. This mighty hornblast was answered by the horns of Erkenbrand and the echoes reverberated down the Hornburg. This sudden turning of the tide throws the Uruk-hai into disarray. The forces of Good automatically win priority for the first two turns. Additionally, for the entire first turn the forces of Isengard suffer -1 penalty to their Fight and Courage values and will not gain any bonus for bearing pikes.

The Devilry of Saruman. After deployment, but before the first turn, the Isengard player can place a bomb marker (60mm in size) representing an as-yet unused explosive cache. It may not be placed within 12" of the causeway. Roll at the start of each Priority phase. On a roll of a 6, the bomb explodes, inflicting 2D6 automatic hits on every formation within 3D6" (roll separately for each). The marker is removed after it blows up.

Sound Helm's Horn

This scenario recreates one of the most dramatic scenes in the books and films, deserving to be recreated on a grand scale...

The Relief of Helm's Deep is a slogging match of epic proportions! The first few turns of this scenario are not full of manoeuvre or delicacy – they are rife with battering charges and massive clashes of attrition. You will be throwing dice by the bucketload from the first turn on, but don't be lulled into thinking it is a simple exercise in dice rolling. For the forces of Good, keeping your Heroes alive is no easy task. You will need them at the forefront of charging spearheads, but remember to move your Epic Heroes before their formations soak up too many casualties. For the forces of Isengard – be patient. You must wear your foe down, but sooner or later Gandalf, Aragorn, and Théoden will be in a vulnerable position and then you have to strike hard!

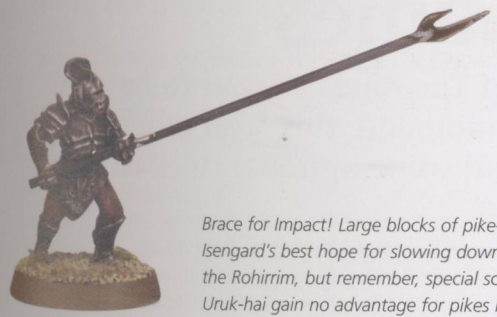


"When dawn comes, I will bid men sound Helm's horn, and I will ride forth."

– Théoden, The Lord of The Rings



Éomer and Gimli, along with three companies of Oathsworn Militia, travel through the Deeping Stream to join the fray.





Brace for Impact! Large blocks of pike-armed Uruk-hai are Isengard's best hope for slowing down the cavalry charges from the Rohirrim, but remember, special scenario rules dictate the Uruk-hai gain no advantage for pikes in the first turn.

The Results

In The Lord of The Rings the forces of Good survive the storm and win a mighty victory. The forces of Isengard are broken between the sally from out of Helm's Deep led by Théoden and Aragorn and the downhill charge from the relief force of Gandalf and Erkenbrand (or Éomer in the films). After this battle the military power of Saruman is utterly destroyed.

In our battles this scenario proved to be an all-day affair, that could suddenly swing as a bad turn or an unlucky Heroic Duel instantly changed victory to defeat.

Multi-player Games

The truly epic battles of The Lord of The Rings cry out to be recreated on a grand scale. To accommodate this level of gaming here are a few tips for big games and some optional rules to try out.

It is possible to recreate the Great Battles of the War of The Ring in a scaled-down version or against a single opponent, but what works really well with games of this magnitude are multi-player battles. Almost all of the playtesting we did for the larger games had at least two players per side, with several of the battles having quite a few more. For some scenarios, particularly the Battle of Pelennor Fields, it really is 'the more, the merrier'. There are a few tips that can help keep your larger battles moving along.

Planning is the Key

A little organisation goes a long way and some planning before a large multi-player battle will help the game run smoothly. Arranging a date far in advance so all involved players can be free is a solid start, but if you cannot agree a date, pick one that the majority can make. Keep in mind that in a large enough group someone will almost always drop out (often at the last minute). Planning the scenario, the battlefield, and the division of troops is also a must. Some players will attempt to do all the work and planning themselves, but it's a good idea to rope in some help, even if it is just deputising someone to be in charge of bringing snacks or drinks. A backup plan is worth considering, as someone always forgets something.

In large battles it is best to divide control of models along sensible lines – by troop type, deployment area, and so on. This works easily in some games, such as the Pelennor Fields, where the forces of Good can be divided with a player controlling the Rohirrim, another controlling the forces that sally forth from Minas Tirith, and another player can take control of Aragorn and his reinforcements from the Black Fleet. It is best for a player to control the models in a certain area of the gaming table, relinquishing command to an ally should a formation stray too far out of this zone. This avoids lots of shuffling and warriors on other ends of the table are often forgotten or moved out of sequence.

A large battle of War of The Ring in progress. Each player is controlling about 1,500 points.



The chance to play enormous battles, along with the camaraderie of many fellow players, makes multi-player battles well worth the effort to plan and set up. Of course, having someone else to commiserate with over bad dice (or someone to take the blame!) is also a viable reason to find a few teammates.

Optional Rules Suggestions

Large battlefields and multi-player games may require a bit of fine-tuning and finagling on the rules front. These sort of special scenario tweaks are easily done by a games master if you are lucky enough to have one, or by general group consensus if you haven't. The optional rules listed below should be taken as an example and used as an inspiration or a jumping-off point for players to invent their own scenario tweaks.

Extended Ranges

The enormous sizes of several of the legendary War of The Ring battlefields make some of the given ranges for spells less effective than we desired. We simply agreed to increase spell ranges for some of our battles, increasing them by 50% or more for battlefields that stretched over 10' in width.

Following Your Leader

In some multi-player battles we allowed the player controlling the overall commanding character some extra Might that could be given to other Heros This extra reservoir lasted for as long as the player could keep the commander alive – so for instance, as long as a player could keep Aragorn alive at the battle of the Black Gate. Each turn the player controlling the leader could dole out a Might point (or two or three in very large battles) to any of his teammate's Heroes or Captains, but never his own models. If the Might wasn't given out in the turn it was lost. This encouraged players to work together and a good leader was required to make tough decisions about where to spend his extra Might!

Communications

An exciting variant for multi-player games is to allow teammates on both sides some time before rolling for priority to discuss and coordinate the turn's tactics, such as "do we want to go first or second? Should I press the attack on the left flank?" About five minutes will do and then, after rolling for priority, tactical game conversations are not allowed. This represents the chaos of battle and all but the most coordinated of allies may find themselves working at cross purposes or leaving a comrade's flank exposed at just the wrong time. The use of a Might point by a Hero will allow the controlling player to converse with a single teammate during a turn. Naturally this rule relies on the good will of all players involved and accidental slippages should carry a slight penalty, say allowing your opponent to force a single re-roll of a successful dice roll during that turn (ominous, but not over zealous). With the right gaming group this sort of rule can be quite enjoyable, however, it should add to the game's camaraderie, not eradicate it.



Fall of Isengard

Saruman has miscalculated, and miscalculated badly. His mighty army has been destroyed, slaughtered before the walls of Helm's Deep by the vengeful Rohirrim. Worse yet, the slumbering Ents of Fangorn Forest have been awakened to the White Wizard's evil. The last march of the Ents has begun, and it shall spell final doom for Saruman's dreams of conquest.

A handful of Ents and vast shadowy forests of vicious Huorns travel south to block all retreat from Helm's Deep. Most march on Isengard itself, their peaceful natures roused by the wanton destruction of Saruman's wicked schemes. With Treebeard at their head, the Ents easily breach the outer ring of Isengard – few walls can withstand a furious Ent, let alone an army of such creatures. However, Saruman is not yet entirely defenceless. Hundreds of Orcs still labour within the circle of Isengard and, at their master's urging, muster to defend the workshops, mines and smithies.

At first glance, the Orcs seem doomed. It takes a dozen axes blows to fell an Ent, and no Orc survives long enough to land a second blow. However, Saruman, safe in his impregnable tower of Orthanc, soon turns his hand to the machinery deep within the many pits that pockmarked Isengard. Fire is deadly to the Ents and soon gouts of flame belch forth. The Orcs begin using burning pitch and alchemical mixtures to set their arrow and siege engine shots alight. Can the Ents defeat the forces of Isengard before they are consumed by fire?

Good Forces

- Treebeard.
- Quickbeam.
- Beechbone.
- Up to 2,000 points of Ents chosen from the Forgotten Kingdoms army list.
- Merry and Pippin (see Special Rules opposite).

Evil Forces

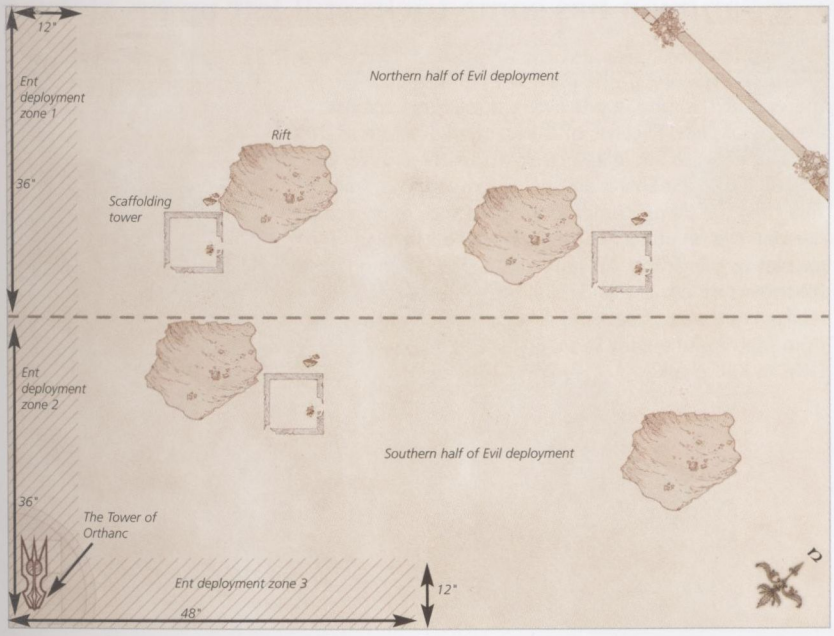
- Saruman the White.
- Up to 1,500 points of formations chosen from the Isengard army list, with the following restrictions: no additional Epic Heroes or Legendary formations may be selected, and there must be three (or more) Common formations for every Rare formation (representing the fact that Saruman has already sent out most of his best warriors to the battles against the Rohirrim!).

"Though Isengard be strong and hard,
as cold as stone and bare as bone,
We go, we go, we go to war..."
– Warmarch of the Ents, The Lord of The Rings



The Battlefield

This scenario is played on a board roughly 6' x 8'. The River Isen is dammed in the northern corner of the board. You'll also need a representation of Orthanc, from whose balcony Saruman can safely direct the battle – this sits on the southern corner (see map). Several vast rifts dot the battlefield – these are impassable terrain but may serve as spawning points for Isengard Orc Warbands throughout the battle. The ramshackle towers are defensible terrain with a Capacity of three and a Defence bonus of +2.



Deployment. The Good forces must set up first. Both sides must divide their forces between their deployment zones as marked on the map.

- *Good Deployment. The Ents must divide their numbers as equally as possible between all three of their deployment zones.*
- *The Ents always go first in this battle.*
- *Evil Deployment. The Forces of Evil must deploy at least three formations in each board half (divided by north and south). Evil formations may not be deployed within 6" of an Ent deployment zone.*

Victory Conditions

Fangorn wins immediately if the dam is destroyed. The dam has Defence 10 and can be attacked as if it were a formation (the dam is, of course, immune to the effects of Terror). Keep track of the number of hits inflicted on the dam – once it has suffered 10 hits, it is destroyed! Isengard wins if all the Ents are slain before they can achieve their objective.

Special Rules

Go on, get 'im! Before the game begins, the Good player deploys Merry and Pippin on an Ent of his choice (which may be Treebeard). The Hobbits do not take an active part in the battle – but instead call out encouragement. The Ent carrying the Hobbits redoubles his efforts and may re-roll any shooting and close combat attacks. Merry and Pippin can transfer from their bearer to another Ent in base contact during the Move phase. Should the Ent on which Merry and Pippin are placed be slain, they can immediately transfer to any Ent within 12". If there are no Ents within 12" the young Hobbits are removed from the game as casualties (doubtlessly falling victim to/eaten by the ravaging Orcs).

From the Depths. More of Saruman's lowly Orcs emerge from the forges and mineworkings of Isengard as the battle progresses. At the start of his Move phase, the Isengard player may take any full company of Isengard Orc Warbands previously removed as casualties and place them on the board in contact with a rift or chasm. Formations that return in this manner may not charge in the turn they arrive, but may otherwise act normally.

Burning Pitch. After all formations have been deployed, but before the first turn begins, the Isengard player can place up to three burning pitch markers (of roughly 60mm in size) anywhere on the board. Isengard formations touching a burning pitch marker add +1 to the Strength of their shooting attacks.

The Tower of Orthanc. The gleaming black stone of Orthanc is impossible to destroy or harm by any means. Unless you are lucky enough to have an obsidian tower in which to place Saruman, it is best to leave the White Wizard off the board or on the table edge to represent him safely tucked away in Orthanc. In any Isengard player's Move phase, Saruman may leave the safe confines of his tower – simply move him on from the board edge as marked. Saruman is free to move back into Orthanc, entering from the same table point. While in Orthanc Saruman is considered to have line of sight to anywhere on the tabletop.

Machinery of Orthanc. In the Shooting phase, if Saruman is in Orthanc and has not cast any spells this turn, he may instead choose to operate the machinery underneath Isengard. Saruman may cause great gouts of flame to vent from one of the many shafts that pockmark the ring of Orthanc. The Isengard player chooses any single target (except Treebeard, he is too wise to go near vents!) and on a roll of 4+ the model is engulfed in a fiery blast from below. Roll a D6+2 to determine the strength of each blast. All hits from the Machinery of Orthanc treat any target as Resilience 1.

Last March of the Ents

The fury of the Ents is unleashed upon Isengard, but Saruman has some tricks still left up his sleeve.

This is perhaps one of the most unusual scenarios in the War of The Ring. It pits over a dozen Ents against an army of Orcs. Because of the staggered nature of the deployment, the battlefield swirls across the entirety of the tabletop. The Ents must spend some serious time smashing the dam in order to win, but they must also keep an eye on attacking formations firing flaming missiles or the deadly Assault Ballista. The Burning Pitch, Machinery of Orthanc and From the Depths special rules really help the Evil side, who need to both delay the Ents from reaching the dam and continually chop away on the Hard to Kill! chart.



Saruman the White can either use his magic or the Machinery of Orthanc to stop the Ents from flooding the Ring of Orthanc.



The scaffolding towers are great spots for small formations of Isengard Orc Archers or Uruk-hai with crossbows. We counted our towers as +2 Defence and each could contain up to three companies, but this could be adjusted up or down depending on your terrain.

The Isengard player must use any available warriors to deny the Ents a clear shot at the dam. With Strength 8 Attacks it won't take too long for even a single Ent to seriously damage the dam.

To mark the burning pitch we used thick card painted as fire.



Archers and Uruk-hai with crossbows can stand near the burning pitch to gain flaming shafts.



From these tactical heights Orcs can rain missile fire on approaching Ents, who must decide between rushing to the dam or slowing down to attack the makeshift towers.

The Results

In The Lord of The Rings, Treebeard leads the Ents on a destructive rampage that bludgeons aside all opposition and turns Isengard into a swampy ruin. It is beyond a doubt a major victory for the forces of Good.

In our battles the scenario was always an enjoyable match-up. The game is a change of pace from the battle lines of a more typical engagement and both sides never failed to get in the spirit of rampaging Ents stomping through hordes of Orcs. The initial matches favoured the Ents, as it took a while for Evil players to work out the right mix of troops and tactics to both delay and destroy the formidable Ents. Getting lucky with Saruman's spells or his Machinery of Orthanc rolls helps quite a bit too!

Battle for Osgiliath

Rohan has been, for the time being, saved – but the War of The Ring is far from over. Although long in the planning, Sauron's great assault has been launched prematurely. Aragorn has wrested control of the palantír from the Dark Lord, but in doing so, he has revealed that an heir of Isildur yet lives. Gnawed by fear and doubt, Sauron has decided to strike quickly – before his age-old enemy can be bolstered. Thus the Dark Lands are momentarily emptied and countless legions of Orcs, Trolls and fallen Men march forth. Their target is Minas Tirith, and it is there that the decisive battles of the War of The Ring shall be fought.

First to feel Sauron's redoubled wrath is the broken outpost of Osgiliath. This once-proud city, and the river crossings it controls, is pivotal, for if Sauron seizes the city his troops will be able to freely march upon Minas Tirith. The defenders, led by Faramir, know that their numbers are too few to hold for long. Every moment that Sauron's armies can be held in abeyance is another moment in which Minas Tirith's armies and allies can be assembled.

Sauron's host is brazen, the Witch-king personally driving the dark host forward, heedless of the lives under his command. But for Faramir and the valour he inspires in his followers, the defenders of Osgiliath would have soon been swept away. As it is, the first assault has been stalled, but a second – far larger – attack wave now prepares to assail the crossings of the Anduin…

Good Forces

- Faramir.
- Rangers of Ithilien.
- Osgiliath Veterans.
- Up to 2,500 points of formations chosen from the following Gondor and Arnor army list selections: Minas Tirith Warriors, Minas Tirith Archers, Minas Tirith Knights, Rangers of Gondor, Avenger Bolt Throwers, Battlecry Trebuchet, or Citadel Guards. No other Epic Heroes or Legendary formations may be selected, but you may use your points to expand the size of the Legendary formations given above if you wish.

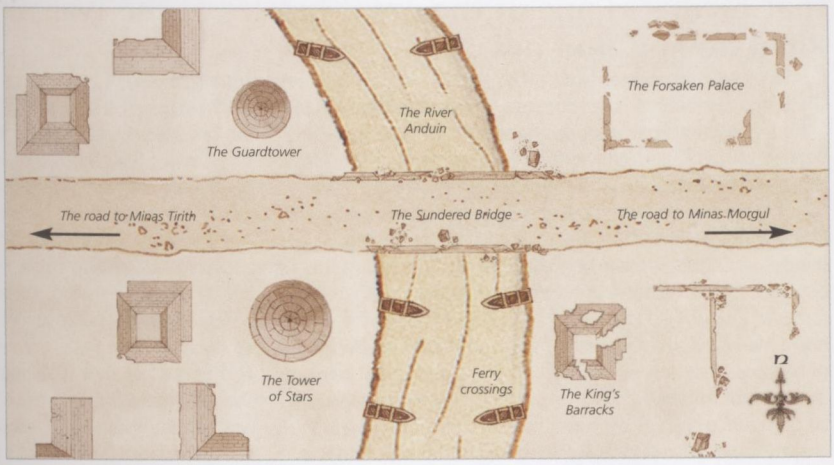
Evil Forces

- Winged Nazgûl – The Witch-king of Angmar.
- Gothmog, Castellan of Minas Morgul.
- Up to 3,000 points of formations chosen in any combination from the Mordor army list, following the normal restrictions, save that the only additional Epic Heroes that are available are extra Ringwraiths or Winged Nazgûl. No other Legendary formations may be chosen.
- Up to 500 points of any Common formations from the Fallen Realms army lists.



The Battlefield

This scenario is played on a board roughly 10' x 6' battlefield. The River Anduin flows from the centre of the north board edge to the centre of the south board edge. The Anduin is a deep and swift-flowing river – it is impassable terrain. However, there are several ferry points (represented on the battlefield by boats).



Deployment. The forces of Good must set-up first in the deployment zone as detailed below the map. The forces of Evil set up second, but may not deploy within 12" of an enemy.

Nazgûl on Fell Beast may choose to be set up as per normal, or may enter play from any board edge at the start of Turn 2. Dice off to see who has priority for Turn 1.

- *The forces of Good may set up anywhere on the bridge or the western half of the gaming table.*
- *The western half of Osgiliath is less damaged and contains a mix of nearly complete buildings and ruins.*
- *To keep it simple we declared all the ruins to give a +3 Defence bonus.*
- *The forces of Evil may set up anywhere on the eastern half of the gaming table, but not within 12" of either the Anduin or any enemy models.*
- *The eastern half of Osgiliath is badly damaged and contains only ruins and rubble.*

Victory Conditions

Both sides are trying to capture the whole of Osgiliath so that they might control the river-crossings. In game terms, this is represented through the capture of key objective structures. The Forsaken Palace, the King's Barracks, the Guardtower and the Tower of Stars are captured by whichever formation occupies them. The Sundered Bridge is controlled by the player with the most companies upon the bridge. The game lasts for six turns. At the end of the sixth turn, the side with the most objectives wins.

Special Rules

Roads. Formations that move along Osgiliath's roads for the whole of their move add 2" to their Move value. I.e. a formation of Minas Tirith Warriors would have Move 8, rather than 6. This is cumulative with other movement bonuses.

Hero of the Hour! In these dark days, Men look to Faramir for leadership. Whilst Faramir lives, all Gondor formations may use his Courage value instead of their own, exactly as if he led their formation.

The Cry of the Nazgûl. Once per game, at the start of the Mordor Move phase the Nazgûl can unleash their piercing cry. For the remainder of the turn, all Gondor Courage tests suffer a -2 penalty. The Cry of the Nazgûl cannot be used if all the Nazgûl are slain.

Ferry Points. Any formation in base contact with a ferry point at the end of the Charge phase may immediately attempt to cross the river. The side with priority announces any attempted crossings first. Nominate which of the ferry points will be the landing point. If there are no enemy within 6", treat the landing companies as if they had just exited a defensible structure, treating the river's edge as the terrain feature you are exiting. If the entire formation cannot fit in the landing zone (i.e. all companies must be within 6" of the river's edge) then the formation must be split, with the remaining companies left on the far bank. Formations may be split in any way the owning player desires, but once split by a staggered crossing, they may not rejoin, but will act as separate formations.

If the chosen landing point is defended by an enemy within 3", the landing is contested. A single company of the attackers (at the owning player's choice) is allowed to fight, but no support is allowed. Defenders may use up to two companies and any support (should they have them). Only a single formation may defend a single landing point. If the attacker wins the fight, the defender is driven back 6" and the attacker may land as if the ferry point was undefended (as above). If the attacker loses, the formation remains on the far bank and may attempt again next turn. Formations that defend a landing point may not also attempt to cross the river in the same turn.

Ambushers! The forces of Good may place Rangers of Gondor and/or the Rangers of Ithilien in Ambush and Evil players may place up to two formations of either Morgul Stalkers or Orc Trackers in Ambush. No other models may Ambush in this scenario.

The Hammer-stroke Falls...

So what does it feel like to be embroiled in a fully fledged scenario that recreates one of the great battles of the War of The Ring? Read on and find out....

The Battle for Osgiliath is the opening move in Sauron's war – it is a hammer-stroke intended to smash aside all obstacles between Mordor and its true target, Minas Tirith, the white city and capital of Gondor. Between these two ancient rivals runs the mighty Anduin, a river fordable by large armies only at a few points. The chief crossing point, the fords and bridges of Osgiliath, have long been contested in skirmishes between the two sides, but now it is garrisoned by the forces of Gondor. It is here, at this chokepoint, that the brave men of Gondor hope to withstand the dark tide out of Mordor. Here, amidst ancient ruins of a once great city, the superior numbers of the Orcs and evil men cannot fully be brought to bear. The longer the enemy can be held, the greater the chances of aid reaching Minas Tirith from afar. In the words of Denethor, Steward of Gondor, "the Enemy must pay dearly for the crossing of the River."

The Forces of Gondor (Jervis Johnson & Adam Troke): Our battle plan is to hold the enemy at the bridge and river crossings, and thin their ranks with missile and war machine fire. In a later turn, when we get priority we will use our special ambushing force of Rangers in an attempt to seize one of the objective buildings on the east (Evil!) side of the board. We were both pretty certain after reading the scenario that we didn't have much of a chance. This opinion changed after set-up – we felt we had no chance at all after seeing the assembled might of Mordor. Our real plan is to put up a good showing, and not embarrass ourselves in a widely published battle report (honest, but true!).

The Forces of Evil (Graham Davey & Mat Ward): Our army outnumbered the Men of Gondor, but this wouldn't be much of an advantage until we pushed across the river. The plan was to attempt to use all the river crossings simultaneously, while charging our hardest troops over the bridge. We can afford the casualties of a reckless attack, and it should put lethal pressure on their forces; a crack in their defences will appear. Spearheading this assault will be the Witch-king. The Black Captain will swoop across the river on his Fell Beast and who will stand before him?



Army list for the Forces of Gondor

- Faramir.
- Osgiliath Veterans (3 companies).

Common
- Minas Tirith Warriors (6 companies), with Captain, Banner Bearer, Hornblower.
- Minas Tirith Warriors (3 companies) with Captain.
- Minas Tirith Warriors (3 companies) with Captain.
- Minas Tirith Warriors (2 companies) with Captain.
- Minas Tirith Archers (4 companies) with Captain.
- Minas Tirith Archers (3 companies) with Captain.
- Minas Tirith Archers (2 companies).
- Minas Tirith Knights (6 companies) with Captain, Banner Bearer, Hornblower.
- Minas Tirith Knights (3 companies) with Captain.

Rare
- Citadel Guards (2 companies) with Captain, Banner Bearer.
- Battlecry Trebuchet x 3.
- Avenger Bolt Thrower x 3.
- Citadel Guards (1 company) with bows.

Models in Ambush
- Rangers of Ithilien (4 companies).
- Rangers of Gondor (2 companies) with Captain.
- Rangers of Gondor (2 companies) with Captain.

Total – 2,500 points

Deployment: Suspecting that the hardest blow would fall at the bridge Jervis and Adam agreed to place their largest formation of Warriors to block the crossing. This should hold up the enemy, but would not last against the determined assault that both players forebode. Ready to counter-attack any enemy gaining the western bank was the largest contingent of Knights, led by Faramir. Archers and Warriors lined the river banks and the key buildings were guarded by formations of Archers.

Division of Forces: Adam and Jervis were natural teammates, constantly conversing about plans and tactics. Several times both players huddled together, hatching plots out of earshot of their opponents. The forces were not divided, but moved by whichever player was nearest at the time. Key dice rolls were likewise shared.



The stout Captain that commands the defence of Osgiliath is Faramir. It is through his will alone that the Men of Gondor keep heart and fight on against the dread of Mordor.

Army list for the Forces of Evil

- Witch-king of Angmar.
- Gothmog, Castellan of Minas Morgul. • Winged Nazgûl (the Dwimmerlaik). • Ringwraith (Khamûl the Easterling).

Mordor Common
- Morannon Orc Warband (6 companies) with shields, Captain, Banner Bearer, Taskmaster.
- Morannon Orc Warband (6 companies) with Captain, Banner Bearer.
- Morannon Orc Warband (3 companies).
- Orc Warband (9 companies) with shields, Banner Bearer, Shaman.
- Orc Warband (6 companies) with Captain, Banner Bearer.
- Orc Warband (4 companies) with double-handed weapons, Captain, Banner Bearer.
- Orc Warband (4 companies) with bows, Captain.
- Orc Warband (4 companies) with bows.
- Orc Warband (3 companies) with bows.
- Orc Tracker Warband (2 companies).
- Warg Rider Warband (4 companies) with shields, Captain.

Mordor Rare
- Morgul Stalker (2 companies).
- 4 Mordor Trolls.
- 1 Mordor Troll Drummer.
- Mordor Troll Chieftain.
- War Catapult Battery (2 companies).
- Siege Bow Battery (2 companies).

Subtotal 2,995 points

Fallen Realms Allies
- Easterling Cohort (6 companies) with Captain, Banner Bearer, Musician.
- Easterling Kataphrakt Cohort (2 companies) with Captain.
- Easterling Archer Cohort (2 companies).

Subtotal 500 points

Total 3,495 points (plus Heroes)

Deployment: Both Graham and Mat correctly deduced that their horde army would quickly logjam the rubble-strewn ruins of Osgiliath. With this in mind, the Evil forces were set up to ensure that the right formations would get into close quarters in the correct order. In some cases, the formation in the front was not always the best or hardest available, but instead more of a missile screen meant to absorb some of the punishment instead of the more precious troops. The intention was to attack all the ferry crossing points and the bridge at the same time. Using their Fell Beasts for Swoop Attacks, the Nazgûl would cross first to help open the way.

Division of Forces: The Evil players strictly divided their forces up, with Mat (ever the tyrannical one) snapping up both the Witch-king and other Nazgûl on Fell Beast! There was less consultation and discussion about moves amongst the Evil players, who for the most part concentrated on their own zone of the battlefield.

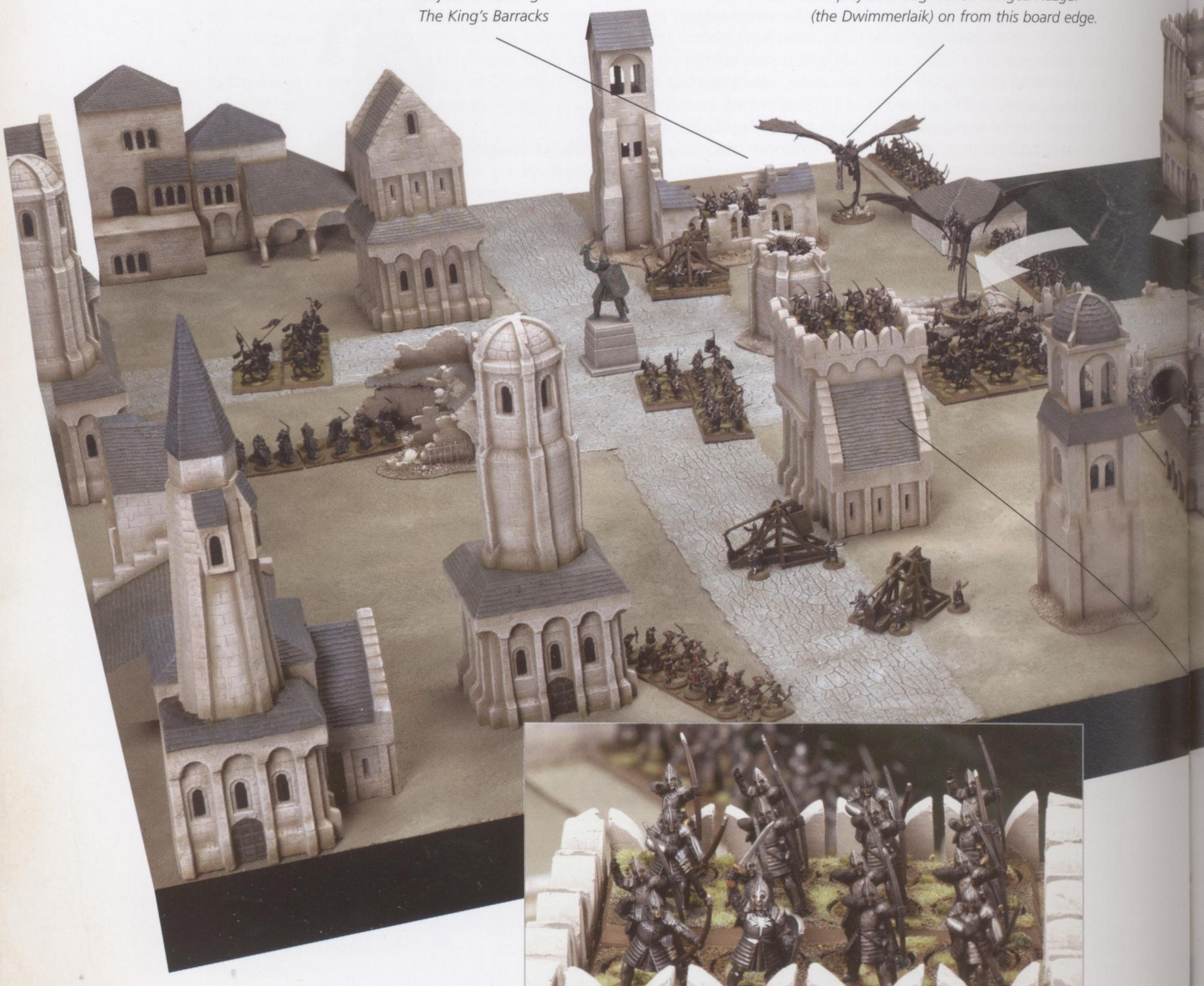
A piercing scream from a Nazgûl launches the assault on Osgiliath. Clouds of arrows streak across the skies and catapult shots smash into the ruins. The battle for the river crossings and bridge has begun.

Turn 1: The forces of Good won priority and chose to go first, as they wanted to get in the first round of shooting. Not a single company on the Gondor side was moved, but Evil players Graham and Mat used the rubble-strewn roads and At the Double! moves to advance rapidly. The opening volleys of arrows and war machine shots began to fall, causing a handful of casualties on both sides of the riverbank. The only charge was onto the bridge where a three company-strong force of Morannon Orcs attacked the large blocking formation of Warriors of Minas Tirith. The 'disposable' Morannon Orcs did not win the fight and were pushed back disordered, but at least they had begun wearing down the defenders on the Sundered Bridge.

The battle below is shown as it occurred at the end of the Charge phase of the second turn. At the start of Turn 2, the Evil players brought forth their Ambushers – Orc Trackers and Morgul Stalkers.

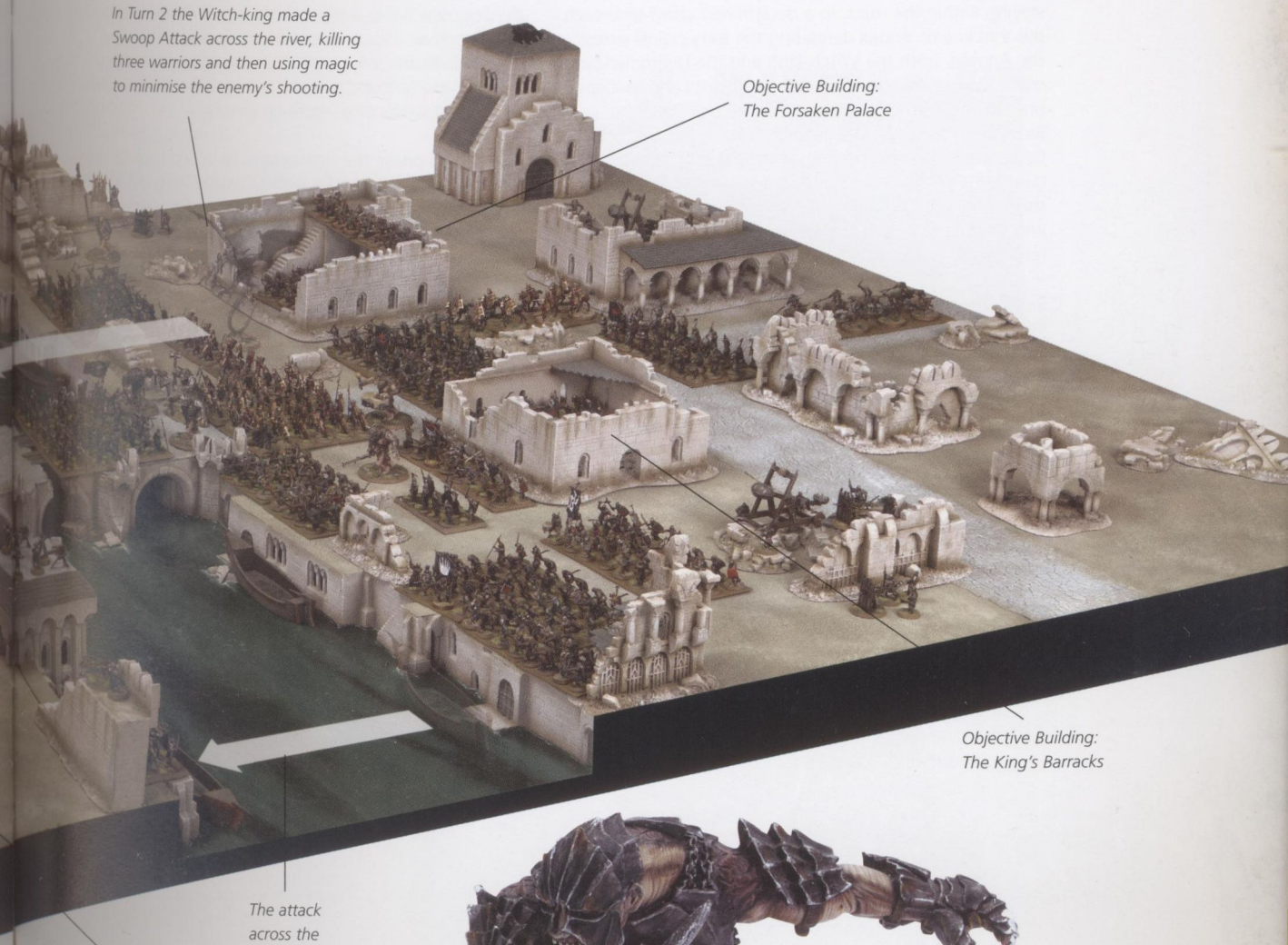
Objective Building: The King's Barracks

At the start of the second Move phase the Evil players brought their Winged Nazgûl (the Dwimmerlaik) on from this board edge.



The Gondor players ensured that key buildings would be hard to take by occupying them with troops. Only over their dead bodies would Osgiliath fall.

Turn 2: The forces of Evil won priority and chose to go second as they had some tricks up their sleeves. Once again Adam and Jervis were satisfied with their position and did not move. Graham and Mat, however, brought forth their Ambushers (Morgul Stalkers and Orc Trackers) deep in enemy territory. The Nazgûl on Fell Beast entered play on the enemy side of the river, but its spells were cancelled by successfully passed Courage tests (Faramir's Courage being table-wide was proving essential!). Feeling that they had done their 'job', the Evil players chose to fall back with their disordered Morannon Orcs, who were promptly removed as casualties as there was no room to retreat. This was part of the devious masterplan as it left room for the Trolls. The Troll Chieftain called a Troll Charge (see opposite page) and a Heroic Fight and the monstrous creatures charged out of sequence and crashed into the Warriors of Minas Tirith, ripping them asunder. The Trolls caused a horrific 25 casualties for the loss of a single Troll. With a steadfast roll, the Warriors of Gondor remained bravely at their post!





By spending a Might point the Mordor Troll Chieftain can call a Troll Charge – a special ability meaning all Trolls within 6" may charge alongside the Chieftain. In Turn 2 this devastating assault was launched into the defenders on the bridge.

In order to rush their warriors into combat, the Evil players used a combination of special rules. First off, the scenario specified a movement bonus for troops moving on the road. Next a Mordor Troll Drummer sped things along, and finally the Witch-king was behind the army at the start of turn one, meaning all At the Double! rolls were automatically passed.

Heroic blocking actions by the Men of Gondor keep the forces of Mordor on the east bank, but how long can they last?

Turn 3: Once again the Forces of Evil won priority and elected to make Adam and Jervis go first. The much-depleted formation on the bridge gave some ground, hoping the advancing Trolls could be whittled down by the supporting archers and war machines back in the surrounding ruins. At least the Troll Chieftain was now out of Might points. Elsewhere, a cat and mouse game was going on with a formation of Knights of Gondor and Graham's Morgul Stalkers; the Knights being unable to line up an effective charge as the Stalkers were (wisely) staying within the ruins. In a determined effort to breach the thin line of troops defending the ferry points across the Anduin, both the Witch-king and the Dwimmerlaik made Swoop Attacks with their Fell Beasts and cast spells, but still the Warriors of Gondor held firm. The third Ringwraith, Khamûl, was leading the oncoming Easterlings who advanced onto the bridge. Through a gap in the Trolls, Khamûl used magic to slay 5 more of the beleaguered Warriors of Minas Tirith on the bridge and then he followed that up with an *Enfeeble* spell, reducing their Strength to a pathetic level.

In the Shoot phase, Adam and Jervis both rolled incredibly well, perhaps spurred on by the soon-to-be sacrifice of the heroic formation on the bridge. The Archers that occupied one of the key buildings got enough hits on the Fell Beast for a single roll on the Hard to Kill! chart and came up with a 5. The Captain of the Archers, who had earlier in the turn used a Might point to resist the Dwimmerlaik's spell intended to prevent them from shooting, now used his last point to turn the roll into a 6 – an instant death result. With a bitter cry (presumably from the Nazgûl, but possibly from Mat or Graham) down went the Fell Beast. The Battlecry Trebuchets also had a great round, taking out 10 Easterlings and one of the Mordor Catapults. Another formation of Archers wiped out the Orc Trackers. The Avenger Bolt Throwers killed a company of Orcs, which in turn drove back the entire formation that lined the opposite bank, a slight thing, but it meant they could not launch an assault across the ferry point. The only downside to the shooting round was failing to do any damage to the Troll Chieftain; the lumbering behemoth seemed impervious to incoming arrows.

In the Fight phase the momentum switched back to the forces of Evil, with the Easterlings annihilating the long-battered Warriors of Minas Tirith that had fought so nobly. The path across the bridge was suddenly open, with Faramir's Knights of Gondor seemingly the last defenders capable of blockading the narrow passage. Gothmog led a company across the ferry points, calling an Epic Strike that made his entire company a lethal Fight 10. By using all of his Captain's Might, Adam managed to beat back the Orc warlord, but the defending formation was now down to their last company – a single casualty more and they would be destroyed (as when the last company falls below half strength it is removed).



Mid-Game Predictions

As the game was to last six full turns and we had just completed our third turn, we all felt it was time for a quick break. After reconvening with drinks, we walked around the battlefield to see the exact situation and revelled in the splendid set-up and carnage of our game. It is always a good idea to take a break and appreciate the game so far, discussing moves, lamenting dice rolls, and so on. During this lull it was time to collect midway player predictions.

Adam: We're in trouble. That big formation of Easterlings has pikes and will chew our cavalry up, Faramir or not! We've got to hold that bridge!

Jervis: Well, we're still not beaten. And we still have our, well, erm, you know (referring to the Rangers in Ambush, but wisely not spilling the beans in front of the enemy players!).

Mat: The best mode of attack is attack. We have to keep pushing them – off the bridge, off the landings, and out of those key buildings. They cannot stop us.

Graham: I can't believe that we haven't crossed yet, I was hoping to be assaulting their key buildings by this time. They got a bit lucky shooting down a Nazgûl, but we should still begin crossing the bridge and ferry points in the next turn. They are doing a great job slowing us down.



Jervis looms over the ruins of Osgiliath in an attempt to intimidate Mat.



In a pause between game turns Evil Overlord Mat broods over his dark plans.



Turn 4: The Evil forces won priority and made the Gondor army move first. Using an At the Double! move, Faramir and his Knights of Gondor switched places with the Osgiliath Veterans, as the cavalry wanted to avoid the large formation of pike-armed Easterlings. For the Evil side, the Witch-king once again made a Swoop Attack with his Fell Beast and destroyed the Citadel Guard Archers that had been raining arrows onto the bridge. The Orc Shaman cast *Pall of Night* on the Avenger Bolt Thrower battery and Orc shooting slew or drove back two of the formations defending the ferries. With an At the Double! move along a road, the Easterlings advanced 16" and were mere inches from the western bank. The Troll Chieftain shrugged off two trebuchet shots and archery fire from three companies.

The ensuing Charge phase saw a large formation of Mordor Orcs with a Shaman at their head cross at the ferrypoints, as the defenders had been slain by Orc arrows. A Troll crossed at another point. The forces of Mordor were on the western side! On the bridge the Easterlings and the Troll Chieftain charged, the hulking Troll rolling a 6 – an unstoppable charge that gained extra Attacks, making Adam groan and mutter a rude word (rare, for him!). The deadly combination inflicted 13 casualties on the Osgiliath veterans, who still struck back and gave a good account of themselves. Cirion spent all his Might to beat Khamûl in an Heroic Duel, but failed to counter the Ringwraith's Resilience of 2. Using the re-roll for a banner, Jervis managed to roll a 6 and stubbornly the Osgiliath Veterans held firm with a steadfast result! The passage across the bridge remained blocked...

The Rangers launch their desperate counter-attack but will it be in time to stall the inexorable advance of the dark forces?

Turn 5: For the fourth turn in a row the forces of Evil won priority and made the Gondor players go first. Lamenting their lack of luck, Jervis and Adam decided that it was now or never to spring their Rangers out of Ambush. Producing a map marking where they were hidden, the Good players placed their Ambushers on the tabletop. As the defensible terrain features the Rangers were hidden in were already occupied, the models had to be deployed as if they had just exited. This was done so the two formations of Rangers of Gondor protected the flanks of the Rangers of Ithilien, who themselves were poised to assault the Forsaken Palace. In order to win the battle they would have to wrest it from some Orc archers.

Graham and Mat had suspected there were Ambushers, but both thought they would be like their own, that is, a few companies capable of harassment, but nothing more than a distraction. Instead they were confronted by several two company-strong formations of Rangers, each with Captains, and the four company-strong formation of Rangers of Ithilien led by Madril and Damrod. The Orc assault that was just about to press across the ferry-points had to about-face and head towards their own backlines. Gothmog used an At the Double! move to backtrack towards the soon-to-be-besieged Forsaken Palace. The Warg Riders, held in the rear to counter such threats, loped around some ruins to get into position.

The Shoot phase began with Adam and Jervis agreeing to 'soften' up the Orc Archers in the Forsaken Palace by concentrating Trebuchet fire onto them. The rocks crashed home, slaying 10 Orcs. Elsewhere the Troll Chieftain again became the focus of a hail of arrows, but the critical roll on the Very Hard to Kill! came up empty. To compensate for their poor luck against the Troll, the Archers in the Tower of Stars got repeated hits on the Witch-king, removing the Black Captain from the game (surely shooting his mount from under him!). Using magic Khamûl lowered the Courage of the much-depleted Osgiliath Veterans, preparing them to fail the Terror test that the Trolls would soon make them take.

In the Charge phase the Rangers of Ithilien assaulted the Forsaken Palace. Nearby the Easterling Kataphrakt Cohort crashed into the Rangers of Gondor, who wisely had been moved to block the Rangers of Ithilien, otherwise the cavalry could have directly joined the combat for the key building. The Rangers of Ithilien slew 8 Orcs and drove them from the Forsaken Palace, occupying the key building themselves! Even better, they had done the deed without using any Might, conserving it for the counter-attack that would surely come in the last turn. The Kataphrakts smashed the flanking Rangers of Gondor and made an Earth-shaking Charge follow up to destroy them utterly. The Troll Chieftain and the Easterlings renewed their savaging of the Osgiliath Veterans, slaying them to a man. On the other side of the Anduin, a lone Troll captured the Guardtower by inflicting 5 casualties on the occupying Archers and driving them out of the building. The Troll now occupied the key building, although the disordered Archers were close enough (within 3") to claim the objective, as infantry trump monsters when it comes to possessing objectives. But the Archers would have to pass a Courage test at the start of next turn as disordered formations cannot claim objectives. And those Morgul Stalkers were getting close...



Objective Totals

Before rolling for priority for Turn 6, the situation was as follows: The bridge and the King's Barracks were firmly in the hands of the Evil players. The dark powers also had a tentative hold on the Guardtower, although it seemed doubtful that the lone Troll could hold the objective. The forces of Good held the Tower of Stars, although it could only be assailed by the formations that had crossed the bridge and ferry points. The Rangers of Ithilien had just captured the Forsaken Palace, but were facing what was sure to be a determined counterattack. If things ended at this point, it would be a narrow 3 to 2 victory to the forces of Mordor – but it was all still up for grabs!

Turn 6: Finally, Adam and Jervis won a priority roll and choose to force Graham and Mat to move first in this pivotal last turn. The first order of business for the Evil players was to line up their most important charges – Gothmog led his massive formation of Morannon Orcs to the base of the Forsaken Palace, as did the Easterling Kataphrakt Cohort, Orc Archers, and a formation of Orcs wielding two-handed weapons. Elsewhere, the Morgul Stalkers advanced, hoping to get within range to aid the Troll in the Guardtower (and help claim the objective). So many Orcs were marching across the bridge that it would be hopeless to even think about contesting that objective. The Troll Chieftain and remaining Easterlings advanced to threaten the Tower of Stars, while some of the Orcs that had crossed by boat moved to tie up the Knights of Gondor. To begin the Good Move phase, Faramir moved out of the Knights and into the all-important Tower of Stars to bolster its defence. The Knights of Gondor, still led by a Captain, used a tactical At the Double! move to get out of charge range of the oncoming Mordor Orcs and lined up their own potential flank charge into the pike-armed Easterlings. The formation of Archers that Adam and Jervis hoped to use to reclaim the Guardtower failed to pass a Courage test and so remained disordered. The Citadel Guard made a pivotal At the Double! to get within charge range of the Morgul Stalkers.

In the Shoot phase Graham missed so badly with a Catapult shot aimed at the Rangers of Ithilien in the all-important Forsaken Palace ruins and instead hit Gothmog's formation, killing five. In return, the Battlecry Trebuchets absolutely splatted the Kataphrakt Cohort, killing the entire formation. The Rangers of Ithilien fired a deadly volley into Gothmog's regiment as well, killing another 5 and driving the formation back a few inches.

The forces of Good declared their Heroic Charges, sending the Knights of Gondor into the flanks of the Easterlings with an unstoppable charge. This excellent move clipped the dreaded Troll Chieftain and prevented any assault on the Tower of Stars. The Morgul Stalkers charged the Citadel Guard and the Warg Riders crashed into the Rangers of Gondor. The Orcs with two-handed weapons assailed the Forsaken Palace, but Gothmog rolled a 1 and could not charge. The re-roll provided by the formation's banner came up, to Mat's horror, as a 2 – an inch short. It took Gothmog's last Might point to get his formation into combat.

The Knights of Gondor managed to win the combat, skewering 8 Easterlings and, dramatically, and at long last, slaying the nigh-unstoppable Troll Chieftain. Predicting a brutal, must-win fight to claim the nearby objective building, the Captain of the Citadel Guard called a Heroic Combat against the Morgul Stalkers. It was a close run thing (7 casualties to 6) but the Citadel Guard won the fight and wiped out the Stalkers in the ensuing second charge! Thus they had now taken back the Guardtower.

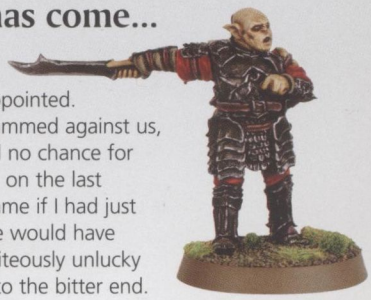
So it all came down to the final fight – two Evil formations attempting to oust the Rangers of Ithilien from the deciding objective building, the Forsaken Palace. All attacks were simultaneous, but each formation was rolled for separately so all players (and the small crowd who had come to watch!) got to witness this grand finale. Gothmog and his Morannon Orc formation started off, causing 6 casualties. The +3 Defence bonus for being in the ruins certainly helped the Rangers of Ithilien. Next Adam and Jervis split their return attacks, although Adam's groans announced what he thought of his dice rolling. After all Madril's and Damrod's Might had been spent, 12 orcs lay dead. It all came down to Graham's final dice roll and he did not disappoint! The Orcs with two-handed weapons smashed, chopped, and clove their way into the ruin – killing 8 Rangers in their fury. While Adam and Jervis cursed their poor dice and worked out on their fingers how above average Graham had just rolled, the Orcs piled into the Forsaken Palace, reclaiming the final objective and ensuring victory for Mordor.

The Age of Men is over. The Time of the Orc has come...

The game was over with two objective buildings changing hands in the last turn, but the army of Mordor held on to win the game with 3 objectives to 2 for the forces of Gondor. Flush from victory or defeat we caught the players for a final word.

Mat: I wasn't sure we were going to pull that one out. In a few more turns we would have captured all the buildings, but they timed their Ranger attack perfectly.

Graham: I don't know which I enjoyed more, the devastating Troll attack over the bridge or the final roll for my Mordor Orcs as they chopped the Rangers to win the game. A great battle and I'd gladly refight it.



Adam: I can't help but be disappointed. The odds were rammed against us, I thought we had no chance for victory, and then, on the last combat of the game if I had just rolled average we would have won! We were piteously unlucky and still held on to the bitter end.

Jervis: What can I say? It was closer than we thought and we really could have won it in the end. No matter what you predict, battles often unravel differently than you expect.

The Battle for Pelargir

He who controls the fortresses of the Anduin, controls Gondor. In the north, the Anduin is a natural defence. Its span is so broad that it can only be crossed at Cair Andros and Osgiliath – control those two fortresses and the enemy is denied both use of the river and the ability to journey between its banks. In the south, Pelargir is more crucial than the northern fortresses combined, for Pelargir controls access to the Anduin from the open sea – should it fall to Sauron, then all the lands of Gondor will find themselves beset by the dreaded Black Fleet and the Corsairs of Umbar.

So it is that the ancient haven of Pelargir finds itself under attack. Haradrim and Corsairs pour through the streets, mercilessly slaughtering the massively outnumbered defenders. The Southrons' goal is to capture the city and seize control of the great locks that prevent their ships from sailing up the Anduin. Although the soldiers of Gondor fight valiantly, the end seems inevitable.

However, aptly is it said that 'oft hope is born, when all is forlorn' for a new force is about to make its presence known in the battle for Pelargir. Aragorn and his Grey Company have journeyed far and without rest, but their haste has been rewarded, for they stand ready to aid Pelargir in its darkest hour. On his journey Aragorn has found allies, ghostly Oathbreakers of Erech, and hard-hearted Lamedon clansmen amongst them, but will it be enough to seize victory? The Battle for Pelargir will be Aragorn's first battle on Gondor's soil for many years, but will it also be his last?

Good Force

- Aragorn.
- Legolas.
- Gimli.
- The Grey Company.
- Clansmen of Lamedon (led by Angbor).
- Court of the Dead King.
- Up to 2,000 points of formations chosen from Warriors of the Dead or Riders of the Dead from the Gondor and Arnor army list. You may use your points to expand the size of the Legendary formations given above if you wish.

Evil Force

- Dalamyr, Fleetmaster of Umbar.
- Up to 2,000 points of formations chosen from the Fallen Realms army list, although you may not select any additional Epic Heroes, Legendary formations, or Mûmakil.
- Up to 500 points of formations chosen from the Mordor army list following the normal restrictions, although the only Epic Heroes that may be selected are the Nazgûl (not the Witch-king, however). No Legendary formations may be chosen.

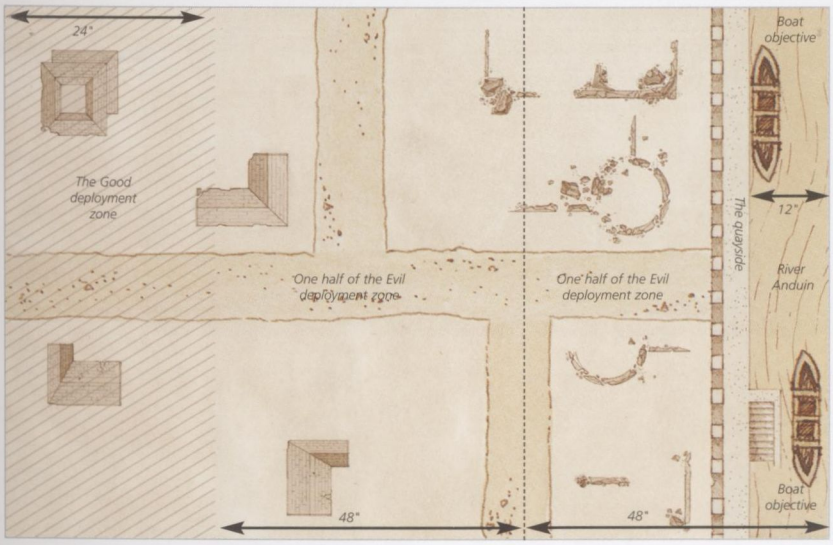


The Battlefield

This scenario is played on a roughly 10' x 6' surface. The Anduin runs along the far eastern edge. Two Corsair ships lie at anchor next to the quayside. The remainder of the board is covered with buildings ruined buildings.

Deployment. The forces of Good set up first in the designated area. Up to two formations may choose to outflank the enemy and come on from any northern or southern board edge at the start of the second Good Move phase. Models entering play can move, shoot, and charge as normal.

The Evil force deploys second and must set up as equal a number of companies as possible in each half of their deployment zones.



- *The forces of Good gets to go first in this scenario.*
- *We kept the ruined buildings near the river – obviously destroyed by the Cosairs. The ruins added +2 to an occupying formation's Defence and had Capacities of between 2 to 4 companies based on the size of the terrain.*
- *The complete buildings were determined to add +3 to an occupying formation's Defence and had Capacities of between 2 to 6 companies based on the size of the terrain.*

Victory Conditions

To win the game, Aragorn's forces must rout the foe or capture their ships before time runs out (see the Time is of the Essence special rule below). The Evil forces are considered routed if, at the end of any turn, their forces have been reduced to less than one third of their starting strength – i.e. more than two thirds of the companies in the Evil army are destroyed. The Good forces can capture the enemy fleet if they are able to claim both objectives (both ships), as this represents the seizure of a large enough fleet to transport the conquering forces up the Anduin. Whichever side has the most companies on or within 6" of a boat may claim it. Note, if Aragorn is slain, the best result the forces of Good can achieve is a draw.

For the forces of Evil to claim victory they must destroy Aragorn and the whole of the Grey Company. Alternatively, the Evil forces can claim a victory (less glorious, but victory nonetheless!) if they can simply deny the Good player's victory conditions through the end of six turns.

Special Rules

Time is of the Essence. The scenario ends after six complete turns as any longer would not leave time to sail to the aid of Minas Tirith, even if the forces of Good were victorious. If, after six turns, neither side has met their victory conditions, the Evil forces may claim a victory.

Fell-handed Rangers of the North. For this scenario, so long as Aragorn leads the Grey Company, they gain the Terror rule. Additionally, as long as the Grey Company has charged that turn any To Hit rolls of 1 may be re-rolled.

Fear Rides Before Them. Aragorn's forces have fallen upon the invaders and taken them by surprise. Such is the shock and dread of the coming of both the Army of the Dead and the rumours of Isildur's Heir that all forces of Evil take their Terror tests at a -2 penalty for the entirety of the battle.

The Corsair Ship. In addition to being an objective, the Corsair ship is equipped with a Ballista. Treat this exactly as per a Mordor Siege Bow battery (see page 158).



Pale Swords & Black Ships

Need has driven Aragorn to take the Paths of the Dead and to summon unlikely allies, but he must still win a major battle before he can bring aid to beleaguered Minas Tirith. The battle of Pelargir must be won...

It is a desperate time. Not only must the forces of Good smash the foe and take his ships, but they must do it as quickly as possible. The Battle for Pelargir is bloody and difficult. The forces of Evil must be prepared to sell bodies for time. Knowing that the skulking foe will avoid a fight if he can, Aragorn and the Army of the Dead must press the attack full tilt...

"Oft hope is born, when all is forlorn."

– Legolas, The Lord of The Rings





Aragorn and his Epic Journey rule can press the attack far forward, but even the prowess of Aragorn cannot survive for long against superior numbers!

As we have scratch-built Corsair ships it seemed obvious to use them as objectives. If you haven't got the time to model your own (which we admit, is highly likely) you can use any suitable objective marker instead. The Evil player may still guard the position with a free Ballista, however.







Terror is an ally to the forces of Good in this scenario, and they must use it to their advantage to slice quickly through the foe and reach the Corsair ships in time.

The Results

In The Lord of The Rings the action of the Battle of Pelargir is recounted by Legolas and Gimli. Although many of the foe flee at the mere sight of the Army of the Dead, the Haradrim are mentioned as putting up a fierce fight. In the end, the main fleet of Umbar is captured and Aragorn takes the largest ship as his own. Soon the fleet is on its way to the aid of the burning city of Minas Tirith.

In our battles the initial victories all went to the forces of Good as Aragorn and the Army of the Dead clove a path through all defenders. Those -2 Courage tests leave their toll! After a few matches, however, the forces of Evil concentrated on either delaying actions or concerted efforts to destroy the Grey Company with some successes. No matter the victor, it was never easy.

Battle of the Pelennor Fields

Sauron has unleashed his armies, and it is before the walls of Minas Tirith that the fate of the world will be decided. Gondor is doomed, it would seem, for its armies are few and its allies uncommitted. The armies of Mordor at Minas Tirith's walls outnumber those within many times over. It is only the stalwart presence of Gandalf and Imrahil that prevents despair overwhelming the defenders. When the great gate of Minas Tirith falls it appears that all is lost but, almost in that same moment, horns sound in west – Rohan has come!

Then does the siege of Gondor end and a battle of legend begin. Rohan are the first to the fray, their spears glinting and the hooves of their horses causing the very ground of the Pelennor to tremble. Yet even as the forces of Mordor are assailed in the west, fresh challenge comes from the east. Stolen Corsair vessels dock at the Harlond quay, their cargo not bloodthirsty Southrons, but Aragorn's Grey Company and warriors of Gondor's fiefdoms. Given fresh hope, Imrahil leads a counter-charge from beset Minas Tirith. Sauron's hordes, so recently assured of victory, now falter and hold the field only through fear of their dark master.

So begins the greatest battle of the age. Sauron's armies are dismayed but far from defeated and, under the direction of the Witch-king, throw themselves forwards with fresh effort. Orcs, Trolls, Haradrim, Easterlings – many are the foes that the men of Gondor and Rohan face this day, yet they must be equal to the task ahead.

Victory Conditions

This is a battle to the death! Both sides are trying to massacre the other side to claim the Fields of the Pelennor as their own. Either side is considered broken if, at the end of any turn, their forces have been reduced to less than one third of their starting strength – i.e. more than two thirds of the companies have been destroyed. When determining numbers of companies be sure to count the entire Good or Evil force, including those troops that will come onto the tabletop later in the game.

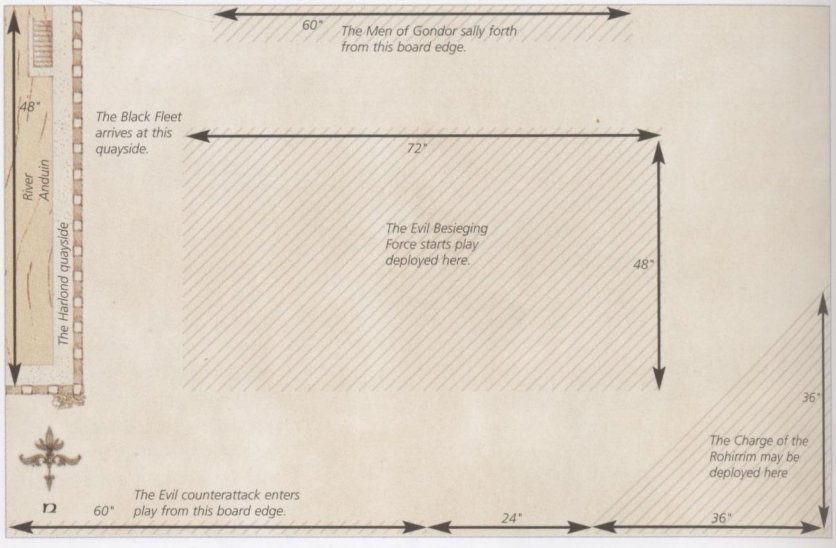
Victory at the cost of a majority of an army's leaders will be fruitless to the Good side, as they need their dynamic commanders to stand against the rising dark. If more than half (9) of the following Heroes are slain, the best the forces of Good can achieve is a draw:

> Théoden, Éomer, Éowyn, Grimbold, Elfhelm, Imrahil, Gandalf the White, Forlong the Fat, Angbor the Fearless, Duinhir, Húrin, Aragorn, Legolas, Gimli, Halbarad, Elladan, and Elrohir

Note – due to his importance, count Aragorn as double his normal allotment, i.e. he counts as two slain Heroes.

The Battlefield

This scenario is played on a board roughly 8' x 10'. The Harlond quayside lies somewhere to the east while the Minas Tirith city walls would be assumed to stretch across the top of the board edge (these do not have to be represented in this scenario). The battlefield is otherwise clear, although players could use the ruined wrecks of siege towers and other such battlefield debris if their collection allows such luxuries.



Deployment. The Riders of Rohan set up first as marked on the map. The Evil Besieging Force sets up second in the designated zone. Models that cannot fit into the deployment zone must come in with the counterattack



Special Rules

The Moment of Destiny. Aragorn and Théoden both gain the Touched by Destiny special rule in this scenario.

The Charge of the Rohirrim. The side of Good always gains priority for the first turn and so the Battle of the Pelennor Fields always begins with the Charge of the Rohirrim. For the first two turns of the game all mounted formations of Rohirrim are considered to automatically pass their Earth-shaking Charge tests (as if they had rolled a 6), there is no need to roll.

Sally Forth, Men of Gondor. At the start of the Good player's Move phase he may bring in Prince Imrahil and his contingent of Men of Gondor from the table edge marked on the map. These models may move and charge as normal in the turn in which they enter play.

The Counterattack! The forces of Evil may launch their counterattack at the start of turn three. At the start of the Evil Move phase the forces of the Counterattack may be brought onto the battlefield from the table edge shown on the map. These models may move and charge as normal in the turn in which they enter play.

The Black Fleet! In the fourth turn the Black Fleet arrives at the Harlond. At the start of the Good Move phase the forces of the Black Fleet may be brought onto the battlefield from the Harlond quayside, as marked on the map. These models may move and charge as normal in the turn in which they enter play.

I Am No Man. Éowyn has sung her death song and is expecting to meet her end in battle. She is unaffected by Terror in this battle (even if her formation fails, she will never be affected). Additionally, she may call an Epic Duel for free against any Ringwraith (with no need to spend a Might point). During Epic Duels with any Ringwraith Éowyn may add +2 to her rolls, which may be combined with her By My Hand Shall You Fall rule.

The Black Captain. For this scenario the Witch-king has the Inspiring Leader rule, but with a range extended to within 36". Additionally, all Terror tests forced by the Witch-king are taken with a -2 penalty. Truly is the Black Captain "a spear of terror in the hand of Sauron".

Choosing Models for the Pelennor Fields

We have tried to be comprehensive in listing the Heroes that were known to be at the great battle. Keen-eyed readers will note that Gandalf the White is missing from the force list, as we reckoned he certainly was present at Minas Tirith, but had been pulled away by the madness of Denethor and so could not actively join the fight on the Pelennor Fields. Naturally, it is not always a case of black and white and there are often greyish areas. For instance, in the books Aragorn and the Grey Company arrive at the Harlond accompanied by troops from Gondor's Fiefdoms. In the films they are accompanied by an Army of the Dead led by their King. Either choice is fine and for our games we have used a mix of both! So long as you pay the appropriate points for your Heroes and formations it is a matter of personal preference.

Good Forces

The Charge of the Rohirrim

- Théoden.
- The King's Guard (may not include Háma).
- Éomer.
- Éowyn.
- Merry.
- Erkenbrand's Riders.
- Grimbold Helmingas.
- Elfhelm's Riders.
- Up to 3,000 points of formations chosen from the Rohan army list, following the normal restrictions, no additional Epic Heroes or Legendary formations may be selected, although you may use the points to add additional companies to the listed Legendary formations if you wish.

Sally Forth, Men of Gondor!

- Prince Imrahil of Dol Amroth.
- Axemen of Lossarnach (led by Forlong the Fat).
- Blackroot Vale Archers.
- Wardens of the Keys.
- Up to 1,500 points of formations chosen from the Gondor and Arnor army list, following the normal restrictions, except that Dúnedain of Arnor, Warriors of Arnor, the Royal Guard of Arnor, Elendil, Isildur, and Boromir, may not be selected. You may use points for additional companies to the listed Legendary formations.

The Arrival of the Black Fleet

- Aragorn.
- Legolas.
- Gimli.
- Clansmen of Lamedon (led by Angbor).
- Grey Company.
- Elladan and Elrohir.
- Up to 2,000 points of formations chosen from the Gondor and Arnor army list, following same restrictions as the Sallying force.

Evil Forces

The Besieging Force

- The Witch-king of Angmar (in any form).
- Ringwraiths (in any form). Evil players can select some, all, or none of the remaining Ringwraiths for their army without using their points total. This includes Khamûl the Easterling, The Dark Marshal, The Shadow Lord, The Undying, The Tainted, The Dwimmerlaik, The Knight of Umbar, The Betrayer.
- Gothmog, Castellan of Minas Morgul.
- Up to 5,000 points of formations chosen in any combination from the Mordor or Fallen Kingdoms army lists, following the normal restrictions, save you cannot field: the Necromancer, Grishnakh's Trackers, the Twilight Ringwraiths, Sauron, or Gollum.

The Counterattack

- Up to 5,000 points of formations chosen in any combination from the Mordor or Fallen Realms army list, following the same restrictions as above.

The Great Battle of Our Time

Without a doubt, the Battle for the Pelennor Fields is the greatest of the battles of the War of The Ring.

For the wargaming fans of The Lord of The Rings the Battle of Pelennor Fields is the holy grail of games, the very pinnacle of hobby aspiration. Indeed the battle has it all – massive armies, fell monsters, cavalry charges, sudden turns, desperate stands, and heroic deeds. It is a battle with a pedigree that deserves, nay, demands to be 'done right'. It took no small amount of painting, figure borrowing, army list calculating, and sheer set-up time. But in the end – the spectacle alone was worth it, and many hours of game play later, we still felt the same way. In the beginning there are troops to spare and even the loss of mighty heroes is only grist for the mill of battle, but in the closing turns it felt as if every casualty, every point of Might, every dice roll became the razor's edge on which the fate of Middle-earth was precariously perched.



After being assaulted by the thunderbolt-like charge of the Rohirrim, the forces of Mordor will have to rely on their counterattack to regain the initiative. With the blaring of horns and the beating of tribal drums of the Southlands, the Mûmakil of the Harardrim spearhead the attack.



With her ability to be concealed within any Rohirrim regiment, Éowyn can suddenly leap out to call a Heroic Duel against would-be attackers, allowing for a classic scene to be recreated.



Fell-handed Heroes abound on the Fields of the Pelennor and Epic Duels are plentiful. Evil players must hurl in to the fray countless lesser Captains or even precious Ringwraiths in an attempt to bring down as many of the Good Heroes as they can.

To the dismay of the minions of Mordor, the Black Fleet disembarks an undead host led by Aragorn, Legolas, Gimli, and the Grey Company.

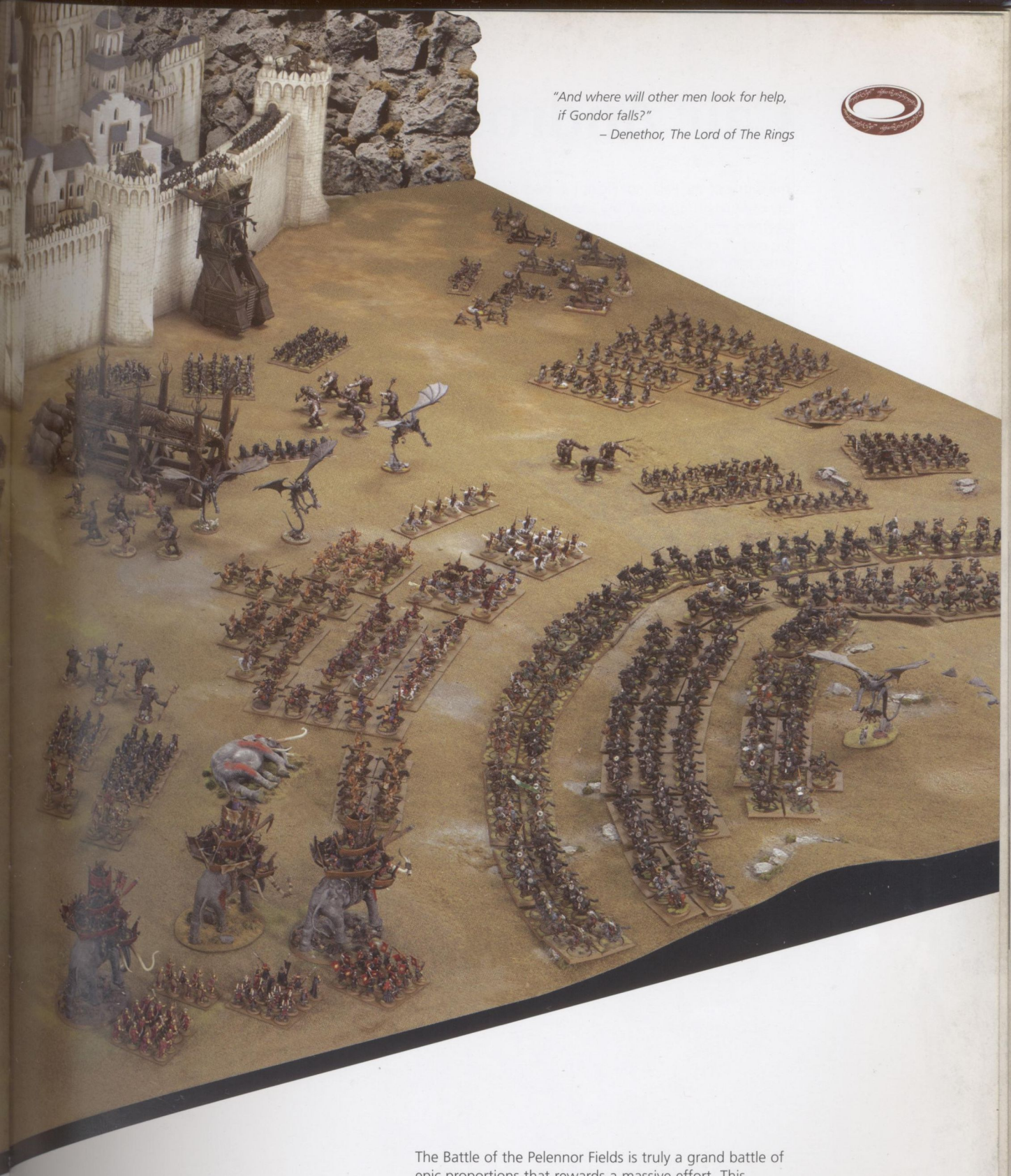
The Mûmakil stomp in as reinforcements!

Prince Imrahil and his Knights of Dol Amroth are in the vanguard of the forces that sally forth out of the shattered gates of Minas Tirith. They must seek to shatter the besieging forces of Mordor before the dreaded Mûmak arrive.

The Results

In The Lord of The Rings, the Battle of Pelennor Fields is action-packed, from the arrival of the Rohirrim to the epic deeds on the fields of battle and finally to the dirge-like song that recounts the many dead. Although great losses are sustained, the battle is a resounding victory for the forces of Good.

For our part this battle was everything we had hoped it would be – a tumultuous clash of vast armies with heroic deeds and epic confrontations cropping up all across the vast battlefield. Players were cautious at first to avoid losing their precious Heroes, but once a few of the mightiest were committed, everyone had to pile in!



"And where will other men look for help, if Gondor falls?"
– Denethor, The Lord of The Rings

"The Darkness has begun. There will be no dawn"
– Gandalf, The Lord of The Rings

The Battle of the Pelennor Fields is truly a grand battle of epic proportions that rewards a massive effort. This gigantic game had six players per side and we borrowed models (and whole armies) from everyone we could find! Although we had planned to use points, in the end we just grabbed every trooper model we could and filled the deployment zones – basically saying 'from that hill to this point you can fill with models'. If you are interested in gaming at this scale – it would be well worth contacting local gaming clubs to organise your own mega-battle.

Cair Andros

The Battle of the Pelennor Fields has been won, and the city of Minas Tirith saved, but the wider war goes on. Deeming that, even now, Frodo and his perilous burden are edging closer to Mount Doom, Aragorn and his allies settle upon a desperate strategy. Assembling the finest warriors at his command, Aragorn leads an army north to the very gates of Mordor. His intention is to draw the eye of Sauron thither, so that its terrible gaze will be drawn from the lands Frodo must traverse.

Yet, as Aragorn's army comes truly under the shadow of Mordor, some of his companions lose heart. For them Mordor was ever a shadow of legend, and their hearts tremble at the prospect of doing battle amid its desolate expanses. Not wishing to have unwilling companions before the Black Gate, Aragorn bids these men to leave the march and return home, but urges them to regain honour by assailing the enemy positions at the crossings of Cair Andros.

So it is that the Dark Lord's positions on Cair Andros come under assault. Men of Rohan and Gondor, desperate to prove their valour, storm across the fords and hurl themselves at Cair Andros' shattered defences and the Orcs within. Such is the fury of the attack that the Men find themselves deep amongst the ruins before any meaningful defence is raised. Honour shall be regained, that much is now sure, but will any of them survive to celebrate..?

Good Forces

- Up to 1,000 points of formations chosen from the Gondor and Arnor army list, following the normal restriction save those listed below.
- Up to 750 points of formations chosen from the Rohan army list, following the normal restrictions save those listed below.

Restrictions – No Epic Heroes or Legendary formations may be taken as they are all occupied elsewhere. Additionally the Army of the Dead has been dispersed and may not be selected.

They may have shied away from confronting Sauron in his lair, but the forces that have come to reclaim Cair Andros are still amongst Gondor's and Rohan's best – don't be afraid to seed the army with elites.

Evil Forces

- Up to 1500 points of formations chosen in any combination from the Mordor and/or Fallen Realms army lists, following the normal restrictions. You may not include Epic Heroes or Legendary formations.

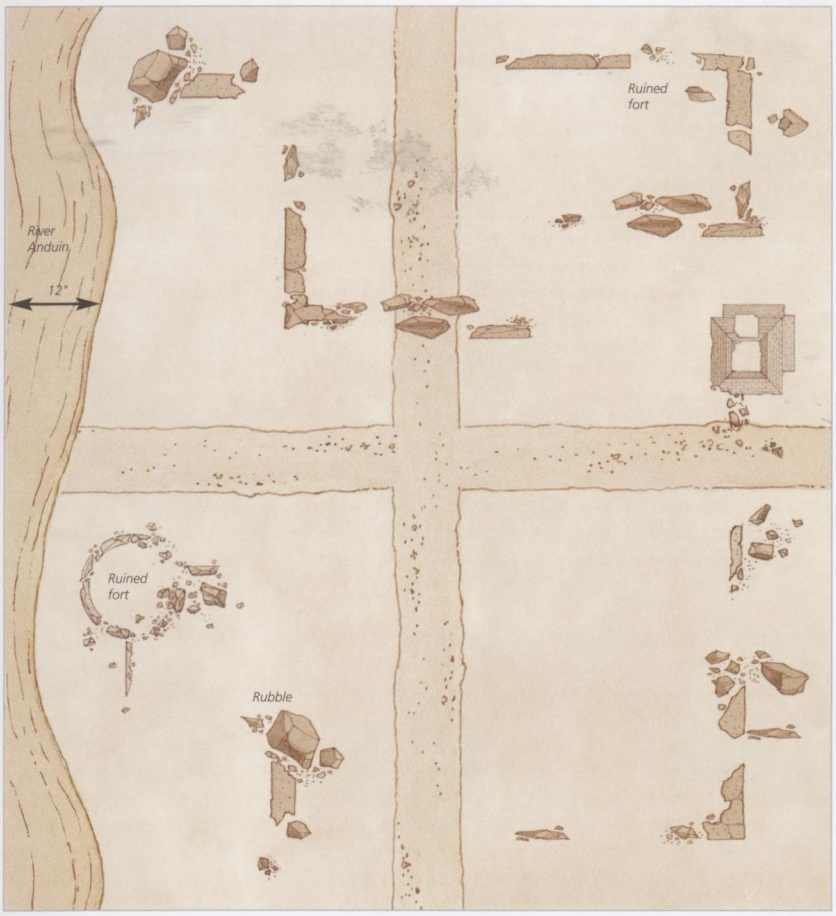


The Battlefield

This scenario is played on a board 6' x 4'. The shallows of the Anduin lie along one board edge – treat them as difficult terrain. The fortifications of Cair Andros have almost completely vanished – they are best represented by a series of low-Capacity stone defensible terrain features strewn across the board. Larger terrain features should be scattered about the board – these are the remains of the ruined keeps.

Deployment. The Evil forces must set up first. At least two formations must be in each of the four board quarters and no models may be deployed in the river.

The forces of Good set up second in the shallows of the River Anduin (as marked on map). The forces of Good win priority for Turn 1.





Victory Conditions

Both sides know the tactical significance of the isle of Cair Andros. The forces of Good are tasked to drive out the forces of Evil, who in turn have been ordered to garrison the isle in order that it can be used to launch further attacks towards Minas Tirith.

The gaming table is divided into four quarters. The player at the end of the game who can claim the most board quarters is declared the winner. In the case of a draw, possession of the crossroads (at the table's midway point) counts as a tiebreaker. Board quarters are possessed by one side if they have at least a company in the zone and the enemy has none. Companies can only be in one quarter at a time. The game lasts for six turns, or until one side is destroyed or concedes.

Special Rules

In Search of Redemption. The Good forces may re-roll failed Courage tests in this scenario.

The Eye is Elsewhere. The Evil forces are bereft of both the many leaders and chieftains who fell on the Pelennor, but also the Eye of Sauron has turned from Cair Andros as it focuses on Aragorn approaching the Morannon. To represent this, all Evil forces selected from the Mordor army list suffer a -1 penalty to any Courage test they must take in this scenario. Other Evil forces from other army lists are unaffected – they do not require as much direct driving force to follow their dark master's bidding.

Siege of Lothlórien

Even as the Battle of the Pelennor Fields is being fought, Sauron has power and reach enough to trouble other realms. From the Blue Mountains to the Iron Hills, Orcs, Goblins and Trolls are roused from cave and lair and filled with the Dark Lord's purpose. Most attacks are intended merely to dismay and disrupt, to prevent aid reaching Gondor and other targets key to Sauron's goals. However, several larger assaults are also unleashed, aimed at the Free Peoples' greatest strongholds.

Chief amongst such strongholds is the golden realm of Lothlórien. Assailed by Goblins of Moria to the west and the Orcs of Dol Guldur to the east, even the hidden power of Lothlórien will be sorely tested. The Elves of Lothlórien are as skilled and determined as any of the warriors that tread Middle-earth, yet their numbers are few and the enemy are driven forwards by a reckless and ancient hatred.

The chief battles in the Siege of Lothlórien are fought in the east, under the very eaves of the living wood. The Elves drive back wave after wave of Goblins and Orcs until the ground bristles with spent arrows and is stained black by spilt Goblin-blood. Yet still the creatures are driven forwards. So long does the battle go on that even the immortal Elves begin to tire and give ground, slowly at first but at an ever-increasing pace. The day is dark indeed but not yet lost. Aid unlooked for may perhaps come, as the long estranged Ents of Fangorn may lend their might to the defence of Lothlórien.

Good Forces

- Celeborn, Lord of Lothlórien.
- Galadriel, Lady of Lothlórien.
- Guardians of Caras Galadhon.
- Up to 2,000 points of formations chosen from the Elves army list, following the normal restrictions. These points may be used to expand the Legendary formation above.

Don't be afraid to mix different kinds of Elves in your army – it is likely that Rivendell and Mirkwood would endeavour to send aid to their kin.

Relief Force

- Up to 3 Ents from the Forgotten Kingdoms army list (See Special Rules on the next page).

Evil Forces

- Khamûl, the Easterling (either fielded as a Winged Nazgûl or a Ringwraith).
- Up to 1,500 points of formations chosen in any combination from the Misty Mountains army lists, following the normal restrictions, save no Dragons or Balrogs may be selected.
- Up to 2,000 points of formations chosen in any combination from the Mordor army lists, following the normal restrictions, save no Epic Heroes or Legendary formations may be selected.



The Battlefield

This scenario is played on a board roughly 6' x 8' with the short board edges representing the northern and southern ends of the battlefield. The board is heavily forested – nowhere should there be more than a 9"to 12" gap between various defensible woods. A river runs through the eastern half of the board – this should be considered difficult terrain. The sections of woods should have capacities between two and six companies.

Deployment. All forces must be set up within their deployment zones as indicated on the map. The Evil player must set up all his forces first.

The Elves win priority for Turn 1.





Victory Conditions

Both sides are fighting for control of this section of Lothlórien and neither will stop until the other side is broken. Either side is considered broken when it is, at the end of any turn, reduced to less than a third of its starting strength – i.e. more than two thirds of the companies in either army are destroyed. If both sides are broken in the same turn, the battle is considered a draw. The game lasts for as many turns as it takes for one side to break.

Special Rules

Ambush! The Elves can choose to give up to five formations the Ambush special rule, in which case they are not set up as normal, but instead must have their location secretly recorded. Make a note of which formations are ambushing and where they are hiding.

The Power of the Galadhrim. For this scenario both Galadriel and Celeborn gain the Touched by Destiny special rule. Additionally, the Elf player may always add +1 to his Priority roll each turn.

Aid from Fangorn. At the beginning of the Priority phase for Turn 3, the forces of Good must bring on their relief force. The Ents may enter play anywhere on the southern or western board edges. The Ents do not have to enter play together, but all must come in from the same board edge. Ents are free to move, shoot, and charge as per normal in the turn in which they enter play.

Dáin's Last Stand

At the onset of the War of The Ring, a messenger came to the Dwarven kingdom of Erebor. Cloaked in hood and shadow, this emissary offered King Dáin the friendship of Sauron, the stolen kingdom of Moria and three Rings given to the Dwarfs that were lost long ago. All the messenger sought in exchange was knowledge of Hobbits and a thief of their kind who had stolen a ring from Sauron; not an important ring, he claimed, but one nonetheless dear to the Dark Lord. Alas for the emissary, Dáin perceived the truth veiled behind the messenger's fine words. He sent the cloaked figure away, but must have known that he would one day have to pay a price for his defiance of the Lord of Mordor.

So it was that when Sauron launched his great campaign of the War of The Ring, he deigned special attention for the Dwarfs of Erebor. At the Dark Lord's direction, a host of Easterlings and Orcs descended upon the Lonely Mountain. Scarlet banners choked the skies and the ground shook to pounding of marching feet. Few armies could have hoped to stand against such a horde, but Dwarves have ever been valiant and stubborn in equal measure. With his kinsmen at his side and the Lonely Mountain at his back, the King of Erebor readies his axe and prepares to spit in Sauron's eye one last time...

Good Forces

- Dáin Ironfoot.
- Up to 2,500 points of formations chosen from the Dwarves army list, following the normal restrictions with the following exceptions: Gimli, Balin, and Durin may not be selected.

Evil Forces

- Up to 2,000 points of formations chosen from the Fallen Realms army list, following the normal restrictions, with the following exceptions: Suladân, Dalamyr, or Queen Berúthiel may not be selected.

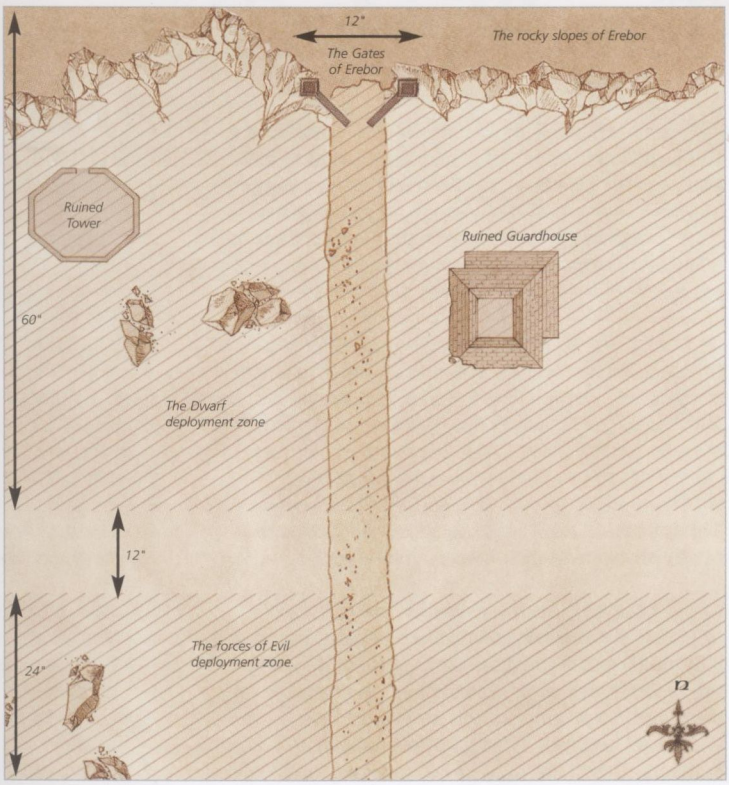
- Up to 1,000 points of formations chosen from the Mordor or Misty Mountains army lists, following the normal restrictions, with the following exceptions: No Epic Heroes, Balrogs, or Legendary formations may be selected.



The Battlefield

This scenario is played on a board roughly 6' x 8' with the short board edges representing the northern and southern ends of the battlefield. The slopes of the Lonely Mountain loom in the background of the northern board edge, with its main gate set in the centre of the board edge. The Dwarves have dug in as best as they can, and have fortified several ruined buildings on the northern half of the board – treat these as defensible terrain features with a Capacity of 4 and a Defence bonus of +3.

Deployment. Both sides set up in the deployment zones marked on the map. The Dwarfs must set up first, but win priority in Turn 1.





Victory Conditions

The Dwarves must win this battle or face annihilation. This lone objective for this battle are the Gates of Erebor. The battle lasts for eight turns or until one side is destroyed or concedes. At the end of the eighth turn, whichever side has more companies of models (including depleted companies) within 18" of the Gates is declared the winner. If there is a tie, play one more turn and if this does not reveal a winner the battle is a draw. In the case of a draw, the Dwarves may take a moral victory if Dáin is still alive, and Evil gets the nod if he is slain.

Special Rules

To the Death! The Dwarves know that there can be no retreating from battle – it is victory or death! The Dwarves may re-roll failed Courage tests for the entire game. Additionally Dwarves are automatically assumed to have rolled a steadfast result, should they lose a combat within 18" of the Gates of Erebor.

Break out the Hoard! Faced with looming destruction, the Dwarves heft their finest weapons from their venerable vaults. Three formations in the Dwarf army may be given Bane Weapons – the Good player must choose of what type before set up begins.

What if..?

We don't know a lot about this battle from The Lord of The Rings, except the attackers were largely composed of Easterlings, who need little encouragement to fight for Sauron, or against Dwarves. However, it is entirely possible that a Dragon or two has joined the fray, eager to claim some of the Lonely Mountain's fabled treasures.

The Black Gate

It is the final gamble, the last throw of the dice for the forces of Good. Some of the mightiest heroes to walk Middle-earth have assembled before the Black Gates of Mordor, there to directly challenge Sauron and draw his gaze upon them. If they succeed, the Dark Lord will remain unaware of Frodo's presence long enough for the Hobbit to undo The One Ring in the fires of Mount Doom.

All free folk of Middle-earth stand united in the pursuit of this goal. Elves, Dwarves and Hobbits are all represented at this battle, yet it is upon Men whom this burden shall fall. The forces of Good have gathered on the low hills outside the Black Gate. The banners of Rohan and Gondor stand unfurled in the unsteady breeze, the blazons and colours of Meduseld, Dunharrow, Dol Amroth, Minas Tirith, Lossarnach and a dozen others proclaiming their bearers' intentions.

At the head of the army, its leaders await Sauron's response. Gandalf has assembled this force, has forged it in the face of distrust and adversity, but it is Aragorn, son of Arathorn, who has led it here to challenge the Dark Lord. So assembled, this army must fight as hard and for as long as it can against overwhelmingly superior numbers. There is no way to tell how long Frodo will need to achieve his goal, yet every moment bought in blood is a moment in which the bold Hobbit draws nearer to ending the threat of the Dark Lord forever...

Good Forces

- Aragorn.
- Gandalf the White.
- Legolas.
- Gimli.
- Prince Imrahil of Dol Amroth.
- Éomer.
- Elladan and Elrohir.
- Gwahir and 5 Great Eagles.

No additional Epic Heroes or Legendary formations may be chosen, otherwise follow the normal restrictions for the following:

- Up to 2,000 points of formations chosen from the Gondor and Arnor army list.
- Up to 1,000 points of formations chosen from the Rohan army list.

Evil Forces

- The Mouth of Sauron.
- 8 Ringwraiths (the Witch-king of Angmar cannot be fielded in this scenario) in any form.
- Up to 6,000 points of formations chosen in any combination from the Mordor and/or Fallen Realms army lists, following the normal restrictions, save that you cannot field Suladân, Dalamyr, Queen Berúthiel, Gothmog, Gorbag's Tower Rats, Shelob, Grishnákh, the Necromancer, or Sauron.

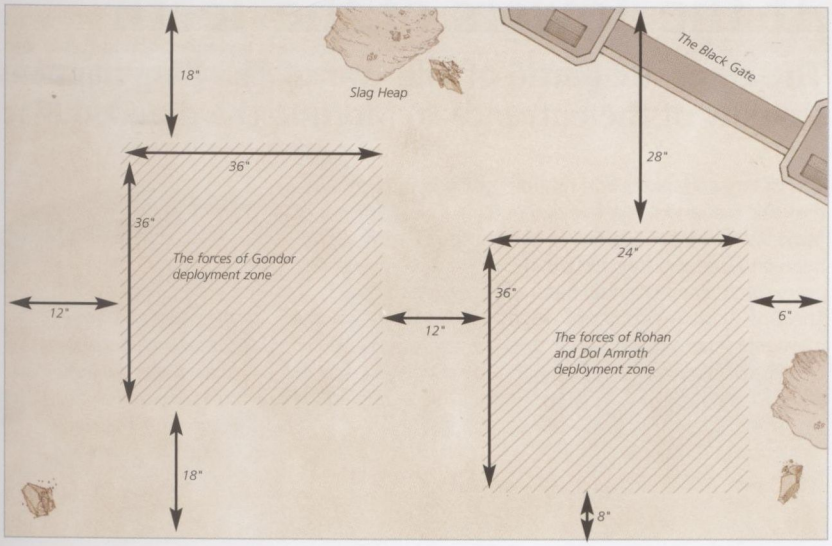


The Battlefield

This scenario is played on a board roughly 8' x 6'. Besides a few slag heaps, bits of rocky terrain, and some withered woodland (difficult terrain) the table is terrain free. The Black Gate dominates in one corner of the board.

Deployment. The forces of Good set up first in the deployment zones marked on the map.

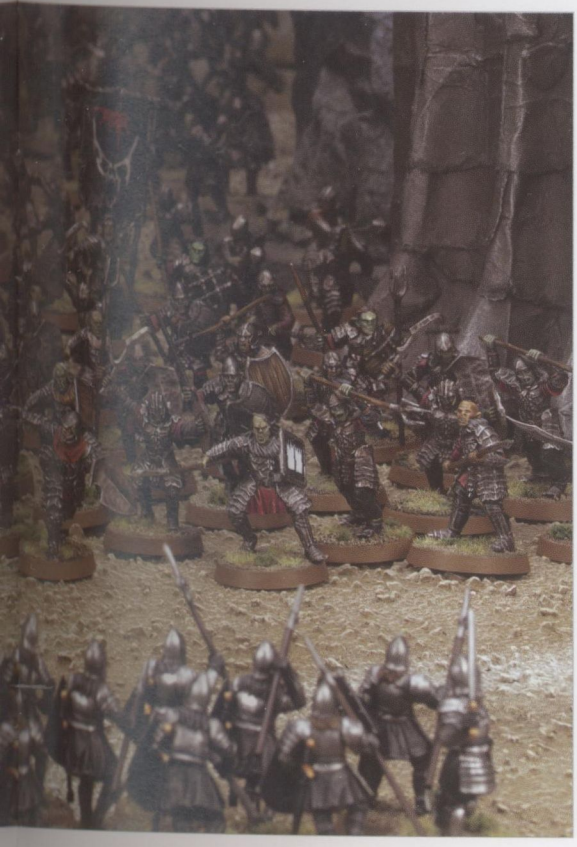
The forces of Evil set up second and may deploy anywhere not within 8" of the enemy. If this means some of their forces cannot fit on the gaming table, they are automatically available to come in as reserves as and when space permits during the battle. Reserves may be brought in from any table edge and may move, shoot, and charge as per normal in the turn in which they enter the battlefield.





"We must walk open-eyed into that trap, with courage, but small hope for ourselves."

– Gandalf, The Lord of The Rings



Victory Conditions

To win this scenario, the forces of Good need to survive; drawing the Eye of Sauron away from Mount Doom until it is too late. The game has a random length controlled by special rules below and will end when either Frodo destroys The Ring (victory for Good) or the forces of Good are completely annihilated, allowing Sauron to stop Frodo before the Ring can be destroyed (victory for Evil).

Special Rules

The Ring is Destroyed. At the end of the 6th turn, if he still has at least a single model alive, the Good player can roll to see if the One Ring is destroyed. On a roll of 6 Frodo has completed his task and the game is over. No modifiers (Might or other) may be used on this roll. If the Good player fails to roll a 6, he must wait until the end of the next turn to roll again. The Good player may roll at the end of each turn, as long as a friendly model is alive. Each turn the roll gets progressively easier by 1, so turn seven needs a 5+, turn eight needs a 4+, and so on.

The Eagles are Coming. The Good player must bring Gwahir and his Eagles onto the battlefield during the start of his Move during turn two. The Eagles can enter from any single table edge and are free to move and charge as normal in the turn on which they enter.

Standfast Men of the West! If Aragorn is still alive, the Good player may call steadfast on any friendly formation that loses a combat – there is no need to roll.

At the Towers of the Teeth

The climactic battle of The War of The Ring happens in the very shadow of the entrance to Mordor, the dreaded Black Gate.

The victory conditions and random game length ensures that this scenario has a frenzied ending. The last few turns invariably see the forces of Mordor charging headlong into the fray, absolutely driven to eradicate every single enemy model before Frodo can destroy The One Ring. The forces of Good must seek to delay the inevitable – conserving Might to stave off the superior numbers that continually collapse upon them. Aragorn, with his special Steadfast Men of the West! rule is key to this scenario! The sheer size and desperate nature of the battle make it a visual spectacle – a fitting battle to end the War of The Ring.



The Eagles are coming! The second turn arrival of the Eagles can help take some of the pressure off Aragorn and his defensive stand.

The surrounding sea of Orcs surrounds their foes, hoping to crush them utterly before the very Gates of Mordor.



Keeping Aragorn alive is vital for the forces of Good, but Evil players will do their utmost to bring down the new King!

"Drums rolled and fires leaped up. The great doors of the Black Gate swung back wide. Out of it streamed a great host..."
– The Lord of The Rings





Results

In The Lord of The Rings the forces of Good are hard-pressed, even with the arrival of the Eagles, to keep from being overwhelmed by the onrushing tide of Orcs and evil Men. It is only the destruction of the One Ring that allows the Men of the West to survive.

In our games the tension that rides on the last dice throw (to see if Frodo destroys The Ring) is quite powerful. Although battered, the forces of Good were solid enough to withstand at least a few more turns in the first match-up, but our Evil players learned a few tricks and made the next few battles a lot closer. A mix of catapults, Heroic Duels, and plain and simple massed attacks ground down the forces of Good. Then if you can get a little luck (like not destroying The Ring on turn 6 or 7) then you should be able to grind your opposition to nothing!

Scenarios beyond the War of The Ring

The fertile background of The Lord of The Rings provides ample inspiration to players wishing to recreate a range of battles throughout the ages of Middle-earth.

The War of The Ring is only one part of the rich history of Middle-earth and players wishing to delve more deeply into the storyline will discover even more gaming possibilities. In many places the history is only mentioned in passing and reconstructing the battles will take some extrapolation or even invention on the part of the players (see Making Up Your Own Scenarios on the opposite page).

This lack of complete information is both a blessing, as now you are free to fill in the story with your own specifications, and a curse, as those missing details would be fascinating to see. Second-guessing and refining the troops, deployment, terrain, and victory conditions from any The Lord of The Rings scenario is part of the enjoyment for this kind of gaming.

Known battles

A good scouring of The Lord of The Rings will reveal quite a few references to Middle-earth's battle-strewn past. This is by no means meant to be a definitive list, but should (chronologically) give players interested in such battles food for thought:

War of the Elves versus Sauron

The Battle of Dagorlad

The Battle of the Last Alliance

The Battle of Gladden Fields

Gondor's wars with Harad

Angmar versus the Northern Kingdoms

The Fall of Amon Sûl

The Fall of Arnor

The Fall of Fornost

The Battle of Fornost (the King of Gondor's revenge)

Dwarves Unleash Durin's Bane

Field of Celebrant (Rohan coming to the aid of Gondor)

War of Rohan versus Dunlendings

The Fall of Minas Ithil (taken by Wraiths!)

The White Council versus Dol Guldor (The Fall of The Necromancer)

The Battle of Five Armies

The Battle of Ithilien

The Battle of Mirkwood – the raid to free Gollum from the Wood Elves

The many clashes over the bridges at Osgiliath



Making Up Your Own Scenarios

After you have fought a few battles of the War of The Ring, many players will wish to make up some scenarios of their own. The events in The Lord of The Rings provide plenty of inspiration and there are innumerable dangling storylines left to fill in with your own battles. For instance, we know the fort on Amon Sûl (Weathertop) was defended during the Men of the West's battles with the evils of Angmar, but the story of how it came to be destroyed is not told. Players wanting to play out the fall of Amon Sûl will need to work out most of the details themselves, but that's part of the appeal of doing such a scenario – in addition to generating a tense and exciting battle, the scenario fills in a missing part of a well-loved story. Be prepared to be challenged and second-guessed!

When creating your own scenarios entirely it's a good idea for the player who invented the scenario to act as a games master or referee (see page 312) whilst the other players take part in the game. While forgoing the chance to play himself, a referee is available to adjudicate and interpret the rules if necessary. When playing a new scenario for the first time, don't be surprised if some of the rules need to be adjusted or there are new suggestions requiring more refinements.

What if...

Some players will want to rewrite some existing scenarios, tweaking them to add further details or perhaps to add some quirk of your own invention. This could be as simple as including troops or characters that weren't in some battles, but could logically be envisioned joining the fight. Alternatively, it could be more complex and involve rules of your own invention. What if Boromir hadn't fallen to Saruman's Uruk-hai and instead returned to aid Gondor? What if Shelob had come out of her lair and joined the attack against Minas Tirith? Or it could involve situational special rules, such as adding in rules for weather (the storm at Helm's Deep) or unusual battlefield allies (the Huorns coming to help could be intriguing). Here are some of the ideas we had for the scenarios in this book:

What if all of Rohan had been mustered at the Fords of Isen, adding the might of Éomer, Erkenbrand, or even King Théoden to the Rohirrim's battle roster.

What if Gandalf had not slain the Balrog? Imagine the Balrog turning up at later battles, such as the Siege of Lothlórien or even the Pelennor Fields.

What if Saruman himself had accompanied his legions to Helm's Deep to personally see the job through?

What if the Elves of Mirkwood had marched to aid King Dáin at Erebor?

What if Sauron had recruited a Dragon to his cause for the War of The Ring? What if Sauron himself turned up to any of the great battles of the War of The Ring?

The scenarios that follow are set many years, even thousand of years, prior to the War of the Ring. The forces and Heroes suggested are appropriate to that time period, but feel free to add your own ideas.



The Last Alliance

Banners line the slopes of Mount Doom. Serried ranks of Elves and Men take position and await their orders. Arrows are nocked, swords drawn and spears made ready. It has taken years of campaigning and cost the lives of untold thousands, but Sauron, the Dark Lord of Mordor, will finally be held to account for his foul deeds. This mighty host, this Last Alliance of Elves and Men, will see the armies of Mordor scattered and a new age brought to Middle-earth.

Sauron is not unprepared, however. For this, his final stand, the Dark Lord has summoned minions from all over Mordor. Orcs, Trolls, Goblins, and foul spirits have been drawn to Sauron in his hour of need. From even further afield have come wicked men, Southrons with murder in their hearts, vile Easterlings and fallen Númenóreans. Dragons have been urged from slumber and lured to fight beneath the banners of Sauron. If the Lord of the Mordor falls this day it shall not be for lack of minions.

Dark is the battle that awaits, yet the Free Peoples do not lose hope. Great Heroes there are amongst the ranks of Elves and Men, warriors bold and fair, whose legend shall only grow in days to come, regardless of the battle's outcome. The Elves are led by Gil-galad, their High King, and Elrond his herald. Elendil, ruler of Gondor and Arnor, commands the armies of Men with his son Isildur ever at his side. So it is that the stage is set for an epic battle. The fate of Middle-earth hangs in the balance...

Good Forces

- Gil-galad, High King of the Elves.
- High King Elendil.
- Isildur.
- Elrond.
- Círdan of the Havens.
- Up to 4,000 points of formations chosen from the Elves army list, following the normal restrictions, with the addition that Legolas, Arwen, Elladan, or Elrohir may not be chosen.
- Up to 3,000 points of Númenórean Warriors, Númenórean Archers, Warriors of Arnor, or Rangers of Arnor, chosen from the Gondor and Arnor army list.
- Up to 1,000 points of formations chosen from any Good army list, following the normal restrictions, save that no Epic Heroes or Legendary formations may be chosen.

Evil Forces

- Sauron.
- Up to 9,000 points of formations chosen in any combination from the Evil army lists (except Isengard), following the normal restrictions, save that the only additional Epic Heroes and Legendary formations that may be selected are: The Mouth of Sauron, Shelob, and the Twilight Ringwraiths.

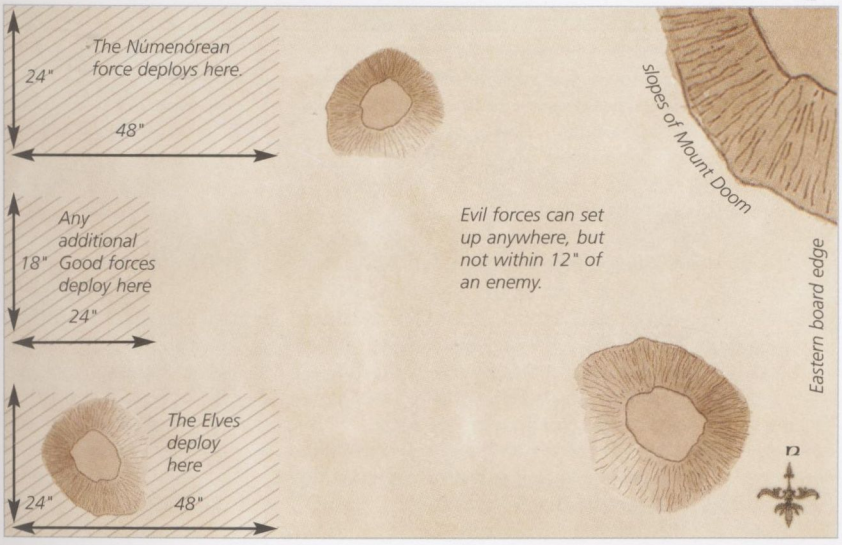


The Battlefield

This scenario is played on a board roughly 12' x 6'. Mount Doom slopes up towards the eastern edge. There are several spoil heaps (difficult terrain) scattered across the battlefield, and could include some Orc hovels if your terrain collection allows.

Deployment. The forces of Good must set up first, and automatically win priority for the first turn. Deployment zones are marked on the map.

Evil forces deploy second and can be set up anywhere on the battlefield, but not within 12" of any enemy models. Sauron is not set up to begin with and must instead enter play from the eastern board edge at the start of the second Evil Move phase.



- *Sauron does not deploy as normal, but instead comes onto the battlefield from the eastern board edge at the start of the second Evil Move phase.*

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



Victory Conditions

It is time for the great battle of the age! Sauron must be defeated or his shadow will consume Middle-earth. The forces of Good may claim victory if they can slay Sauron the Great, the Deceiver, the Dark Lord of Mordor. The forces of Evil may win by breaking the forces of Good and destroying their leaders. The Good side is considered broken when, at the end of any turn, it is reduced to less than a third of its starting strength – i.e. more than two thirds of the companies in the army are destroyed. Additionally, the Evil forces must slay at least three out of the following characters: Gil-galad, Elendil, Círdan, Elrond, or Isildur. If both sides reach their victory conditions in the same turn, the battle is a draw, although Good may still take a moral victory for destroying Sauron!

Special Rules

The Mastery. In any turn where both Elendil and Gil-galad are both in combat, the forces of Good may add +1 to all of their To Hit rolls to represent the surging momentum enjoyed by the forces of The Last Alliance.

Should Elendil Fall. If Elendil is slain by Sauron and his son Isildur is within 12", he will be possessed with a mighty rage against the Dark Lord. Until Isildur is either slain, or Sauron is cut down, Isildur counts as having Epic Strike (Fight 10 on his company) all the time. Additionally, in any Epic Duel, Isildur may roll three dice and use the highest, counting any foe as a Resilience of 1.

Disaster at Gladden Fields

The Last Alliance of Men and Elves achieved its goals, though at a terrible cost. Sauron was overthrown, laid so low that it would be many centuries before he recovered even a sliver of his former power, but the cost to the victors was almost as high. So it is that Isildur returns home to Arnor. His heart is heavy with the loss of his father and he is only starting to suspect a far weightier burden hangs about his neck on a golden chain.

When Sauron fell, it was Isildur who took The One Ring. Discounting Elrond's advice, Isildur kept The Ring for his own, claiming it as weregild for lost kin. Yet this decision is to cost Isildur his life. The One Ring is no simple trinket, inert and unaware. It is a treacherous thing, containing some measure of its dark master's power and ever seeking to return to its one true master, the black hand that forged it. Creatures of evil heart can sense the Ring's malice. They are drawn to it as moths are drawn to flame, and they will fight to the death to claim it, never suspecting that the will that drives them is not their own.

It is on the banks of the Gladden Fields that Isildur's fate is sealed. Drawn by The Ring's malice, two warbands of Orcs assail the king and his company while they travel from their southern kingdom of Gondor to their northern realm of Arnor. Outnumbered many times over, Isildur's men fought bravely but they knew in their hearts that they were doomed. It was the malice of The One Ring itself, however, that would ultimately claim the life of the foolish Man who had dared to claim it as his own.

Good Force

- Isildur.
- Up to 1,000 points of Númenórean Warriors, Númenórean Archers, Warriors of Arnor, or Rangers of Arnor, chosen from the Gondor and Arnor army list.

Evil Force

- Up to 2,000 points of formations chosen from the Mordor army list, following the normal restrictions, save that no Epic Heroes or Legendary formations may be chosen.
- An additional 500 points of formations chosen from the Mordor, Fallen Realms, Moria or Angmar army lists following the normal restrictions, save that no Epic Heroes or Legendary formations may be chosen.

The Evil force should be heavily made up of Orcs, but it's perfectly acceptable to draft in some darker foes to represent the leaders of the warband – perhaps some Black Númenóreans, or the Castellans of Dol Guldur.

"It is precious to me, though I buy it with great pain."
– Isildur, describing the One Ring in The Lord of The Rings

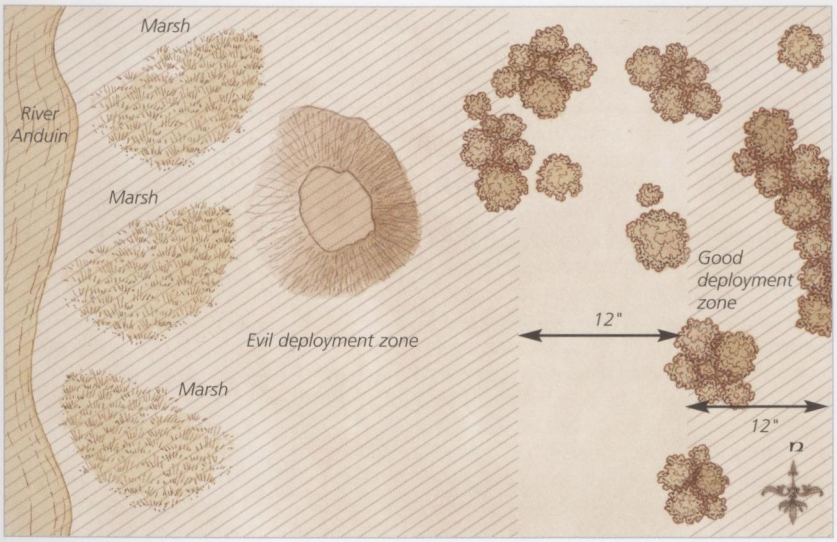


The Battlefield

This scenario is played on a board roughly 8' x 6' with the short board edges representing the eastern and western ends of the battlefield. The River Anduin flows through the western edge of the battlefield, whilst the eastern edge has many forest sections, representing the eaves of Mirkwood. The immediate area around the river is marshy, and should be counted as difficult terrain.

Deployment. The forces of Good must set up first in the deployment zone marked on the map.

The Evil forces set up second and may not be placed within 12" of any enemy models. The forces of Evil automatically win priority for Turn 1. Neither side may use Ambushers in this scenario.



- *The area to the east of the Anduin is covered with marshy patches. A few paths (no more than 6" wide) lead through the difficult ground*
- *The forest sections have a three-company capacity and will add +2 to the Defence of any occupying formation.*





Victory Conditions

Isildur must escape, lest The One Ring come into the possession of Sauron's minions. If this were to happen, the Dark Lord would reform and gain shape, and soon the One Ring would be on his black hand. If Isildur can reach the western board edge it represents him making good his escape by diving into the River Anduin. If this happens, the Good side wins. Yes, we know it will be a pyrrhic victory as the Ring is sure to slip off, betraying Isildur to Orc archers, but at least the treasure won't be captured! If Isildur is slain, however, the Evil side wins as they claim the One Ring for their own. The battle lasts until Isildur either escapes or is slain.

Special Rules

Orcbane Weapons. One formation in the Good force carries Orcbane weapons, fabled relics of Númenor preserved through the Last Alliance. The Good player must randomly choose which formation carries the Orcbane weapons, he may not pick.

Isildur's Sons. Several of the Númenórean companies are led by Isildur's closest kin – they will stand by their king in all but the most dire of circumstances. All Good formations may use Isildur's Courage in this scenario.

The Evil Lure of the Ring. Any Evil formation fighting against a formation that contains Isildur may re-roll all failed To Hit rolls. This represents the sinister will of The Ring spurring on all evil-doers.

The Doom of Fornost

Before his death, Elendil laid the foundations of two realms in Middle-earth, Gondor and Arnor. Throughout history, the southern kingdom of Gondor was ever the chief of the two and bore the greatest weight of Sauron's malice. Yet if Arnor lay distant from Mordor, it was often in Sauron's mind – the Dark Lord never forgot a foe and he knew Arnor to have held prominence in Elendil's affections.

So it was that in the years following the Last Alliance, when men thought him destroyed, Sauron directed his malice at the realms of Gondor and Arnor. Gondor was buffeted by invasion, civil war, treason and plague. Yet through valour, and no small measure of good luck, the kingdom endured. Arnor was not so fortunate. Here Sauron's goals were pursued by his blackest servant – the Witch-king of Angmar. At first, Arnor held firm against the Witch-king's assault, but his fervour and determination were endless. In a campaign of terror, the chief of the Nazgûl broke Arnor's defences and destroyed its capital, Fornost.

It was here, amidst the ruins of Fornost, that the Witch-king's invasion was finally brought to a standstill by an alliance of Arnor's allies. They were too late to save the kingdom, but not too late to avenge it. Elves, Men – and even Hobbits, to hear some tell the tale – did battle with Orcs, Trolls and dark undead amidst the ruined and unhappy city. Though the resulting battle could not restore Arnor, it would prevent other realms from sharing its fate. Can the Witch-king be defeated?

Good Forces

- Up to 1,000 points of Númenórean Warriors, Númenórean Archers, Warriors of Arnor, or Rangers of Arnor, chosen from the Gondor and Arnor army list.
- Up to 1,000 points of formations chosen from the Elves army list, following the normal restrictions, with the addition that Legolas, Arwen, and Gil-galad may not be chosen.
- Up to 350 points of Hobbit formations chosen from the Forgotten Kingdoms army lists.

Evil Forces

- The Witch-king of Angmar (in any form).
- Up to 1,000 points of formations chosen from the Angmar army lists, following the normal restrictions.
- Up to 1,000 points of formations chosen from the Mordor army list, following the normal restrictions, save that no Epic Heroes or Legendary formations may be chosen.

Be sure to tap into the chill undead of Angmar to empower the Witch-king (see special rules).



The Battlefield

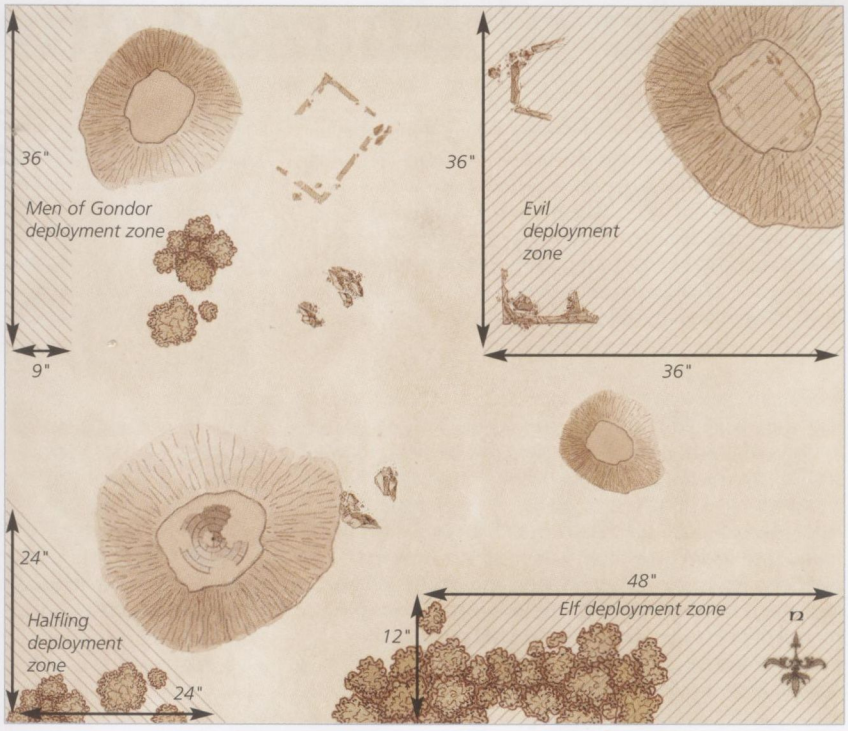
This scenario is played on a board roughly 8' x 6'. The ruins of Fornost lie on the northern edge of the battlefield, whilst several hills and stands of withered trees lie scattered across the rest of the battlefield.

Deployment. The Evil forces must set up first in the appropriate deployment zone as marked on the map.

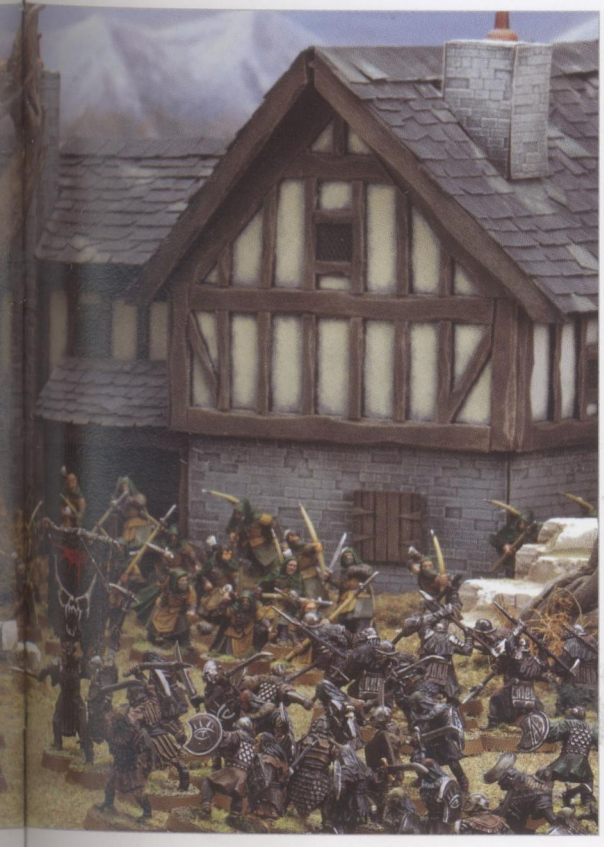
The forces of Good set up second in the appropriate deployment zones as marked on the map.

Roll off to see which side gains priority for Turn 1.

"For the folk of Arnor dwindled, and their foes devoured them..."
– Elrond, The Lord of The Rings



- *The buildings and ruins of Fornost may be used as defensible terrain with a Capacity of between 2 and 4 companies. Ruins add +2 to an occupier's Defence, while whole buildings add +3.*
- *The stands of forest should be defensible terrain with a Capacity of 3, adding +2 to an occupier's Defence.*



Victory Conditions

The Witch-king must be stopped and his army destroyed! In order to claim victory the forces of Good must slay the driving force behind the attack – the Witch-king! The forces of Evil must attempt to break the Good army. The Good army is considered broken if, at the end of any turn, it is reduced to less than a third of its starting strength – i.e. more than two-thirds of the companies in either army are destroyed. If the Witch-king is slain, the game is over, although the turn must be finished. If both sides reach their victory conditions the game is a draw.

Special Rules

Chill Witchery. The Witch-king can drain the essence of his servants to empower himself. The Witch-king may use this ability at the start of any Priority phase, before the roll for priority is made. The Evil player nominates one Evil formation of Spirits within 12" of the Witch-king. That formation immediately takes D3+4 automatic hits, but the Witch-king regains a single Might point.

Foul Subversion. The Witch-king can choose to use two Might points before the battle to subvert a single formation of Men on the Good side. At the start of the Evil Move phase for turn one, the Evil player must declare which unit is being lured and on a roll of 3+, the unit is now moved and controlled entirely by the Evil player. If the roll is not achieved, there is no effect and the Witch-king's Might points were wasted.

Battle of Khazad-dûm

Khazad-dûm, the realm of deathless Durin, has weathered many storms. In ancient times, terrible battles were fought in the shadow of its stony gates, yet Khazad-dûm endured. War and plagues swept across neighbouring realms, yet Khazad-dûm endured. To the Dwarves who toiled and delved in its depths, Khazad-dûm must have seemed as eternal as the ancient rock from which it had been hewn. But such was not to be its fate.

Too greedily did the Dwarves delve in the roots of the mountains. In the deepest of chambers, in a place that had seen no light for untold centuries, the Dwarves awoke a terror beyond imagining – a Balrog of Morgoth. Against such a creature the Dwarves had little chance, for it was a powerful and hungry spirit. Worse, the presence of the Balrog served as a lure to lesser evils. Even as the Dwarves found their realm beset from within, so too were their walls assailed by other foes without. The Goblins of the Mountains had ever vied with the Dwarves of Durin for control of the underworld. Now they attacked by the thousand and the tens of thousands, clawing at their age-old enemies with a desperate vigour.

These were to be the last days of Khazad-dûm, a time of shadow and flame. Yet even so beset, the Dwarves did not yield, but defended tunnel, hall and cavern with all the stubborn determination of their kind. Before the war was ended, Durin was to carry his mighty axe against the Balrog's fearsome hide in a battle that would shape the fate of the entire realm...

Good Forces

- Durin's Guard (four companies).
- Up to 1,500 points of formations chosen from the Dwarf Holds army list, following the normal restrictions, save that no additional Epic Heroes or Legendary formations may be chosen.

Evil Forces

- The Balrog.
- Up to 2,500 points of formations chosen from the Misty Mountains army list, following the normal restrictions, save that no Storm Giants or Dragons may be selected.
- Up to 500 points of formations chosen from the Mordor army list, following the normal restrictions, save that no Epic Heroes or Legendary formations may be selected.

"...they delved too greedily and too deep, and disturbed that from which they fled, Durin's Bane."

– Gandalf, The Lord of The Rings



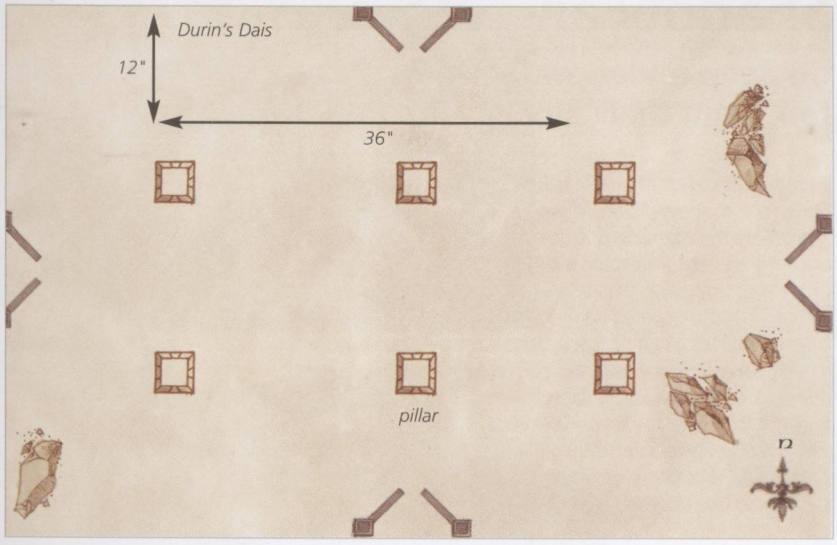
The Battlefield

This scenario is played on a board 8' x 4'. Several rocky areas of impassable terrain mark out the shapes of the caverns. Durin's dais sits along the northern edge. Enormous pillars line much of the underground battlefield.

Deployment. The Dwarves must set up first and may be deployed anywhere on the battlefield so long as each and every company is within 12" of a doorway.

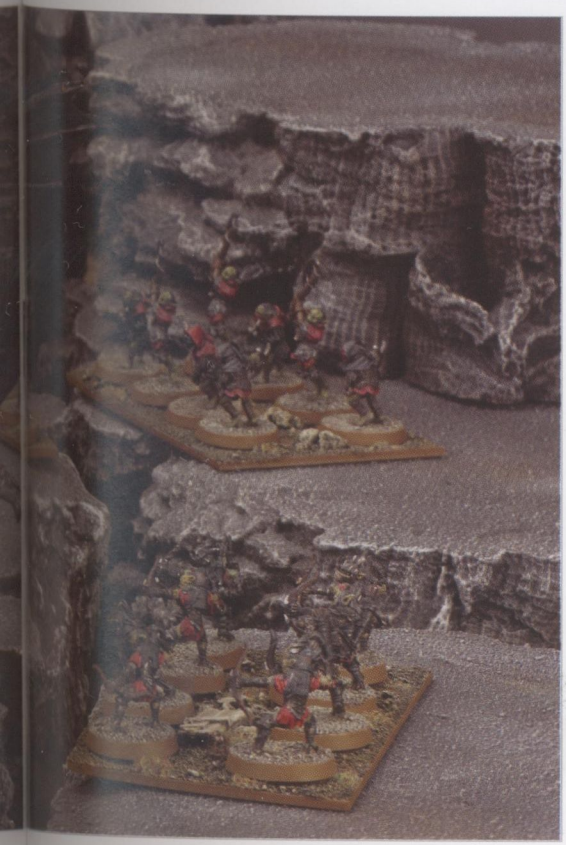
The forces of Evil set up second and may be deployed anywhere on the battlefield but may not start the game within 8" of any enemy models. The only exception to this is the Sneak Attack (see Special Rules below).

Dice off to determine which side gets priority for Turn 1.



- *Place doorways (or suitable counters) in the centres of each of the table edges – these are the exits (see Victory Conditions).*





Victory Conditions

The Goblins are trying to seal the exits to the King's cavern, preventing the Dwarves from retreating. The game lasts for eight turns unless the instant victory conditions are achieved. For a Dwarf instant victory they must slay the Balrog. Goblins achieve an instant win if, at the end of any turn, they control all four exits (by having at least one formation within 6" and no Dwarf formations within 6"). If all eight turns are played without the Goblins achieving their goal, the Dwarves are deemed to have won the battle, or at least have held on another day for a stubbornly-won moral victory!

Special Rules

Durin's Dais. This raised platform has stood for a thousand years and is infused with powerful enchantment. Treat the dais as giving a Defence bonus of +2 to any Dwarf formation touching it. In addition, a Dwarf formation touching the dais is automatically steadfast if beaten in combat – they will defend it to the last Dwarf!

Sneak Attack! Before the battle begins, but after set-up, the Evil player may swap any single formation of Dwarves for any single formation of Moria Goblins. The Dwarf formation cannot be larger than the Goblin one that it is changing places with. Durin's Guard, or any formation on Durin's Dais, may not be selected. This represents the confusion and panic of the attack and the general sneakiness of Goblins.

Shadow and Flame...

Go deep underground to refight the final battle that drove Durin's folk from their most vaunted stronghold.

To the Dwarves of Middle-earth, Khazad-dûm is a legend. For a race that dwells on riches and craftsmanship it represents the pinnacle of both, for Khazad-dûm was once full of light and splendour and it also held rich veins of Mithril, true-silver that is priceless beyond measure. But Sauron too coveted Mithril and he had a long hatred of the Dwarves of Durin's line. And so if the Dark Lord's malice could not get past the barred gates of the greatest mansion of the Dwarves, Sauron bent his great will to find another way. It was not coincidence alone that awoke the mightiest of evil spirits, the Balrog. Will you become Durin's Bane, or fight against the odds as the tenacious, but doomed Dwarves?



The Dwarf King Durin in his hand-picked Guard formation is a tough opponent, but even they won't last long unaided against the awesome power of the Balrog.

Durin's Dais

The Dwarves must battle to capture at least one exit but, more importantly, must also try to destroy the Balrog!



It will take a flanking attack or a charge from a powerful creatures like a Cave Troll or the Balrog to destroy (or even dent!) a company of Vault Wardens



Using their special Pathfinder rules Moria Goblin archers can easily scale the cavern walls of Khazad-dûm and rain arrows down from their lofty heights.

The door is taken from the Mines of Moria boxed game.

Results

The history of The Lord of The Rings tells us that the Dwarves were driven out of Khazad-dûm by great fear of the nigh-unstoppable Durin's Bane. Even Balin's expeditionary force that returns years later to reclaim their kingdom is eventually wiped out by the forces that have overtaken Moria.

In our battles the forces of Durin fared little better than they did in the books! Being outnumbered and surrounded is hard enough, but the Balrog is a juggernaut of destruction – blazing a path of death through even the doughtiest Dwarven shieldwalls. Truly Durin's Bane is an apt name...

Linking your Games

Linked games are the ultimate challenge for many tabletop commanders. In such campaigns, winning a battle may only be the start to winning the war.

For an added wargaming challenge why not try playing War of The Ring games not as single scenarios, but instead as a linked and ongoing story? Imagine, for instance, that all 11 War of The Ring scenarios must be played in a row, with the ramifications of each game having knock-on effects in the next battle? Should Théodred survive the Fords of Isen scenario, or the Uruk-hai achieve a brutal massacre of the Rohirrim during the river crossing, the subsequent battles will shift to reflect these changing fortunes. Instead of looking at each game as an end to itself, each battle becomes a chapter in an ongoing story. With this in mind, an Evil player losing the Relief of Helm's Deep scenario, but slaying a powerful enemy Hero like Gandalf, Aragorn or Théoden in the process, may help achieve victory in the long run. When playing linked scenarios, cagey tabletop commanders will have to think twice about the expenditure of every single Might point, and the survival of every character model becomes paramount!

The first step in playing a series of linked games is to agree with your opponent(s) what the scope of your campaign will be. As an example we have provided some simple rules for linking War of The Ring scenarios, but players devising their own campaign can steer the gaming in any direction they like.

Between Games

If you want to connect each battle, then some record-keeping will be necessary – but don't worry, it isn't any more than you are already doing. In one-off games it is assumed that Heroes have sufficient time to heal before their next battle, but in the grind of a campaign, this isn't always so. After the battle each surviving character that has used Might must roll to regain his (or her) full reserves. Roll a D6 for each lost Might point, on a roll of 3+ the point is regained for the next battle. Failure to regain some or all lost Might points simply means that the character in question will start the next game already a bit battered and war-weary. After many battles it will be a skillful (or lucky!) commander who can count on having all his characters available for battle, much less having them all at full strength! Such are the toils of war…

Slain Epic Heroes

A Hero that is slain during the course of the game is removed from the battle, but in a campaign it seems prudent to determine if the model is really dead or just suffering from some sort of a flesh wound. It is quite possible that the model has only suffered a knock on the head or has passed out from loss of blood. As part of a campaign's after-battle results roll a D6 for each point of Resilience a character has – if any result is a 5+ then the model has miraculously survived. Failure means that the model is well and truly dead. If the Hero has any remaining Might left, the dice rolls can be modified, but any Might used cannot be regained until after the next game.

Ringwraiths

In linked games or a campaign, the death of a Ringwraith should be handled differently to other Heroes. As Ringwraiths aren't truly alive, being mere shadows held together by the will of Sauron, it is much more difficult to destroy them. If a Ringwraith is slain in a battle, during the after-battle results roll a D6, on a roll of 4+ the Nazgûl has been reformed and is ready for warfare anew. Failure to make this roll means that the Ringwraith is still empty and shapeless and must return to its (greatly displeased) master in Mordor – the model must miss its next battle, but then may return as normal. Ringwraiths may not reform if Sauron dies or if they are slain by Éowyn, Merry, or Pippin in an Epic Duel.

Determining the Winner in Linked Battles

Regardless of the outcome of each battle in a linked games campaign, the next scenario will be played in order. Each game lost gives the opposition a particular advantage, so the odds will be mounting against one player or the other, but it is important to make sure that each advantage gained is a slight one. If the advantage of winning the first few games gives such an insurmountable advantage to one side, then one side will never have a chance and won't want to continue. Everyone loses out as you'll be denied the chance to play through all of the scenarios. As an example, we have provided some advantages for winning each of the War of The Rings scenarios, should players choose to play through these as a linked campaign.



War of the Rings Linked Scenario Results

Fords of Isen

Good Epic Heroes or Legendary formations that survive may be used in the Relief of Helm's Deep. If Rohan wins, they may add +300 points to the Relief Force at Helm's Deep.

Evil If the Uruk-hai can claim victory in this scenario, they get +300 points in Uglúk's Last Stand.

Uglúk's Last Stand

Good If Éomer survives he may be used in the Relief of Helm's Deep. If Rohan wins, they may add +200 points at Helm's Deep.

Evil Any Legendary formations that survive may be used at Helm's Deep. If Isengard wins, add +300 points of Scout Warbands at Helm's Deep.

Relief of Helm's Deep

Good Epic Heroes that survive can be used in the continuing scenarios in which they appear. If the forces of Good win ,they can add +100 points to the Battle of Pelennor Fields.

Evil If Isengard claims victory, add +300 points for the Fall of Isengard and the points total for the Charge of the Rohirrim at Pelennor Fields is halved.

Fall of Isengard

Good If Merry and Pippin survive they can be used on the Pelennor Fields. If the Ents win, the forces of Evil are -1000 points from the Counterattack for the Battle of Pelennor Fields.

Evil If Isengard can claim victory, the points total for the Charge of the Rohirrim at Pelennor Fields is halved. Additionally, Saruman may be used by the forces of Evil in any subsequent scenario.

Battle for Osgiliath

Good Any Epic Heroes or Legendary formations that survive may be used at the Battle of Pelennor Fields. If Gondor wins, the forces of Evil are -1000 points from the Besieging Force for the Pelennor Fields.

Evil Any Epic Heroes that survive may be used for the Battle of Pelennor Fields. If Evil wins they gain +500 points for any force for Pelennor Fields.

Battle for Pelargir

Good Any Epic Heroes or Legendary formations that survive may be used in the Pelennor Fields scenario. If Good wins, the Black Fleet arrives in Turn 3.

Evil If Evil wins, the Black Fleet arrives as normal, but it is full of 2,500 points of Fallen Realms models (and Dalamyr, if he survives).

Battle of Pelennor Fields

Good Any Epic Heroes or Legendary formation that survive may be used at the Black Gate. If Good wins they gain +500 points at the Black Gate.

Evil Any Epic Heroes or Legendary formations that survive may be used at the Black Gate. If Evil wins they gain +1000 points for all remaining games.

Cair Andros

Good If the Forces of Good win they gain an additional +250 points at the Black Gate.

Evil If the Forces of Evil win they gain an additional +250 points at the Siege of Lothlórien and also at Dáin's Last Stand.

Siege of Lothlórien

Good If the Forces of Good can win this battle they gain +1,000 points of Elves for the Black Gate scenario. This can include any surviving Epic Heroes.

Evil If the Forces of Evil can win this battle they gain +1,000 points for the Black Gate scenario. And, at long last, Sauron can finish off the Elves!

Dáin's Last Stand

Good If the Forces of Good can win the battle they gain +1,000 points of Dwarves for the Black Gate scenario. This can include any surviving Epic Heroes.

Evil If the Forces of Evil can win this battle they gain +1,000 points for the Black Gate scenario. And, at long last, Sauron can end Durin's line!

The Black Gate Opens

The winner of this battle emerges as the sole power that will rule Middle-earth for ever more.

It is possible to delve more deeply into the existing scenarios, expanding them into multiple games or even a linked campaign.

When writing the scenarios for the Great Battles of War of The Ring we had to encapsulate lots of detail into one game. While this produces a single evocative scenario, some players may wish to expand these storylines into full scenarios of their own. The many clashes for the Fords of Isen or the constant battles of control for Osgiliath and its crossings could be a linked series of games in their own right. Imagine playing out the siege element of Helm's Deep before Gandalf arrives with the relief force. Would there be anyone left to save? The grand-daddy of linked-battles are the bloody actions culminating with the Battle of Pelennor Fields. Below we give details on how this scenario could instead be an entire linked series of battles.

Defence of the Rammas

After being driven back from Osgiliath by the furious assault out of Mordor, Faramir rallies his men to make a stand at the Rammas, the stone wall and ramparts that encircle the fertile fields of the Pelennor. It is at these Causeway Forts that the forces of Gondor hope to halt the dark tide, or more realistically, inflict severe casualties before falling back within the walls of Minas Tirith. Mixed within the incoming tide of evil forces out of Morgul are fugitives from the overrun defences of Cair Andros.

Scenario – This battle should feature overwhelming Evil attackers that the forces of Good cannot hope to stop, instead the game is decided by how much of a toll the defenders can exact upon the invaders. The walls and fort (strong defensible terrain) are offset by the battering rams and blasting charges of the enemy. This is not a game of battlelines advancing, but rather disparate bands of warriors, either defenders straggling back into position, or attackers overeager for the spoils of war. Both sides must roll to see what reinforcements each turn will bring, with the attackers ever-growing in strength, and the defenders rapidly dwindling.

"Faramir was retreating to the wall of the Pelennor, rallying his men to the Causeway Forts; but he was ten times out-numbered."

– The Lord of The Rings

Flight from the Rammas

The defensive wall known as the Rammas has been blasted apart at many points, and Orcs and Southrons are pouring into the open plains of the Pelennor Fields. The invaders have come with flames and ruin. The men of Gondor must make an orderly retreat and only a rearguard action by Faramir prevents a complete rout.

Scenario – The forces of Good must retreat the length of the battlefield backwards off a table edge, while attackers, including Fell Beasts and flanking forces, attempt to slow them down and utterly destroy them.

"'They have taken the wall!' men cried. 'They are blasting breaches in it. They are coming!'"

– The Lord of The Rings

Amroth to Faramir!

Expecting the bloodthirsty attackers to overextend themselves in their lust to slay, Denethor has prepared a mounted counterattack. Sallying forth from Minas Tirith, the Knights of Dol Amroth lead a vanguard that seeks to smash asunder the evil host that is filling the Pelennor and threatening to engulf the remnants of Faramir's fleeing force.

Scenario – The cavalry strike force, led by Prince Imrahil of Dol Amroth and accompanied by Gandalf, must clear a path and link up with the beleaguered rearguard. It is essential to reach Faramir in time (or recover his body!) as well as drive the enemy from the field.

"And then a trumpet rang from the Citadel and Denethor at last released the sortie."

– The Lord of The Rings

The Siege of Minas Tirith

After breaking through the Rammas, the forces of Evil began digging trenches to encircle the city walls. Behind these flame-filled ditches siege engines of enormous proportions are constructed. Soon a destructive rain plummets down onto Minas Tirith and the first level of the city begins to burn. Great creaking siege towers are now rolled forward for the assault.

Scenario – While this could be played out as a full-scale siege, it is really a game of manoeuvring siege engines and duelling artillery. The massive siege towers and Grond, the great ram forged in Mordor, must attempt to close with the walls of Minas Tirith while the defenders attempt to smash them apart or set them ablaze.

"Shot and dart fell thick; siege towers crashed or blazed suddenly like torches."

– The Lord of The Rings

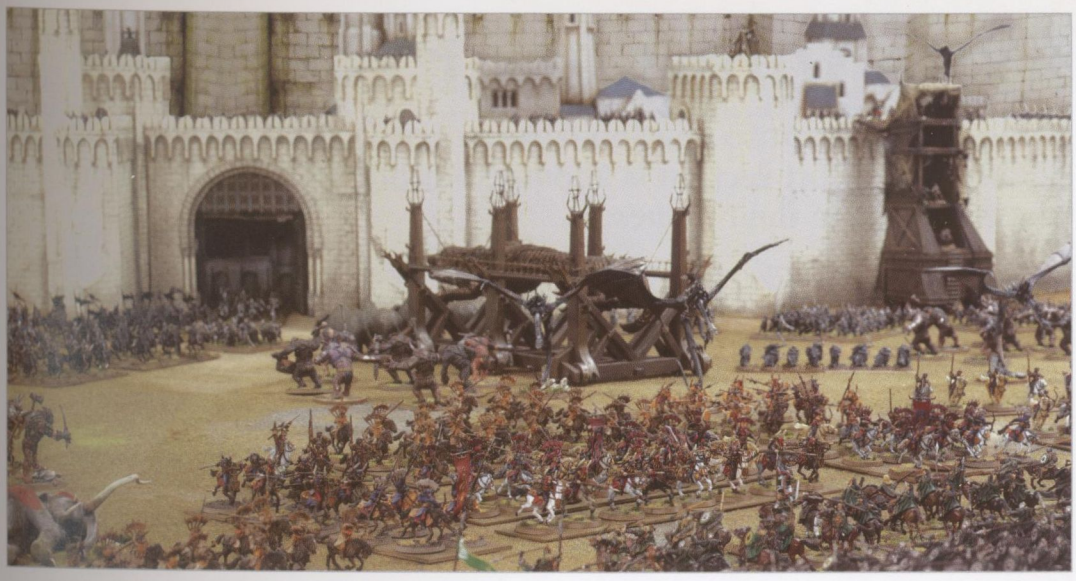
The Gate is Broken

In the film The Return of The King a fantastic battle scene erupts after Grond smashes the city gates open. A vanguard of Trolls smashes its way through the shattered gates and suddenly the first level of the city is engulfed in a swirling melee. Amidst narrow, rubble-strewn streets and against the backdrop of burning buildings, Orcs, Trolls, and even Wargs fight a winding battle against the soldiers of Gondor.

Scenario – The forces of Gondor must attempt to stem the encroaching tide of Evil. If gates and walls will not serve, then warriors themselves will have to block the way. The battlefield should allow for numerous choke points and defensible terrain to help counter the (once again!) overwhelming numbers of dark forces. Sauron's minions should be given a turn limit in which to clear the first level (i.e. your gaming table). If the forces of Good can hold on against such a furious assault for a certain number of turns they can claim victory.

"You are soldiers of Gondor! No matter what comes through that gate, you will stand your ground!"

– Gandalf, The Return of The King



Horns of the North

Guided along long forgotten paths by the Wild Men, the Riders of Rohan arrive unexpectedly on the far flank of the great field of Gondor. Sweeping aside many startled Orcs, the Riders are soon wreaking havoc amongst the siege engines. It is only the determined cavalry charge of a great chieftain of the Haradrim that slows the momentum of the Northmen.

Scenario – This portion of the Battle of Pelennor Fields can easily warrant a game unto itself. Evil must use entire formations as living speed bumps to slow down the charge of the Rohirrim and then counteract with their own cavalry. After a certain number of turns, the Evil player must roll to see if the Witch-king, the Lord of the Nazgûl on his Fell Beast, arrives to slay the king and rout his forces.

"But the fury of the Northmen burned the hotter, and more skilled was their knighthood..."

– The Lord of The Rings

Sally Forth

Rallied by the arrival of the Rohirrim, the remaining strength of Minas Tirith is unleashed to drive the enemy from its broken gates. At the forefront of the attack is Prince Imrahil and his Knights, riding out to join the fray.

Scenario – This battle is about capturing the battlefield – either driving the enemy away from the broken gates of Minas Tirith, or keeping the defenders bottled up within. The battlefield should be littered with difficult terrain, such as piles of heaped dead or the wrecked and smoking ruins of siege engines.

"...and the silver swan of Dol Amroth was borne in the van, driving the enemy from the Gate."

– The Lord of The Rings

A Wall of Mûmakil

Although the tide has turned against them, Sauron's minions are not yet defeated. Against the onslaught is set a mighty counterattack – a living wall of Mûmakil. Horns blare, tribal drums beat wildly, and the very ground shakes beneath the tread of titanic forces.

Scenario – Stacking one side of a battlefield with as many of the monstrous Mûmak as your gaming table can hold of is a sure-fire way to encapsulate a brilliant moment from the film! After a few turns the Mûmakil should be supported by a some infantry or cavalry. Victory can be achieved by the Forces of Good by slaying all the Mûmakil (or at least half, if you've really managed to collect together a lot of them).

"...the great monsters were unfought, and stood like towers of defence, and the Haradrim rallied about them."

– The Lord of The Rings

The Black Fleet Arrives

Just as the forces of evil seem to, once again, regain advantage on the battlefield, the shifting fortunes of fate play a hand. The Black Fleet sailing up the Anduin disgorges not the expected Corsairs of Umbar, but instead Aragorn leading either an Army of the Dead (as per the film) or a vast host of warriors from the fiefdoms of Gondor (as per the book). Neither is welcome news for the Forces of Evil.

Scenario – This final, apocalyptical battle will see two Good armies at opposite flanks of the battlefield. Should the two sides break through and join forces, the game should be hailed a victory for Good. Evil can win by preventing a link-up, or by destroying both Aragorn and Éomer.

"Thus we meet again, though all the hosts of Mordor lay between us"

– Aragorn, The Lord of The Rings

Linking it Together

These suggestions offer fantastic scope for full-fledged scenarios and linking them together (over the course of many battles) would be a campaigner's dream. We aren't saying it won't be a lot of work (because we know it will), but what are you waiting for?

Expanding your Games...

Some players want to develop even more scenarios and campaign details. This short section is about exploring the many directions players can take their games.

There are endless ways to play War of The Ring battles, from linked scenarios (as presented on the previous pages) to devilishly complex campaigns that require a host of additional effort, such as map making, generating new scenarios, or making up your own rules. Campaigns can involve two players or dozens, and they can be played out over the course of a weekend, or may take months or longer to resolve. Beware of too much complexity as you don't want the extra work for a campaign to overtake the tabletop gaming. At their best, campaigns inspire hobbyists to paint, build terrain, and play battles that develop their own sense of history.

Map Campaigns

Not surprisingly, a map campaign uses a map to track armies or occupation of a region. Players gather at regular intervals (every Tuesday night gaming club, for instance) and plot out the broad movements of entire armies on a map. When armies meet on the map the action switches to the tabletop to determine the outcome. By tracking army movements on maps, players can add a greater level of strategic control, as well as building the story of who is fighting where.

Imagine a map of Rohan where players could track and fight out in more detail the battles between the Rohirrim and Isengard. We know from the book that there are many raids and border skirmishes that happen before the Battle at the Fords, but we don't know the exact details. So why not discover your own? This kind of campaign can bring about some interesting 'what if?' battles, such as Saruman ordering his legions to march on Edoras and not Helm's Deep, or the Rohirrim besieging Isengard.

A Note on Games Masters

Some gaming groups are lucky enough to have a player willing to step up and games master a campaign. A games master is a third party arbitrator, basically someone that isn't playing, but instead concentrates on running all the gaming. A games master can really keep a campaign moving as well as adding a range of exciting battle options, like hidden movement, ambushes, or random events.



When rival armies meet on the map, a tabletop battle must be fought to determine the outcome. This map illustrates the fierce fighting between the forces of Isengard and Rohan.

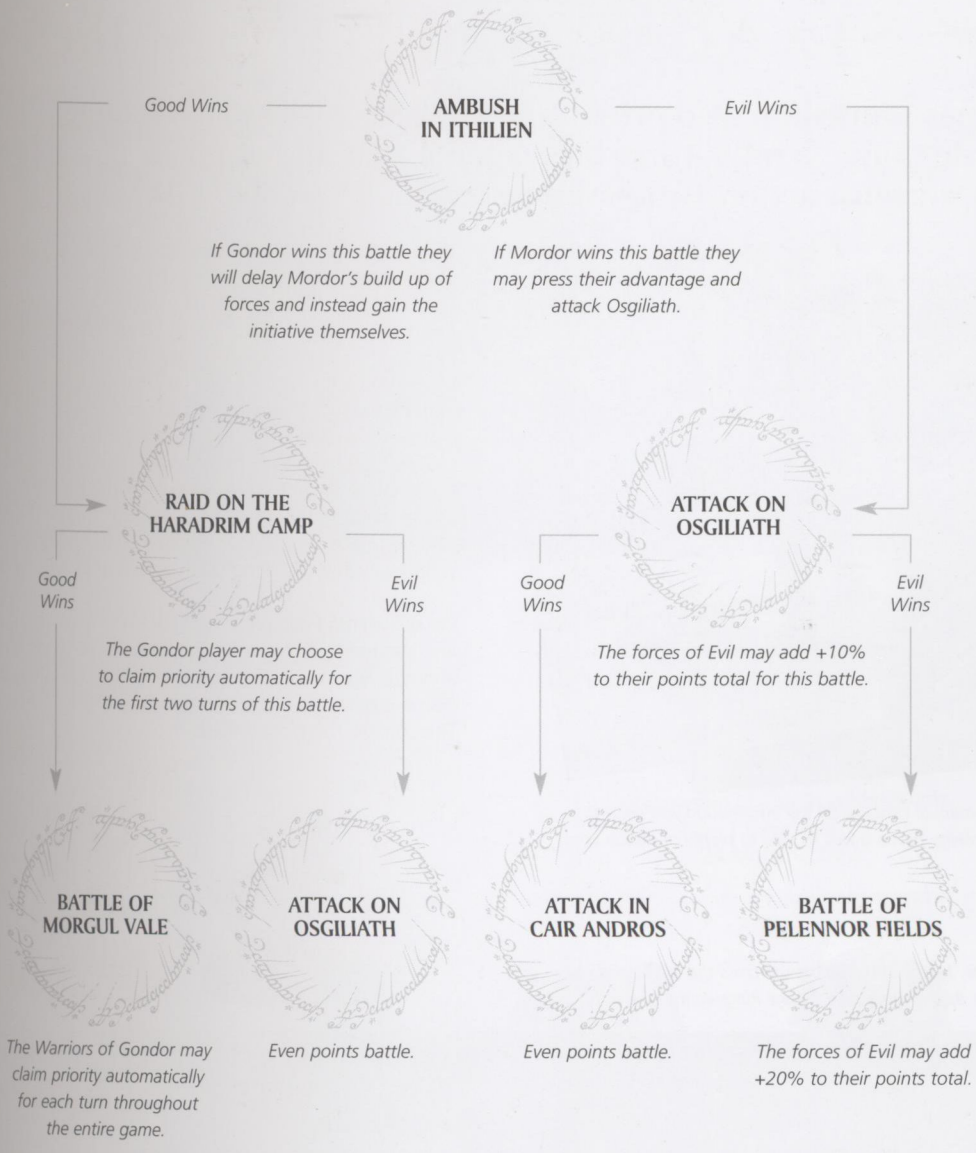


Maps for campaigns don't necessarily have to be drawn on paper but instead can be modelled three dimensional boards. This option is especially appealing for modellers anxious for a new challenge. The Mighty Empires campaign landscape (shown at left) is a flexible inter-locking hex-based map that can be set up and used in a variety of ways

It would be possible to use the Mighty Empire tiles to reconstruct the entire map of Middle-earth or a 'zoomed in' section, such as just a map detailing the forest realms of Lothlórien and its opposing enemy, the darkened and much feared area of Mirkwood known as Dol Guldur.

Tree Campaigns

A tree campaign is a series of linked scenarios, but instead of progressing in a straight line, the games are determined by a flow chart. Winning or losing each battle determines which path the campaign will take. Players (or a games master) predetermine the multiple story arcs, and the outcome of the tabletop battles will tell the tale.



Skirmishes linked to Larger Battles

It is possible to link your larger battles with smaller scale skirmishes by using both War of The Ring and The Lord of The Rings Strategy Battle Game (see the next page for more about this great skirmish system). Using both sets of rules allows players to fight out small scenarios that can then be linked to larger battles – all using the same models! It is easy to imagine scouting parties ranging ahead of the main army, trying to secure key terrain before the real clash begins. Picture a small party of Rangers of Ithilien ambushing a warparty of Haradrim, with the survivors joining the larger battle that follows.

A skirmish game could feature key members of Balin's Dwarf colony being attacked by the Watcher in the Water, with stout survivors subsequently fighting in the ensuing battle against Moria Goblins. It is even possible, albeit a bit trickier, to establish elements of a skirmish game within the context of a larger battle. Frodo and Sam could wind their way through a battle in Osgiliath, avoiding the searching probes of the Ringwraiths, whilst the soldiery of Gondor makes their stand amidst the ruins. Invariably players mixing the two gaming systems will have to make up their own scenarios and even rulings, but that's part of the enjoyment of such open-ended gaming. Keep an eye on White Dwarf magazine and the Games Workshop website for more ideas on linking all of your games of The Lord of The Rings and War of The Ring.



Reference

This final section of the book collects together some handy summaries and indexes that will make your life easier in the middle of a game, particularly when you're trying to remember a rule or find a certain characteristic value.

The Quick Reference Sheet includes all the things we found ourselves continually looking up during our battles as we developed the game – the To Hit chart, combat modifiers, the different Heroic and Epic actions, and the magical powers, to name just a few. You will see that in many cases the rules have been summarised or abbreviated. This is because the sheet is only intended to serve as a quick reminder – you'll have to refer back to the main Rules section for the definitive wording of each point.

There is a separate index for rules and army list entries – we hope you find this an easier format to use. Forgotten Aragorn's Fight value, or what it's used for? Between them, these indexes will guide you to the information you need.

Finally there is a summary of the sequence of play that the game follows. We expect you will quickly learn this order as you play your first games, but it is included here as a helpful overview.

Quick Reference Sheet

Moving/Charging

Movement Penalties

The Enemy Are Upon Us!
(enemy within 6" at start of move) Move halved.

Difficult Terrain Move halved while in terrain.

Charge/Fall Back Moves

A formation may not charge after shooting.

Troop Type	Charge/Fall Back Value
Infantry	D6+2"
Monster	D6+4"
Cavalry	D6+6"
Flying monster	D6+8"

A roll of 1 when charging means the charge has stalled.
A roll of 6 when charging means an unstoppable charge.



Defensible Feature Summary

	Bonus	Who can occupy?
Walled field	+1	All
Forest	+2	All
Timber building	+2	Monsters, Infantry
Stone building	+3	Monsters, Infantry

Armour Bonuses

Shield (infantry) +2 Defence to the front.
Shield (cavalry) +1 Defence to the front.
Shield (monsters) Included in profile.
Enchanted Cloaks Cannot be shot from over 12".

Command Company

Hero Hero's company uses his Fight value. Hero's formation uses his Courage value. Hero's formation can use his Might.

Banner Bearer Re-roll charge move/Panic test.

Army Banner Re-roll charge move/Panic test. Heroic Advance (Heroic Charge for all formations with a banner within 12").

Drummer/Hornblower +1 to Move value.

Taskmaster +1 to Courage value.

Shooting

A formation may not shoot if it moved more than half.

Calculate Number of Dice

a. Shooting Directly = number of Attacks
b. Accuracy Bonus = see below
c. Supporting Fire = 1 dice each

Accuracy Bonus

Shoot Value	Accuracy Bonus
6	-1
5	0
4	1
3	2
2	3
1	4

Missile Weapon Characteristics

Weapon	Range	Strength	
Shortbow	18"	2	
Bow	24"	2	
Longbow	36"	2	
Blowpipe	12"	2	
Crossbow	24"	4	May not move and fire.
Throwing	6"	user	Half Attacks, may charge.

-1 Strength at long range (over half).

Drive Back

D3" per company destroyed.

To Hit Chart

		Defence									
Strength		1	2	3	4	5	6	7	8	9	10
	1	4	5	5	6	6	6/4	6/4	6/5	6/5	6/6
	2	4	4	5	5	6	6	6/4	6/4	6/5	6/5
	3	3	4	4	5	5	6	6	6/4	6/4	6/5
	4	3	3	4	4	5	5	6	6	6/4	6/4
	5	3	3	3	4	4	5	5	6	6	6/4
	6	3	3	3	3	4	4	5	5	6	6
	7	3	3	3	3	3	4	4	5	5	6
	8	3	3	3	3	3	3	4	4	5	5
	9	3	3	3	3	3	3	3	4	4	5
	10	3	3	3	3	3	3	3	3	4	4

Combat

Calculate Number of Dice

a. Fighting directly = number of Attacks
b. Combat modifiers = see below
c. Supporting attacks = 1 dice each

Combat Modifiers

Condition	Bonus
Charging (infantry and monsters)	+1 dice
Cavalry charge (Cavalry and Flying Monsters)	+6 dice/+2 vs cavalry
Battle skill	+1 dice per point of Fight greater than enemy
Unstoppable charge	+D3 dice
Attacked in the flank	-3 dice (minimum 1 dice)
Attacked in the rear	-5 dice (minimum 1 dice)
Disordered	1 dice

Weapon Bonuses

Lances (cavalry)	+1 to dice result when charging.
Two-handed weapons (infantry and monsters)	+1 to dice result, -1 to Fight value.
Two-handed weapons (cavalry)	+1 to dice result when charging.
Pikes	+1 Fight value, no charge bonus. If pikes are fighting to the front, then enemies get no charge bonus.

Panic

Roll	Effect
1	Disordered and Courage test or: if >50%, suffer hits equal to margin of failure, if <50%, destroyed.
2-5	Disordered and Courage test or suffer hits equal to margin of failure.
6	No effect.

Heroic Actions

Heroic actions can be performed by all Heroes.

Heroic Move

Formation moves before all other models. Triple move distance. Cannot move further, shoot or charge.

Heroic Shoot

Formation shoots before all other models. May shoot even if moved full distance (or At the Double!).

Heroic Charge

Formation charges before all other models.

Heroic Fight

Work out fight before other combats.If fight is won, any friendly formations in the same fight can charge and fight again.

Heroic Duel

Each Hero rolls D6 + Fight value – the Hero that called the Heroic Duel adds +1. The winning Hero rolls a D6 on the Duel table a number of times equal to the difference in scores.

Roll	Effect
1	No effect.
2-3	Enemy formation suffers D3 automatic hits. No effect on monsters.
4-5	Enemy Hero suffers one automatic hit.
6	Enemy formation and enemy Hero each suffer D3 automatic hits. Monsters suffer 2D3 automatic hits instead.

Epic Actions

Epic actions can only be performed by Heroes that have the corresponding Epic action listed in their profiles.

Epic Challenge

Challenge one enemy Hero within 18".

Challenged Hero's formation must pass Courage test at -3 or cannot move and may only charge the challenger.

Challenger must move towards and attempt to charge the challenged Hero's formation.

Then fight a Heroic Duel (no further Might required).

Epic Charge

Formation +2 Fight when charging.

Epic Defence

Formation +2 Defence.

Epic Rage

Company +4 Strength. Formation's Defence reduced to 3.

Epic Sacrifice

Each hit on formation negated on roll of 3+. At end of the phase, remove Hero from the game.

Epic Shot

Enemy within 12" and arc of sight suffers D6 automatic hits.

Epic Strike

Hero's Fight value is increased to 10.

Special Rules

Ambushers
See page 61.

Artillery
See page 61.

Roll	Effect
1 or less	Opponent chooses formation within 6" of target – D6 hits at the siege engine's Strength. Or counts as a miss.
2	Miss.
3-5	D6 hits at the siege engine's Strength.
6	D6+4 hits at the siege engine's Strength.
7+	2D6+4 hits at the siege engine's Strength.

Target consists of 1 company	-1
Target consists of more than 4 companies	+1
Target consists of more than 8 companies	+2
Target is in a building	+2

Bane
+1 to dice results against named race.

Berserk

Roll	Effect
1	Formation suffers D6 hits at its own Strength +2.
2-5	+2 Strength.
6	+4 Strength.

Counsellor
Roll once on table per Might point spent:

Roll	Effect
1-5	Hero within 6" gains 1 Might point.
6	Hero within 6" gains 3 Might points.

Expert Riders
Can move at full speed *and* shoot *and* charge (unless attempted At the Double!).

Hard to Kill!

Roll	Effect
1	No effect.
2-3	1 wound counter.
4-5	2 wound counters.
6	Slain.

Driven back D3" for every wound counter gained.

Indomitable
Hope is Lost rule (final company removed when it reaches half-strength) does not apply.

Inspiring Leader
Friendly formations within 12" (of named race) use model's Courage value.

Overlord
Friendly formations within 24" can use model's Might to call Heroic actions.

Pathfinders
Ignore movement penalties in given terrain.

Prowlers
+1 to dice results when attacking in the side or rear.

Skilled Riders
Can move at full speed *and* shoot (unless attempted At the Double!).

Spirit Grasp
Calculate To Hit roll using Courage, rather than Defence.

Spirit Walk
No penalties for moving through difficult terrain.
Can move through other formations, defensible terrain features, and impassable terrain, but cannot end up inside.

Stalwart
Never driven back by shooting.

Terror
When charged by a Terror-causing creature, enemy must pass Courage test or Fight value reduced to 0.

Enemies must take Courage test to charge a Terror-causing creature.

Touched by Destiny
Can use one Epic action each turn without expending a Might point.

Very Hard to Kill!
-1 penalty on Hard to Kill! table.

We Stand Alone
May not be joined by Epic Heroes.

Spells of Dismay

Sunder Spirit — Focus 3 — 24"

1	No effect.
2-5	-1 Courage.
6	-3 Courage.

Counterspell to *Instil Valour*.

Enfeeble — Focus 4 — 24"

1	No effect.
2-5	-1 Strength.
6	-3 Strength.

Counterspell to *Strength from Corruption*.

Transfix — Focus 5 — 18"

1	No effect.
2-5	Courage test at -1 or cannot move, shoot or charge.
6	Courage test at -3 or cannot move, shoot or charge.

Terrifying Aura — Focus 3 — caster's formation.

1	No effect.
2-5	Cause Terror.
6	Cause Terror at -2.

Visions of Woe — Focus 3 — 12"

1	No effect.
2-5	Courage test at -2 or suffer hits equal to margin of failure.
6	Courage test at -2, on a single dice, or suffer hits equal to margin of failure.

Spells of Command

Aura of Blinding Light Focus 3 caster's formation.

1 No effect.
2-5 Enemies targeting formation -1 Fight/Shoot.
6 Enemies targeting formation -2 Fight/Shoot.

Immobilise Focus 5 18"

1 No effect.
2-5 Strength test to move or charge.
6 Strength test at -1 to move or charge.

Light of the Valar Focus 2 24"

1 No effect.
2-5 -1 Courage. (Spirits suffer D3 automatic hits.)
6 -2 Courage. (Spirits suffer D6 automatic hits.)

Instil Valour Focus 3 12"

1 No effect.
2-5 +1 Courage.
6 +3 Courage.
Counterspell to *Sunder Spirit*.

Blessing of the Valar Focus 6 caster's formation.

1 No effect.
2-5 Replenish D3 casualties.
6 Replenish D6 casualties.

Spells of Ruin

Exsiccate Focus 2 18"

1 No effect.
2-5 D6 Strength 1 hits per company, (Ents suffer D6 Strength 6 hits.)
6 D6 Strength 3 hits per company, (Ents suffer D6 Strength 8 hits.)
Counterspell to *Entangle*.

Tremor Focus 3 all formations in 6"

1 No effect.
2-5 D6+3 Strength 6 hits.
6 D6+3 Strength 8 hits.

Bolt of Fire Focus 4 18"

1 No effect.
2-5 D6+3 Strength 5 hits, (Ents suffer D6+3 Strength 6 hits.)
6 D6+3 Strength 7 hits, (Ents suffer D6+3 Strength 9 hits.)

Dark Fury Focus 2 caster's formation

1 No effect.
2-5 Re-roll 1s and 2s to hit in close combat.
6 Re-roll failed To Hit rolls in close combat.

Shatter Shields Focus 4 18"

1 No effect.
2-5 No Defence bonus for shields for rest of turn.
6 No Defence bonus for shields for rest of game.

Spells of the Wilderness

Call Winds Focus 3 18"

1 No effect.
2-5 D3+1" drive back.
6 D6+2" drive back.
Counterspell to *Pall of Night*.

Entangle Focus 3 24"

1 No effect.
2-5 Move as if in difficult terrain.
6 Cannot move.
Counterspell to *Wings of Terror*.

Panic Beast Focus 4 24"

(Enemy cavalry or flying monster only)
1 No effect.
2-5 Courage test or driven back D6+6".
6 Courage test at -3 or driven back D6+6".

Guide Arrows Focus 3 caster's formation

1 No effect.
2-5 +1 Shoot value.
6 +2 Shoot value.

Nature's Wrath Focus 4 24"

1 No effect.
2-5 D6+3 hits at Strength 4 in clear terrain, Strength 6 in difficult terrain, Strength 9 in defensible terrain (Defence bonus does not apply against this spell).
6 2D6+3 hits at Strength 4 in clear terrain, Strength 6 in difficult terrain, Strength 9 in defensible terrain (Defence bonus does not apply against this spell).

Spells of Darkness

Wings of Terror Focus 3 caster's formation

1 No effect.
2-5 Move 12", charge D6+8".
6 Move 12", charge D6+8", cause Terror.
Counterspell to *Immobilise*.

Pall of Night Focus 4 24"

1 No effect.
2-5 Shoot value reduced to 6 and may not charge, -1 on Artillery table.
6 Shoot value reduced to 6 and may not charge, -1 on Artillery table, Courage test or suffer hits equal to margin of failure.
Counterspell to *Aura of Blinding Light*.

Black Dart Focus 6 Hero within 6"

1 No effect.
2-5 D6-3 automatic hits (to a minimum of 1), loses D3-2 Might (to a minimum of 1).
6 D6-2 automatic hits (to a minimum of 1), loses D3-1 Might (to a minimum of 1).

Strength from Corruption Focus 3 12"

1 No effect.
2-5 +2 Strength, D6 automatic hits.
6 +4 Strength, D6 automatic hits
Counterspell to *Enfeeble*.

Black Breath Focus 4 Hero within 6"

1 No effect.
2-5 Fight and Courage reduced to 1.
6 Fight and Courage reduced to 1, D3 automatic hits.

Rules Index

A Heroic Death 65
A Note on Spell Order 70
Absolute Zero 29
Accuracy Bonus 38
Am I In Range? 36
Ambushers 61
Applying Accuracy Bonus 38
Arc of Sight 36
Armour 59
Army Banner 60
Artillery 61
At the Double! 64
Attacks 29
Automatic Hits 40

Bane 61
Banner Bearers 60
Battle for the Pass 80
The Battle Scenario 76
Berserk 62
Bigger Games 78
Blowpipe 58
Bows 58

Calculate Number of Dice (Shooting) 38
Calculate Number of Dice (Fight) 46
Can I See? 37
Capacity 52
Casualties and Resilience 40
Characteristics 28
Charging 42
A Note on Charging and the Spirit of the Game 44
Charge Procedure 42
Charging a Defensible Terrain Feature 55
Charging Through Difficult Terrain 43
Earth-shaking Charge 50
Epic Charge 69
Heroic Charge 66
Roll Charge Distance 43
Stalled Charge 43
Unstoppable Charge! 43
Choose a Faction 85
Choose a Leader 85
Choose Charging Formation 42
Choose Forces 76
Choose Shooting Formation 36
Choose Spearhead 42
Choose Target 36
Choose Target 42
Choose Which Fight to Resolve 46
Choose Your Fortune 87
Combat Modifiers 47
Combining Spells 74
Command Companies 60
Companies 25
Counsellor 69
Counterspells 71
Courage 29, 64
Crossbows 58

The Decree of Allies 86
The Decree of Legends 86
The Decree of Rarity 86
Defence 28
Defensible Terrain Feature Summary 53
Deployment 79
Deploying Reinforcements 81
Determine Objectives 76
Determine Striking Order 46
Determine Victor 50
Dice (D6) 27
Difficult Terrain 33
Drummers 60

Enchanted Cloaks 59
The Enemy are Upon Us! 33
Epic Actions 69
Epic Challenge 69
Epic Charge 69
Epic Defence 69
Epic Rage 69
Epic Sacrifice 69
Epic Shot 69
Epic Strike 69
Epic Heroes 68
Epic Hero Special Rules 69
Epic Heroes and Special Rules 69
Epic Heroes and Spell Interaction 72
Fielding Epic Heroes 68
Exiting a Terrain Feature 53
Expert Riders 62

Fall Back! 35
Fates 90
The Field of Swords 78
Fight 28, 64
Fight Phase 46
Fight Procedure 46
Fighting Directly 46
The First Formation 86
Flying Monsters and Movement 34
Focus 70
Formation Class and Size 84
Formations 25
Formations in Contact 26
Fortunes 88
Fortunes and Fates 87

Glaives 56

Hand Weapons 56
Hard to Kill! 62
Heroes 64
Heroes (in command companies) 60
Heroic Actions 66
Heroic Charge 66
Heroic Duel 67
Heroic Fight 66
Heroic Move 66
Heroic Profiles 64
Heroic Shoot 66
The High Ground 77
Hills and Elevated Positions 37
Hope is Lost! 40, 50
Hornblowers 60
How Much Terrain? 76

Impacting Monsters 44
Impacting Multiple Targets 44
Impassable Terrain 33
Indomitable 62
Inspiring Leader 69

Lances 56
Long Range 39

Maelstrom of Battle 80
Magic 70
Magic and Might 74
Magical Mastery 70
Measurement Etiquette 34
Measuring 27
Might 29, 65
Models in a Command Company 60
Monsters 24
Attack of the Flying Monster! 43
Monsters' Arc of Sight 37
Monstrous Heroes 67
Monsters and Movement 34
Monsters and Retreats 51
Move Remaining Companies 44
Move Spearhead 43
Movement Trays 24
Moving Disordered Formations 35
Moving off the Board 33
Moving the Formations 32
Multiple Fights 51

Occupying a Terrain Feature 52
Other Upgrades 60
Our Numbers Are Too Great! 55
Overlord 69

Panic Test 50
Pathfinders 62
Pikes 57
Play the Game! 81
Prepare the Battlefield 76
Preparing for War 76
Prowlers 62

Race 28
Redress the Ranks! 40
Reinforcements 81
Removing Casualties 40, 49
Representing Wargear 56
Re-rolls & Roll-offs 27
Resilience 29, 64
The Rest of the Army 86
Roll Charge Distance 43
Rolling To Hit 39, 48
Routed from the Field 81

Seize the Prize! 78
Shields 59
Shieldwalls 79
Shooting at Defensible Terrain 54
Shooting Directly 38
Shooting from Defensible Terrain 54
Shooting Procedure 36
Shooting Weapons 58
Skilled Riders 62
Special Close Combat Weapons 56
Special Rules 29, 61, 84
Spell Disciplines 71
Spells of Command 72
Spells of Darkness 75
Spells of Dismay 71
Spells of Ruin 74
Spells of the Wilderness 73
Spirit Grasp 63
Spirit Walk 63
Stalled Charge 43
Stalwart 63
Stranded Units 49
Strength 28
Supporting Attacks 48
Supporting Fire 39

Taking Sides 30
Target Driven Back 41
Taskmaster 60
Terror 63
Throwing Weapons 58
To Battle! 76
To Hit Chart 39, 48
Touched by Destiny 69
Two-handed Weapons 57
Type 28

Using Fortunes and Fates 87
Using Magical Powers 70
Very Hard to Kill! 63

Wargear 29, 64, 84
We Stand Alone 63
Who Can Charge? 42
Who Moves First? 32
Will of Iron 71
Winning the Game 81
You Cannot Pass! 35

Index of Warriors

Abrakân Guard 200
Amdûr, Lord of Blades 201
Angmar Orc Warband 209
Aragorn, Isildur's Heir 104
Arwen Evenstar 127
Avenger Bolt Thrower 98
The Axemen of Lossarnach 99

Balin, Lord of Moria 137
The Balrog of Morgoth 187
Battlecry Trebuchet 98
Black Guard of Barad-dûr 157
Black Númenórean Regiment 197
Blackroot Vale Archers 103
Boromir 103
Buhrdûr 210

Carn Dûm Warband 209
Castellans of Dol Guldur 159
Cave Drake 185
Cave Troll 184
Celeborn, Lord of Lothlórien 125
Círdan of the Havens 127
Citadel Guards 96
Clansmen of Lamedon 100
Cloud of Bats 183
Corsair Arbalesters 197
Corsair Raiding Party 193
Council of Wizardry 148
Court of Fallen Kings 209
Court of the Dead King 101

Dáin Ironfoot 138
Dalamyr, Fleetmaster of Umbar 200
Denethor's Guard 100
Déorwine 116
Dragon of Ancient Times 186
Drár's Hunters 136
Drûzhag the Beastcaller 188
The Dúnedain of Arnor 101
Dunlending Horsemen 175
Dunlending Huscarls 172
Durbûrz, Goblin King of Moria 188
Durin's Guard 136
Dwarf Archer Kinband 132
Dwarf Ballista 134
Dwarf Ranger Kinband 133
Dwarf Warrior Kinband 132

Easterling Archer Cohort 195
Easterling Cohort 194
Easterling Kataprakt Cohort 195
Elfhelm's Riders 114
Elladan 128
Elrohir 128
Elrond, Master of Rivendell 126
Ent 142
Éomer 115
Eorl the Young 115
Éowyn, Shield-maiden of Rohan 115
Ered Luin Rangers 135
Erkenbrand 116
Erkenbrand's Riders 113

Faramir 104
The Fellowship of The Ring 146
Feral Uruk-hai Warband 171
Flói Stonehand 137
Foot Knights of Dol Amroth 97

Galadhrim Archer Regiment 120
Galadhrim Knight Regiment 122
Galadhrim Regiment 120
Galadriel 125
Gandalf the Grey 150
Gandalf the White 150
Ghostly Legion 208
Ghostly Riders 208
Giant Spider Brood 183
Gildor's Household 123
Gil-galad, High King of the Elves 127
Gimli, son of Glóin 138
Glorfindel, Lord of the West 124
Gollum 165
Gorbag's Morgul Rats 159
Gothmog 164
Great Eagle 143
The Grey Company 102
Gríma Wormtongue 178
Grimbold's Helmingas 113
Grishnákh's Trackers 160
Guardians of Caras Galadhon 124
Guards of the Fountain Court 98
Guards of the Galadhrim Court 123
Gûlavhar, the Terror of Arnor 211
Gundabad Blackshields 185
Gwaihir 145

Haldir, Guardian of Lothlórien 128
Haldir's Elves 124
Half Troll Warband 196
Haradrim Raider Warband 192
Haradrim Warband 192
High Elf Cohort 122
High Elf Regiment 121
High Elf Archer Regiment 121
High King Elendil 105
Hobbit Archer Militia 142
Hobbit Militia 142

Iron Guard Kinband 133
Iron Guard Ancients 135
Isengard Assault Ballista 175
Isengard Battering Ram 174
Isengard Orc Warband 171
Isengard Troll 173
Isengard Troll Captain 174
Isildur 105

Kârdush the Firecaller 164
Khandish Charioteer 198
Khandish Mercenary Raiders 194
Khandish Mercenary Warband 194
Khazâd Guard Kinband 133
King's Champion 135
The King's Guard 112
Knights of Dol Amroth 97

Legolas, Prince of Mirkwood 126
Lurtz 178

Mahûd Raider Warband 196
Mahûd Warband 196
Mauhúr's Marauders 177
Men-at-arms of Dol Amroth 97
Meriadoc, Esquire of Rohan 114
Minas Tirith Archers 94
Minas Tirith Knights 94
Minas Tirith Warriors 94
Mirkwood Sentinels 122
Morannon Orc Warband 154
Mordor Battering Ram 158
Mordor Orc Warband 154
Mordor Troll 156
Mordor Troll Chieftain 156
Mordor Troll Drummer 156
Mordor Uruk-hai Warband 155
Morgul Knight Regiment 197
Morgul Stalker Warband 155
Moria Expeditionaries 134
Moria Goblin Warband 182
Moria Prowler Warband 183
The Mouth of Sauron 164
Múrin's Guard 136

The Necromancer 160
The Nine Are Abroad 161
Númenórean Archers 95
Númenórean Warriors 95

Oathsworn Bowmen 111
Oathsworn Militia 110
Orc Tracker Warband 154
Osgiliath Veterans 101
Outrider Éored 111

Peregrin Took 104
Prince Imrahil of Dol Amroth 105
Queen Berúthiel 201
Quickbeam 144

Radagast the Brown 150
Rangers of Arnor 96
Rangers of Gondor 95
Rangers of Ithilien 100
Riders of Rohan Éored 110
Riders of the Dead 99
Ringwraith 163
Rivendell Guard 123
Rohan Royal Guard 111
Royal Guard of Arnor 102
Royal Knights 110

Saruman the White 149
Saruman the White Hand 178
Sauron 165
Serpent Guard Warband 193
Serpent Rider Warband 193
Shade 210
Shagrat's Tower Guard 158
Sharkey's Ruffians 173
Sharku's Hunters 177
Shelob 159
Siege Bow Battery 158
The Sons of Eorl 112
Spectral Host 208
Spider Broodling Swarm 185
Spider Queen 184
Stone Giant 184
Suladân, the Serpent Lord 200

Théoden, King of Rohan 114
Théodred, Prince of Rohan 116
Théodred's Knights 113
Thranduil, King of Mirkwood 126
The Three Hunters 144
Thrydan Wolfsbane 177
Tom Bombadil 145
Treebeard 143
Twilight Ringwraiths 161

Uglúk's Raiders 176
Uruk-hai Berserker Warband 173
Uruk-hai Phalanx 170
Uruk-hai Sappers 171
Uruk-hai Scout Warband 170
Uruk-hai Warband 170

Vault Warden Kinband 134
Vrashû's Talons 176

War Catapult Battery 157
War Mûmak of Harad 198
Wardens of the Carrock 148
Wardens of the Keys 103
Warg Pack 182
Warg Rider Warband ..... 155 & 172
Warriors of Arnor 96
Warriors of the Dead 99
Watcher Warband 195
Werewolf Pack 210
The White Council 147
Wild Men of Dunland 172
Winged Nazgûl 162
Wood Elf Warband 121
Woses Warband 149