THE MISSING PROFILES

Without doubt we all love the Lord of the Rings Strategy Battle Game. However, there are characters and warriors which exist in the Legions of Middle-earth expansion and the War of the Ring expansion which do not have SBG profiles defined. This list represents those models and provides the missing profiles for each of those models.
Celebrían was an Elf-lady of Lothlórien, the daughter of Celeborn and Galadriel. As the wife of Elrond, she was also known as the Lady of Rivendell. She was the mother of Arwen and the twins Elrohir and Elladan. Her daughter would later marry Aragorn Elessar, hero of the War of the Ring, and become the Queen of the Reunited Kingdom.

Legions of Middle-earth
Celebrían can be fielded as part of an Eregion or The Grey Havens army.

Wargear
Celebrían wears Elven Armor and carries a Staff (Hand Weapon).

Special Rules
Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6" in any wooded area classed as difficult terrain just as if he were in the open.

Lineage of the Firstborn. This Elf lord is descended from the mightiest of Elvenkind, his power almost beyond reckoning, his appearance enough to strike Terror in the heart of all evil creatures.

* The Lady of Rivendell. Like her mother, Galadriel, Celebrían may expend a single point of Will each turn without depleting her own store.

Magical Powers
See pages 40-41 of the Main Rulebook for descriptions:

Command. Range 12". Dice score to use: 4+.
Cast Blinding Light. Dice score to use: 2+.
Immobilize. Range 12". Dice score to use: 3+.
Nature’s Wrath. Dice score to use: 4+.
Celebrimbor (Elf) ................................. 140 points

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Celebrimbor</td>
<td>6&quot;</td>
<td>8/-</td>
<td>4</td>
<td>6</td>
<td>3</td>
<td>3</td>
<td>7</td>
<td>3/4/2</td>
</tr>
<tr>
<td>Armored Horse</td>
<td>10&quot;</td>
<td>0/</td>
<td>3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

Celebrimbor can be fielded as part of an Eregion army.

Wargear

Celebrimbor wears Heavy Armor and carries an Elven Blade. He may be given the following items at additional cost:

Armored Horse ................................................................. 15 points

Special Rules

Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6" in any wooded area classed as difficult terrain just as if he were in the open.

Lineage of the Firstborn. This Elf lord is descended from the mightiest of Elvenkind, his power almost beyond reckoning, his appearance enough to strike Terror in the heart of all evil creatures.
Elf War Catapult ............................................. 100 points

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catapult</td>
<td></td>
<td></td>
<td>10</td>
<td>10</td>
<td>-</td>
<td>4</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Crewman</td>
<td>6”</td>
<td>5/3+</td>
<td>3</td>
<td>5</td>
<td>1</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

Legions of Middle-earth
The Elf War Catapult and crew can be fielded as part of an Eregion army.

Crew & Upgrades
An Elf War Catapult consists of a Catapult and three High Elf crewmen wearing Heavy Armor and armed with Elven Blades. Extra crew can be added at additional cost:

Additional High Elf Crewman ........................................ 9 points

The Catapult may be given the following upgrades at additional cost (see page 68 of the main rules for details):

Flaming Ammunition................................................. 15 points
Siege Veterans...................................................... 15 points
Superior Construction............................................. 20 points
High Elf Engineer Captain................................. 75 points
Enchanted Ammunition ........................................ 10 points
Rallying Point ................................................. 35 points

Special Rules

Indirect Fire. A Catapult always follows the rules for Volley Fire, giving it a range of 18-96”. When firing a Catapult, follow the rules on page 45 of the main rules manual, with the following exceptions. A Catapult hits the target on the roll of a 4+ rather than a 6. If a hit is rolled and the target is a Siege target, the shot will hit it automatically (no scattering). If the target is a Battlefield target, roll on the Siege Engines’ Scatter chart instead of following the normal rules for allocating hits with a volley.

Area Effect. Catapults fire a large stone that shatters on impact, hurling out a wave of debris that is often as deadly as the main projectile. If the Catapult scores a hit against a Battlefield target, all models within 2” of the target take a hit of Strength 5 (this hit does not kill Battlefield targets outright).

Wall-breaker. When a Catapult rolls to wound against a Siege target, the controlling player may roll two dice and pick the highest. If a wound is caused, roll on the Batter chart as normal.

Enchanted Ammunition. A Catapult with enchanted ammunition increases the accuracy of each fire. Enchanted ammunition adds +1 to all rolls on the Scatter and Batter charts.

Rallying Point. The Catapult counts as a banner to all Elves within 3”.

??
Elf Charioteer (Man) ........................................... 30 points

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charioteer</td>
<td>6&quot;</td>
<td>5/3</td>
<td>3</td>
<td>5</td>
<td>1</td>
<td>1</td>
<td>5</td>
<td>-/-/</td>
</tr>
<tr>
<td>Chariot</td>
<td>10&quot;</td>
<td>0/</td>
<td>3</td>
<td>6</td>
<td>0</td>
<td>3</td>
<td>0</td>
<td>-/-/</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

An Elf Charioteer can be fielded as part of an Eregion army.

Wargear

An Elf Charioteer wears Heavy Armor and carries a Hand Weapon and a Bow. He also rides in a Chariot.

Special Rules

Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6" in any wooded area classed as difficult terrain just as if he were in the open. An Elf Chariot can move 10" in any wooded area classed as difficult terrain just as if he were in the open.

Elf Chariot. This is a steed that moves 10" a turn. It follows all the normal rules for monstrous mounts, with the following exceptions. 1) The Chariot may not jump obstacles that form a physical barrier, such as hedges, fences or rocks. It may attempt to cross such obstacles as streams or gullies of the controlling player wishes, but if a 1 is rolled on the Jump test, the chariot is automatically destroyed and the rider is thrown. 2) Chariots allow greater freedom of movement, and make for much more stable fighting platforms than other steed. A model in a chariot may move their full distance and still shoot a bow. In addition, a model riding a chariot may use a Two-handed Weapon if they wish, and may carry both a bow and a Two-handed Weapon. If they become dismounted, they must abandon either their bow or their Two-handed Weapon.
Elf Knight (Elf) .................................................. 20 points

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>6&quot;</td>
<td>5/3+</td>
<td>3</td>
<td>5</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td></td>
<td>10&quot;</td>
<td>0/-</td>
<td>3</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

Legions of Middle-earth
An Elf Knight can be fielded as part of The Grey Havens or Eregion army.

Wargear
An Elf Knight rides an Armored Horse, wears Heavy Armor and carries a Sword (Hand Weapon). He may be given the following items at additional cost:

- Elf Bow .......................................................... 2 points
- Shield ............................................................. 1 point
- Lance ............................................................... 1 point
- Banner ............................................................ 35 points

Special Rules
Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6" in any wooded area classed as difficult terrain just as if he were in the open. An Elf Knight can move 10" in any wooded area classed as difficult terrain just as if he were in the open.

Elf Ranger (Elf) ................................................. 11 points

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>6&quot;</td>
<td>5/3+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>5</td>
</tr>
</tbody>
</table>

Legions of Middle-earth
An Elf Ranger can be fielded as part of The Grey Havens or Eregion army.

Wargear
An Elf Ranger wears Armor and carries a Sword (Hand Weapon) and a Ranger Bow.

Special Rules
Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6" in any wooded area classed as difficult terrain just as if he were in the open.

Ranger Bows. Elf Rangers carry a special kind of bow that shoots arrows faster and more powerfully than regular Elf Bows. Ranger Bows count as having Str4.
Guardian of the Havens (Elf) .................................. 13 points

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>6”</td>
<td>5/-</td>
<td>3</td>
<td>5</td>
<td>2</td>
<td>1</td>
<td>5</td>
<td>-/-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

A Guardian of the Havens can be fielded as part of The Grey Havens army.

Wargear

A Guardian of the Havens wears Heavy Armor and carries Two Swords (Hand Weapons).

Special Rules

Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6” in any wooded area classed as difficult terrain just as if he were in the open.
The Woodland Realms

Huorn (Ent) ........................................ 50 points

Huorns can create darkness to conceal their movements and are capable of moving quickly and quietly. They still have voices and can speak to the Ents, but unlike Ents, they do not seem able to speak intelligibly to other races. According to Treebeard, Huorns have become queer, wild and dangerous. They watch over the trees but are in turn looked over by Ents.

Legions of Middle-earth

A Huorn can be fielded as part of a Fangorn army.

Wargear

Huorns require no weaponry, using their thick, branch limbs to crush their opponents to death.

Special Rules

**Horrible Rage.** Huorns are creatures of terrible rage, and once roused to war will work with a vengeance to destroy their enemies. If there is an unengaged enemy model within charge range of a Huorn, the Huorn must charge.

**Woodland Creature.** Huorns are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. A Huorn can move 4” in any wooded area classed as difficult terrain just as if she were in the open.

**Terror.** In their fury, the Huorns are a truly terrifying sight. A Huorn evokes terror in the enemy, as described in the Courage section of the Main Rule Book.
Beechbone (Ent) .............................................. 140 points

Legions of Middle-earth
Beechbone can be fielded as part of a Fangorn army.

Wargear
Ents require no weaponry, using their thick, branch limbs to crush their opponents to death.

Special Rules
Woodland Creature. Ents are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Ent can move 6” in any wooded area classed as difficult terrain just as if he were in the open.

Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers, and anything that has Batter Points; Beechbone counts his Strength as 10 and Attacks as 6.

Terror. In their fury, the Ents are a truly terrifying sight. Beechbone evokes terror in the enemy, as described in the Courage section of the Main Rule Book.

Throw Stone. Ents are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. To represent this, if an Ent does not move at all he can rip a suitable rock from the ground (provided he is not engaged in combat) and in the subsequent Shoot Phase he can throw it. This works exactly like a crossbow with a range of 18” and a Strength of 10. If the good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.

Painful Fury. Any time that Beechbone suffers a wound, his attacks increase by one, to a max of 5 attacks, while his defense decreases by one, to a minimum of 5.

Beechbone was a notably tall and handsome Ent. He was caught in a burning spray sent up by Saruman from the beneath the Ring of Isengard, but his fiery end brought his fellow Ents to the peak of their destructive anger.
Quickbeam (Ent) ................................................. 140 points

Legions of Middle-earth
Quickbeam can be fielded as part of a Fangorn army.

Wargear
Ents require no weaponry, using their thick, branch limbs to crush their opponents to death.

Special Rules

Woodland Creature. Ents are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. Quickbeam can move 10” in any wooded area classed as difficult terrain just as if he were in the open.

Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers, and anything that has Batter Points; Quickbeam counts his Strength as 10 and Attacks as 6.

Terror. In their fury, the Ents are a truly terrifying sight. Quickbeam evokes terror in the enemy, as described in the Courage section of the Main Rule Book.

Throw Stone. Ents are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. To represent this, if an Ent does not move at all he can rip a suitable rock from the ground (provided he is not engaged in combat) and in the subsequent Shoot Phase he can throw it. This works exactly like a crossbow with a range of 18” and a Strength of 10. If the good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.

Swift. Quickbeam is an especially swift Ent, move 10” in a single turn.

Quickbeam, or in Sindarin Bregalad, was one of the younger Ents of Fangorn Forest belonging to the people of Skinbark. His name was given because of uncharacteristic hastiness. He was the first ent to make his mind up at the Entmoot. He sheltered, in his home, the two hobbits, Merry, and Pippin while the other ents made up their minds at the entmoot. The rowan-trees in his keeping (among them Carnimirië, Lassemista, and Orofarnë) suffered greatly at the hands of Saruman’s Orcs, and he played a great part in the Ents’ resulting attack on Isengard.
Galadhrim Pathwalker (Elf) .......................... 13 points

The Galadhrim are the foremost defenders of Lothlórien, ageless fighters who have tested their skill-at-arms in countless wars. Though seldom seen in the world beyond the Golden Wood, the Galadhrim are no less an important bulwark against Sauron’s dark plans, for should Lothlórien fall then the rest of Middle-earth would shortly follow.

Legions of Middle-earth
A Galadhrim Pathwalker can be fielded as part of a Lothlórien army.

Warrior
A Galadhrim Pathwalker wears Armor and carries an Elven Blade and an Elven Bow.

Special Rules
Woodland Creature. Elves are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. An Elf can move 6” in any wooded area classed as difficult terrain just as if he were in the open.

Pathwalker. Once per game, Galadhrim Pathwalkers, and all Elves within 3”, may move 8” in one turn, even through Woodland Difficult Terrain.

M F S D A W C M/W/F
6” 5/2+ 3 3 1 1 5 -/-/-
**Legions of Middle-earth**

The Galadhrim Seige Catapult and crew can be fielded as part of a Lothlórien army.

**Crew & Upgrades**

A Galadhrim Seige Catapult consists of a Catapult and three Galadhrim crewmen wearing Heavy Armor and armed with Elven Blades. Extra crew can be added at additional cost:

- **Additional Galadhrim Crewman**
  
  8 points

The Catapult may be given the following upgrades at additional cost (see page 68 of the main rules for details):

- **Flaming Ammunition**
  
  15 points

- **Siege Veterans**
  
  15 points

- **Superior Construction**
  
  20 points

- **Galadhrim Engineer Captain**
  
  75 points

- **Enchanted Ammunition**
  
  10 points

- **Rallying Point**
  
  35 points

**Special Rules**

**Indirect Fire.** A Catapult always follows the rules for Volley Fire, giving it a range of 18-96". When firing a Catapult, follow the rules on page 45 of the main rules manual, with the following exceptions. A Catapult hits the target on the roll of a 4+ rather than a 6. If a hit is rolled and the target is a Siege target, the shot will hit it automatically (no scattering). If the target is a Battlefield target, roll on the Siege Engines’ Scatter chart instead of following the normal rules for allocating hits with a volley.

**Area Effect.** Catapults fire a large stone that shatters on impact, hurling out a wave of debris that is often as deadly as the main projectile. If the Catapult scores a hit against a Battlefield target, all models within 2” of the target take a hit of Strength 5 (this hit does not kill Battlefield targets outright).

**Wall-breaker.** When a Catapult rolls to wound against a Siege target, the controlling player may roll two dice and pick the highest. If a wound is caused, roll on the Batter chart as normal.

**Enchanted Ammunition.** A Catapult with enchanted ammunition increases the accuracy of each fire. Enchanted ammunition adds +1 to all rolls on the Scatter and Batter charts.

**Rallying Point.** The Catapult counts as a banner to all Elves within 3".
The Kingdom of Rohan

**Elfhelm (Man) ........................................... 75 points**

In the First Battle of the Fords of Isen on 25 February T.A. 3019, the king’s son, Théodred, was struck down by a great orc-man just as Grimbold reach him on a knoll east of the river. Grimbold himself was in mortal peril but Elfhelm, leading four companies of riders, charged in and saved his life. Together Elfhelm and Grimbold found that Théodred was still alive, but only long enough to speak his last words.

Prior to the Second Battle of the Fords of Isen the news of Théodred’s death caused Erkenbrand of Westfold to assume command of the West-mark. He kept Grimbold in charge of the field. Elfhelm, of the Muster of Edoras, remained independent, but coordinated his efforts with Grimbold. Elfhelm deemed the Fords to be a trap and set his companies to the east of the river to hold up the enemy’s advance (that they would advance soon was an opinion shared by both men). Grimbold put foot-soldiers on both sides of the Fords with Théodred’s remaining cavalry on the east bank.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elfhelm</td>
<td>6&quot;</td>
<td>4/4+</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>3/1/1</td>
</tr>
<tr>
<td>Horse</td>
<td>10&quot;</td>
<td>0/-</td>
<td>3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-</td>
</tr>
</tbody>
</table>

**Legions of Middle-earth**

Elfhelm can be fielded as part of The Host of Hammerhand and Théoden’s Host army.

**Wargear**

Elfhelm wears Armor and carries a Sword (Hand Weapon), Shield, and Bow. He also rides a Horse.

**Special Rules**

**Expert Rider.** Models that are expert riders can re-roll the dice on the Jump Chart when jumping an obstacle while mounted. In addition, when mounted they benefit from the +1 Defense from their shield even while carrying a bow. If they are dismounted or are thrown, they must immediately discard either their Bow or their Shield (in which case their Defense is reduced by 1 point).

**Destroyer of Siege Engines.** Elfhelm’s Strength 6 for the purpose of wounding Siege Engines, Towers etc. For 1 Point, this upgrade may be given to any Rider of Rohan included in the same force as Elfhelm.
Déorwine, Captain of the Royal Guard (Man) ..... 75 points

Déorwine was the Chief of the King’s Riders during the War of the Ring. An outstanding warrior, Déorwine and six of his knights were slain at the Battle of the Pelennor Fields.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Déorwine</td>
<td>6”</td>
<td>5/4+</td>
<td>4</td>
<td>7</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>2/1/1</td>
</tr>
<tr>
<td>Horse</td>
<td>10”</td>
<td>0/-</td>
<td>3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

Déorwine can be fielded as part of a Théoden’s Host army.

Wargear

Déorwine wears Heavy Armor and carries a Sword and Shield. He may be given the following items at additional cost:

- Horse ........................................................................................................ 10 points
- Throwing Spears ..................................................................................... 5 points
- Bow (replaces shield) ............................................................................ free

Special Rules

Expert Rider. See Théoden’s Special Rules for the description.

Chieftain of the King’s Riders. Déorwine is a figure of great authority and renown amongst the people of Rohan. His mere presence is enough to alter the tides of battle, inspiring his kin and followers to ever-greater achievements. All Rohan Warriors and Heroes count as being in range of a banner if Déorwine is within 3”.

Wargear

- Horse ........................................................................................................ 10 points
- Throwing Spears ..................................................................................... 5 points
- Bow (replaces shield) ............................................................................ free

Special Rules

Expert Rider. See Théoden’s Special Rules for the description.

Chieftain of the King’s Riders. Déorwine is a figure of great authority and renown amongst the people of Rohan. His mere presence is enough to alter the tides of battle, inspiring his kin and followers to ever-greater achievements. All Rohan Warriors and Heroes count as being in range of a banner if Déorwine is within 3”. 
Helm Hammerhand, King of Rohan (Man) …… 100 points

Helm was the legendary ninth King of Rohan, after which the fortress of Helm’s Deep was named. Helm gained the title of Hammerhand after slaying Freca with one blow from his fist.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Helm</td>
<td>6”</td>
<td>6/-</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>3/3/2</td>
</tr>
<tr>
<td>Horse</td>
<td>10”</td>
<td>0/-</td>
<td>3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>/-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

Helm Hammerhand can be fielded as part of The Host of Hammerhand army.

[Note: If Erkenbrand and Helm Hammerhand are in the same force, Helm Hammerhand will carry the Horn of the Hammerhand.]

Wargear

Helm Hammerhand wears Armor and Strong Fists (Count as a Hand Weapon). He also carries the Horn of the Hammerhand. He may be given the following items at additional cost:

Horse …………………………………………………………………..…………………….. 10 Points

Special Rules

Expert Rider. See Théoden’s Special Rules for the description.

Horn of the Hammerhand. The sound of the Horn of Hammerhand fills the men of Rohan with courage and strength. Once per game, at the beginning of any Fight phase, Helm may blow the Horn of the Hammerhand. For the duration of that fight, any Rohan models on the battlefield count as being within 3” of a banner.

Terror. In his fury, Helm Hammerhand is a truly terrifying sight. He evokes terror in the enemy, as described in the Courage section of the Main Rule Book.
Helm's Guard, The King's Defenders (Man) ........ 10 points

Hand-picked from the best of the warriors of Rohan, they are dedicated unto death to their King, Helm Hammerhand.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guard</td>
<td>6&quot;</td>
<td>4/-</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>1</td>
<td>4</td>
<td>-/-</td>
</tr>
<tr>
<td>Horse</td>
<td>10&quot;</td>
<td>0/-</td>
<td>3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

Helm’s Guard can be fielded as part of The Host of the Hammerhand army.

Wargear

A member of Helm’s Guard wears Heavy Armor and carries a Sword/Axe (Hand Weapon) and a Two-handed Axe. He may be given the following items at additional cost:

- Horse ........................................................................................................ 6 points
- Banner ........................................................................................................ 30 points

Special Rules

Expert Rider. See Théoden’s Special Rules for the description.

Bodyguard. A Helm’s Guard is sword to protect the life of the King of Rohan. If the Good force includes Helm Hammerhand, the Helm’s Guard will automatically pass all Courage tests he has to take so long as Helm Hammerhand is alive. If Helm Hammerhand is killed, the Helm’s Guard reverts to the normal rules for Courage.
Rohan Royal Knight Captain (Man) ............... 70 points

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain</td>
<td>6&quot;</td>
<td>5/4+</td>
<td>4</td>
<td>6</td>
<td>2</td>
<td>1</td>
<td>4</td>
<td>2/1/3</td>
</tr>
<tr>
<td>Armored Horse</td>
<td>10&quot;</td>
<td>0/-</td>
<td>3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth
A Rohan Royal Knight Captain can be fielded as part of The Riders of Eorl army.

Wargear
A Rohan Royal Knight Captain rides an Armored Horse, wears Armor and carries both a Shield and a Sword. He may be given the following items at additional cost:

- **Bow** .......................................................... 5 points
- **Lance** ......................................................... 5 points
- **Throwing Spears** ............................................. 5 points
- **Banner** ....................................................... 30 points

Special Rules
**Expert Rider.** Models that are expert riders can re-roll the dice on the Jump Chart when jumping an obstacle while mounted. In addition, when mounted they benefit from the +1 Defense from their shield even while carrying a bow. If they are dismounted or are thrown, they must immediately discard either their Bow or their Shield (in which case their Defense is reduced by 1 point).

Rohan Royal Guard Captain (Man) ............... 75 points

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain</td>
<td>6&quot;</td>
<td>5/4+</td>
<td>4</td>
<td>7</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>2/1/1</td>
</tr>
<tr>
<td>Horse</td>
<td>10&quot;</td>
<td>0/-</td>
<td>3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth
A Rohan Royal Guard Captain can be fielded as part of The Riders of Eorl army.

Wargear
A Rohan Royal Guard Captain rides a Horse, wears Heavy Armor and carries a Sword and Shield. He may be given the following items at additional cost:

- **Bow (replaces shield)** ........................................ free
- **Throwing Spears** ............................................. 5 points
- **Banner** ....................................................... 30 points

Special Rules
**Expert Rider.** Models that are expert riders can re-roll the dice on the Jump Chart when jumping an obstacle while mounted. In addition, when mounted they benefit from the +1 Defense from their shield even while carrying a bow. If they are dismounted or are thrown, they must immediately discard either their Bow or their Shield (in which case their Defense is reduced by 1 point).
Húrin (Man) ........................................... 55 points

“...[Húrin] was shorter in stature than other men of his kin; in this he took after his mother’s people, but in all else he was like Hador his grandfather, fair of face and golden-haired, strong in body and fiery of mood. But the fire in him burned steadily, and he had great endurance of will. Of all Men of the North he knew most of the counsels of the Noldor.”

Legions of Middle-earth
Húrin can be fielded as part of The Fiefdoms army.

Wargear
Húrin carries a Sword (Hand Weapon) and wears Mithril Forged Heavy Armor. He may be given the following items at an additional cost:

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shield</td>
<td>5</td>
</tr>
<tr>
<td>Bow</td>
<td>5</td>
</tr>
</tbody>
</table>

Special Rules
Mithril-Forged Heavy Armor. This armor stops all but the most accurate of arrows. To represent this, when a model wearing Mithril-Forged Heavy Armor is being shot at, they count their defense as one higher than it normally is.

Warden of the Keys (Man) .............................. 11 points

Warden of the Keys was a high office of Minas Tirith in Gondor. At the time of the War of the Ring, the position was filled by Húrin the Tall, who gained the epithet “of the Keys”. What keys they were, and what other tasks and responsibilities belonged to this office remains unknown.

Legions of Middle-earth
A Warden of the Keys can be fielded as part of The Fiefdoms army.

Wargear
A Warden of the Keys carries a Sword (Hand Weapon) and wears Mithril Forged Heavy Armor. He may be given the following items at an additional cost:

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shield</td>
<td>1</td>
</tr>
<tr>
<td>Bow</td>
<td>1</td>
</tr>
<tr>
<td>Banner</td>
<td>25</td>
</tr>
</tbody>
</table>

Special Rules
Mithril-Forged Heavy Armor. This armor stops all but the most accurate of arrows. To represent this, when a model wearing Mithril-Forged Heavy Armor is being shot at, they count their defense as one higher than it normally is.
The Dwarf Holds

Moria Expeditionaries (Dwarf) .......................... 10 points

Legions of Middle-earth
A Moria Expeditionary can be fielded as part of an Erebor army.

[Note: Moria Expeditionaires may only be used in your army if it also includes Balin.]

Wargear
A Moria Expeditionary wears Dwarf Armor and carries a Hand Axe (Hand Weapon) and Shield.

Special Rules
Mountain Dwellers. Moria Expeditionaires may re-roll any jumping and climbing tests. In addition, they may move through rocky areas that are classed as difficult terrain as if it was open ground.

For Moria! Moria Expeditionaires re-roll scores of 1 when attempting to wound Orcs and Goblins.

Iron Guard (Dwarf) .......................... 15 points

Legions of Middle-earth
An Iron Guard can be fielded as part of a Khazad-Dûm, or Erebor army.

Wargear
An Iron Guard wears Dwarf Armor and carries hand Axes, Broadswords (Hand Weapons), and Throwing Axes. If Durin, Dáin, or Balin are included as heroes, an Iron Guard may be given the following special rules at an additional cost:

Mountain Dwellers .................................................. 1 points
For Moria! ................................................................. 1 points

Special Rules
Mountain Dwellers. Iron Guard may re-roll any jumping and climbing tests. In addition, they may move through rocky areas that are classed as difficult terrain as if it was open ground.

For Moria! Iron Guard re-roll scores of 1 when attempting to wound Orcs and Goblins.
Ered Luin Ranger Captain (Dwarf) ................. 70 points

Ered Luin Rangers patrol the lands around every Dwarf Hold, ensuring the safety of their homes from the Dark Lord’s servants and wandering monsters. Years of experience operating in the harshest conditions and fighting on the scree strewn slopes of mountains has hardened the Dwarf Rangers into skilled and implacable foes. Trespassers are hunted down and swiftly slain with bows and axes. If the peril is great enough, the Rangers send back to their kin for reinforcements, tracking their quarry until they can strike in force.

Legions of Middle-earth
An Ered Luin Ranger can be fielded as part of a Durin’s Folk army.

Wargear
An Ered Luin Ranger wears sturdy Leather Armor and carries an Axe (Hand Weapon), Two-handed Axe and Throwing Axes.

Special Rules
Mountain Dwellers. Ered Luin Rangers may re-roll any jumping and climbing tests. In addition, they may move through rocky areas that are classed as difficult terrain as if it was open ground.

Ambusher. When deploying your army, any model with this rule may deploy up to 5” outside of your deployment zone. In Scenarios where models with this special rule are kept as reinforcements, they may choose when to come into play (regardless of a roll) when rolling for reinforcements, although models without this special rule must roll as normal. Also, this special rule allows models to charge after coming into play, even when they may not normally.

---

Ered Luin Ranger (Dwarf) .................................. 11 points

Ered Luin Rangers patrol the lands around every Dwarf Hold, ensuring the safety of their homes from the Dark Lord’s servants and wandering monsters. Years of experience operating in the harshest conditions and fighting on the scree strewn slopes of mountains has hardened the Dwarf Rangers into skilled and implacable foes. Trespassers are hunted down and swiftly slain with bows and axes. If the peril is great enough, the Rangers send back to their kin for reinforcements, tracking their quarry until they can strike in force.

Legions of Middle-earth
An Ered Luin Ranger can be fielded as part of a Durin’s Folk army.

[Note: Ered Luin Rangers may only be used in your army if it also includes an Ered Luin Ranger Captain.]

Wargear
An Ered Luin Ranger wears sturdy Leather Armor and carries an Axe (Hand Weapon), Two-handed Axe and Throwing Axes.

Special Rules
Mountain Dwellers. Ered Luin Rangers may re-roll any jumping and climbing tests. In addition, they may move through rocky areas that are classed as difficult terrain as if it was open ground.

Ambusher. When deploying your army, any model with this rule may deploy up to 5” outside of your deployment zone. In Scenarios where models with this special rule are kept as reinforcements, they may choose when to come into play (regardless of a roll) when rolling for reinforcements, although models without this special rule must roll as normal. Also, this special rule allows models to charge after coming into play, even when they may not normally.
The Champions of Good

Naurandir [Alatar the Blue] (Istari) ............. 110 points

The Blue Wizards (or the Ithryn Luin) are two notoriously mysterious Wizards of the five of Middle-earth. The two Wizards were sent to the East. They are said to have arrived not in the Third Age, but in the Second, around the year 1600, the time of the forging of the One Ring. Their mission was to weaken the forces of Sauron and it is said that the Wizards had a pivotal role in the victories of the West at the end of both the Second and the Third Ages. It is however possible that they ultimately abandoned their roles and became founders or beginners of secret cults and "magic" traditions that outlasted the fall of Sauron.

Legions of Middle-earth

Naurandir can be fielded as part of The Wizards army.

Wargear

Naurandir carries a Staff (Two-handed Weapon) and a Sword (Hand Weapon).

He may be given the following items at additional cost:

Horse.................................................................................................................. 10 points

Special Rules

* Staff of Power. Naurandir’s staff is not only a symbol of his authority but a potent talisman. To represent his staff’s power, he can expend 1 point of Will each turn without reducing his own Will store.

Magical Powers

See pages 40-41 of the Main Rulebook for descriptions:

Terrifying Aura. Dice score to use: 2+.
Immobilize. Range 12”. Dice score to use: 4+.
Aura of Dismay. Dice score to use: 5+.
Whispering of Naurandir. Range: 12”. Dice score to use: 3+. The target of the spell moves D6” directly away from Naurandir and suffers a single Strength 2 hit.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Naurandir</td>
<td>6”</td>
<td>5/4+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>3</td>
<td>6</td>
<td>2/5*/2</td>
</tr>
<tr>
<td>Horse</td>
<td>10”</td>
<td>0/-</td>
<td>3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-</td>
</tr>
</tbody>
</table>
Sûlrandir [Pallando the Blue] (Istari) ........... 110 points

The Blue Wizards (or the Ithryn Lain) are two notoriously mysterious Wizards of the five of Middle-earth. The two Wizards were sent to the East. They are said to have arrived not in the Third Age, but in the Second, around the year 1600, the time of the forging of the One Ring. Their mission was to weaken the forces of Sauron and it is said that the Wizards had a pivotal role in the victories of the West at the end of both the Second and the Third Ages. It is however possible that they ultimately abandoned their roles and became founders or beginners of secret cults and "magic" traditions that outlasted the fall of Sauron.

### Legions of Middle-earth

Sûlrandir can be fielded as part of The Wizards army.

### Wargear

Sûlrandir carries a Staff (Two-handed Weapon) and a Sword (Hand Weapon). He may be given the following items at additional cost:

- Horse ................................................................. 10 points

### Special Rules

* Staff of Power. Sûlrandir’s staff is not only a symbol of his authority but a potent talisman. To represent his staff’s power, he can expend 1 point of Will each turn without reducing his own Will store.

### Magical Powers

See pages 40-41 of the Main Rulebook for descriptions:

- Terrifying Aura. Dice score to use: 2+.  
- Command. Range 12". Dice score to use: 5+.  
- Aura of Command. Dice score to use: 4+.  
- Whispering of Sûlrandir. Range: 12". Dice score to use: 3+. The target of the spell moves D6" directly away from Sûlrandir and suffers a single Strength 2 hit.
Landroval was the brother of Gwaihir, the Lord of the Eagles, during the War of the Ring. Though he stayed out of the war for most of the conflict, he followed his brother to the Battle of the Morannon, where he and his vassals helped turn the tide. After the Ring was destroyed, Landroval, Gwaihir and Meneldor, flew into Mordor to retrieve Frodo and Sam from the ruins of Mount Doom.

**Legions of Middle-earth**
Landroval can be fielded as part of The Eagles army.

**Wargear**
Landroval has a beak and great Talons (count as Hand Weapons).

**Special Rules**
**Fly.** Landroval moves by flying – his move is 12”. The Giant Eagle can fly over the top of any models or terrain without penalty. He cannot enter woods, buildings and other terrain that has been deemed impassable, but can land on top of any of these if the players so agree at the beginning of the game. Because it is not possible to fly underground, Landroval cannot take part in any scenarios that take place in Moria or other subterranean areas.

**Terror.** Great Eagles inspire Terror in the servants of Evil, as described in the Courage section of the rules.

**Lord of the Eagles.** Though Landroval is a great and noble creature, his keen intelligence is known only to a few. Only Great Eagles may use his “Stand Fast!” or benefit from his Heroic Actions.

Meneldor was a great Eagle of the northern mountains, one of the followers of Gwaihir the Windlord. He was among the squadron of Eagles who flew to the aid of the Captains of the West in the last desperate battle before the Gates of Mordor. With his lord Gwaihir, and Gwaihir’s brother Landroval, he flew into the Black Land to the rescue of Frodo and Sam, and carried one of these two (we are not told which) out of the destruction of Mount Doom.

**Legions of Middle-earth**
Meneldor can be fielded as part of The Eagles army.

**Wargear**
Meneldor has a beak and great Talons (count as Hand Weapons).

**Special Rules**
**Fly.** Meneldor moves by flying – his move is 12”. The Giant Eagle can fly over the top of any models or terrain without penalty. He cannot enter woods, buildings and other terrain that has been deemed impassable, but can land on top of any of these if the players so agree at the beginning of the game. Because it is not possible to fly underground, Meneldor cannot take part in any scenarios that take place in Moria or other subterranean areas.

**Terror.** Great Eagles inspire Terror in the servants of Evil, as described in the Courage section of the rules.

**Lord of the Eagles.** Though Meneldor is a great and noble creature, his keen intelligence is known only to a few. Only Great Eagles may use his “Stand Fast!” or benefit from his Heroic Actions.
Grimbeorn (Man) ........................................... 65 points

Grimbeorn became a great lord in his own right. Like his father, he was the chieftain of the Beornings and he dwelt in the same regions of the Vales of Anduin. During his time, the High Pass and the Ford of Carrock were kept open and no Orc or Wolf dared to enter his land.

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>5/4+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>3/1/1</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

Grimbeorn can be fielded as part of The Guardians of Carrock army.

Wargear

Grimbeorn wears Leather Armor and carries a Two-handed Weapon.

Special Rules

Great Strength. Grimbeorn does not suffer the -1 penalty to rolls to win a fight when using his Two-handed Weapon.

Beorning (Man) ........................................... 8 points

The Beornings were close kin of the Éothéod, the Woodmen of Mirkwood and the Bardings. They were descendants of the Edain, and were perhaps akin to the Third House of the First Age. It is possible that the Beornings became known as a people through being descendants of Beorn. During the War of the Ring, Grimbeorn the Old, son of Beorn, was the leader of the Beornings. They spoke the Common Speech, and had perhaps also their own dialect of it or tongue. The Beornings kept open the passages of the Ford of Carrock and the High Pass in return for tolls, likely clearing the paths from Dale to Rivendell from evil creatures such as Orcs and Wargs. In the events leading up to the War of the Ring, the Beornings helped Aragorn, who was tracing Gollum to Mirkwood, to cross the Anduin. After the War of the Ring, the Beornings and the Woodmen were given central Eryn Lasgalen by Thranduil and Celeborn.

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>4/3+</td>
<td>4</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>4</td>
<td>-/-/-</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

A Beorning can be fielded as part of The Guardians of Carrock army.

Wargear

A Beorning wears Armor and carries a Two-handed Weapon.

Special Rules

Great Strength. Beornings do not suffer the -1 penalty to rolls to win a fight when using their Two-handed Weapons.

Strength of Character. The Beornings rarely go to battle, but when they do, they are confident in the rightness of their leader's cause. Beornings who begin their move within 6" of Grimbeorn get a +1 bonus to their courage.
The Misty Mountains

Captain of Carn Dûm (Man) .......................... 60 points

Only the most violent and savage of warriors can rise to prominence in a Barbarian society, and only those who excel in personal combat can hope to last any length of time. Respect is earned by feats of martial prowess, and any that claim the title of chieftain must protect their position from all who covet it.

Legions of Middle-earth
A Captain of Carn Dûm can be fielded as part of an Angmar army.

Wargear
A Captain of Carn Dûm wears Armor and carries an Axe (Hand Weapon) and a Shield.

Special Rules
**Berserk.** On the turn in which it charges, a Barbarian of Carn Dûm increases its Attacks and Strength by +1.

Barbarian of Carn Dûm (Man) .......................... 9 points

The Barbarians bear unequalled animosity to the Men of Rohan. They call them the forgoil, the strawheads, and have hated them for five hundred years. In battle they are ferocious, fighting with round shields and sharp axes. Though they lack the finesse of other, better-trained soldiers, the Barbarians of Carn Dûm are a formidable enemy to face.

Legions of Middle-earth
A Barbarian of Carn Dûm can be fielded as part of an Angmar army.

Wargear
A Barbarian of Carn Dûm wears battered and worn Armor and carries a Hand Weapon. He may be given the following items at additional cost:

- Bow ................................................................. 1 point
- Shield ..................................................................... 1 point
- Hornblower ......................................................... 20 points

Special Rules
**Hornblower.** While you have at least one Hornblower alive on the battlefield, all of your models have a +1 bonus to their courage.

**Berserk.** On the turn in which it charges, a Barbarian of Carn Dûm increases its Attacks and Strength by +1.
Barbarian Chieftain (Man) ............................. 50 points

Only the most violent and savage of warriors can rise to prominence in a Barbarian society, and only those who excel in personal combat can hope to last any length of time. Respect is earned by feats of martial prowess, and any that claim the title of chieftain must protect their position from all who covet it.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Legions of Middle-earth</td>
<td>6”</td>
<td>4/4+</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>2/3/1</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

A Barbarian Chieftain can be fielded as part of an Angmar army.

Warhorse

A Barbarian Chieftain wears battered and worn Armor and carries a hand weapon. He may be given the following items at additional cost:

- Bow........................................................................................................ 5 points
- Shield.................................................................................................... 5 points
- Two-handed Weapon............................................................................. 5 points

Special Rules

The Greater Species. Only other barbarians may use his “Stand Fast!” rule or benefit from his heroic actions.
Isengard

Royalblood Chieftain of Dunland (Man) ........... 70 points

Legions of Middle-earth
A Royalblood Chieftain of Dunland can be fielded as part of a Dunland army.

Wargear
A Royalblood Chieftain of Dunland wears Heavy Armor and carries a Hand Axe (hand weapon). He may be given the following items at additional cost:

<table>
<thead>
<tr>
<th>Item</th>
<th>Additional Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse</td>
<td>10 points</td>
</tr>
<tr>
<td>Shield</td>
<td>5 points</td>
</tr>
<tr>
<td>Two-handed Weapon</td>
<td>5 points</td>
</tr>
</tbody>
</table>

Special Rules

Sight of Royalty. Dunlendings are not used to the sight of royalty walking amongst them, and will fight harder to earn their respect. To represent this, all Dunland units count Royalblood Chieftains as banners.

Royalblood Huscarl (Man) ........................................ 9 points

Legions of Middle-earth
A Royalblood Huscarl can be fielded as part of a Dunland army

Wargear
A Royalblood Huscarl wears Heavy Armor and carries a Hand Axe (hand weapon). He may be given the following items at additional cost:

<table>
<thead>
<tr>
<th>Item</th>
<th>Additional Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Two-handed Weapon</td>
<td>1 point</td>
</tr>
<tr>
<td>Shield</td>
<td>1 point</td>
</tr>
<tr>
<td>Banner</td>
<td>25 points</td>
</tr>
</tbody>
</table>

Special Rules

Oath of Fealty. To become a Huscarl, one must be from a noble line and swear an oath of fealty to one’s lord. This works exactly like Bodyguard, except that Huscars can only protect Royalblood Chieftains.
**Dunland Berserker (Man).............................. 11 points**

Berserkers are the most dangerous of all Dunlandings; fearless, caring nothing for their own lives, and armed with deadly swords almost as tall as themselves.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dunland Berserker</td>
<td>6&quot;</td>
<td>3/-</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td>-/-/-</td>
</tr>
</tbody>
</table>

**Legions of Middle-earth**
A Dunland Berserker can be fielded as part of a Dunland army

**Wargear**
A Dunland Berserker wears battered and worn Armor and carries an Axe (Hand Weapon).

---

**Dunlending Horseman (Man).............................. 11 points**

The Dunlendings bear unequalled animosity to the Men of Rohan. They call them the forgoil, the strawheads, and have hated them for five hundred years. In battle they are ferocious, fighting with round shields and sharp axes. Though they lack the finesse of other, better-trained soldiers, the warriors of Dunland are a formidable enemy to face.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dunlndng Horseman</td>
<td>6&quot;</td>
<td>3/4+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>-/-/-</td>
</tr>
<tr>
<td>Horse</td>
<td>10&quot;</td>
<td>0/-</td>
<td>3</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>3</td>
<td>-/-/-</td>
</tr>
</tbody>
</table>

**Legions of Middle-earth**
A Dunlending Horseman can be fielded as part of a Dunland army

**Wargear**
A Dunlending Horseman wears battered and worn Armor and carries an Axe (Hand Weapon). He also rides a Horse. He may be given the following items at additional cost:

- **Bow** .......................................................... 1 point
- **Shield** .......................................................... 1 point
Bill Ferny (Man) ........................................ 15 points

Bill Ferny lived on the last house of Bree, and was an opportunistic backstabber, who was little liked by respectable folk of the town. He served as a spy for the Ringwraiths, and relayed information about Shire-hobbits to them. After the Ringwraiths raided The Prancing Pony, Bill and his allies went to the inn's stables and set all mounts loose. There was only one pony left in all of Bree: Bill's mistreated one. He sold him for twelve silver pennies to Strider and the Hobbits. As a parting gift, Samwise Gamgee threw an apple at his head. When trouble came up the Greenway from the South, Bill Ferny and several others opened the gates to them, and left with them after a short battle. He joined Sharkey, and guarded the gate at the Brandywine Bridge. His command over the local Shirriffs was hard, but he was no match for the four Hobbits who tried to break in. He fled into the night, but not after his old pony had kicked him in the back.

Legions of Middle-earth
Bill Ferny can be fielded as part of a Sharkey's Rogues army.

Wargear
Bill Ferny wears Leather Armor and carries a Dagger (hand weapon) and a Whip.

Special Rules
Sharkey's Crony. If Bill Ferny uses a Might point while Sharkey is within 6" then roll a D6, on a roll of 4+ the Might point is restored and the Heroic Action is free.

Worm's Hatred. If Sharkey dies and Worm is still alive, then Bill Ferny will run away from the battlefield, knowing that Worm hates him and wants him dead. Remove Bill Ferny and treat him as a casualty.

Whip. Whether a crafted lash of bound leather or simple length of rope, unless it is in skilled hands, a whip's chief power is its ability to cow frightened folk. A whip counts as a throwing weapon with a range of 2" and Strength 1.

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>6&quot;</td>
<td>3/4+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>1/0/1</td>
</tr>
</tbody>
</table>
Bastions of the Dark Lord (Mordor)

Werewolf (Monster) .................................. 50 points

“Not all his servants and chattels are wraiths! There are orcs and rolls, there are wargs and werewolves ...” - Gandalf

Legions of Middle-earth
A Werewolf can be fielded as part of an Angmar or Dúl Guldur army.

Wargear
A Werewolf has Fangs and Claws (count as a Hand Weapon)

Special Rules
Terror. See the main rules manual for details.

Black-hearted Tree (Ent) ................................ 50 points

Legions of Middle-earth
A Black-hearted Tree can be fielded as part of a Dúl Guldur army.

Wargear
Black-hearted Trees require no weaponry, using their thick branch limbs (Hand Weapon) to crush their opponents to death.

Special Rules
Woodland Creature. Black-hearted Trees are perfectly in tune with nature and therefore they never consider areas of wood to be difficult terrain. A Black-hearted Tree can move 4” in any wooded area classed as difficult terrain just as if she were in the open.

Terror. In their fury, the Black-hearted Trees are a truly terrifying sight. A Black-hearted Tree evokes terror in the enemy, as described in the Courage section of the Main Rule Book.
Black Uruk Shaman (Uruk-hai) ..................... 65 points

The Black Guard of Barad-Dûr are considered the most fearsome of all the Orc breeds to march in Sauron’s armies. Not only are the warriors of the Black Guard stronger than ordinary Uruk-hai, they are lead by Captains whose loyalty to Sauron renders them almost insensate to fear.

Legions of Middle-earth
A Black Uruk Shaman can be fielded as part of a Cirith Ungol army.

Wargear
A Black Uruk Shaman wears Heavy Armor and carries a crude Staff (Hand Weapon).

Special Rules
For the Dark Lord! While at least one Ringwraith or Sauron himself is alive and on the battlefield, A Black Uruk Shaman is treated as being Courage 6.

Magical Powers
See pages 40-41 of the Main Rulebook for descriptions:

Transfix. Range 12”. Dice score to use: 4+.
Command. Range 12”. Dice score to use: 5+.
Fury. Range: 6”. Dice score to use: 3+.

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>6”</td>
<td>5/-</td>
<td>4</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>1/3/1</td>
</tr>
</tbody>
</table>
A Mordor Battering Ram is little more than a massive timber – sometimes reinforced with stone, iron or bronze. It can be used to batter either doors/gates or walls (or even the unwary warrior).

**Mordor Battering Ram** ............................................. **70 points**

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ram</td>
<td>**</td>
<td>-/-</td>
<td>*</td>
<td>10</td>
<td>-</td>
<td>2</td>
<td>-</td>
<td>-/-</td>
</tr>
<tr>
<td>Crewman</td>
<td>6”</td>
<td>3/5+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>-/-</td>
</tr>
</tbody>
</table>

**Legions of Middle-earth**
A Mordor Battering Ram and crew can be fielded as part of a Cirith Ungol army.

**Crew & Upgrades**
A Mordor Battering Ram consists of a Battering Ram and four Orc crewmen wearing Armor and armed with Hand Weapons.

**Special Rules**

**Maximum and Minimum Crew.** A battering ram can have a maximum of 4 crewmen and a minimum of 2. If there is only 1 crewman remaining – he will abandon the battering ram and become an independent model.

**Moving the Ram.** Warriors carrying a ram cannot shoot that turn and cannot use magical powers. They are not free to carry other burdens, such as ladders. A warrior who is carrying a ram at the start of his move cannot charge that turn (the ram and all carriers must charge together). If two crewmen are carrying the ram they will move at half speed (3”). If 3 or 4 crewmen are carrying the ram they will move at full speed (6”).

**Attacking with the Ram.** If the Battering Ram wins a fight, the ram only hits once, causing a single strike with a Strength equal to that of the least strongest crew member +1 per additional crew member, up to a maximum value of 9. So, this ram with four Orc crew has a Strength of 3+3=6. If one of the crewmen were to die, it would then have a Strength of 6+2=8. Roll on the Wound Chart as normal – where a wound would not usually be scored, instead roll on the appropriate Battering chart to determine how many Batter Points are inflicted.

**Attacking the Ram.** The ram can be shot at normally and has a Defense of 10 and 2 Wounds. If the ram is brought to 0 wounds the remaining crewmen will become independent models.
The Eastern Realms

Keiseimu, Ravager of Ithilien (Man) ............... 25 points

Few of the leaders of the East have made names for themselves in the western realms for any attempt to carve out an enduring Khandish domain beyond the land of Mordor has failed thus far. That said, Khand’s borders with Harad and other more exotic lands further East are in a constant state of flux as various kings carve out new domains, only to see them fall again a handful of years later.

Legions of Middle-earth

Keiseimu, Ravager of Ithilien can be fielded as part of a Variags of Khand army.

Wargear

Keiseimu wears Armor and carries Chieftain’s Axe (Elven Blade). He may be given the following items at additional cost.

Khandish Chariot ................................................................. 30 points

Special Rules

Infamy. Khandish warriors fight all the harder when the gaze of their lords is upon them, as favor won in battle invariably brings rank and wealth. All Khandish Warriors, Horsemen, Charioteers and Chieftains (including Mercenaries and Heroes) within 6” of Keiseimu treat Keiseimu as a Banner.

Khandish Chariot. This is a steed that moves 10” a turn. It follows all the normal rules for monstrous mounts, with the following exceptions. 1) The Chariot may not jump obstacles that form a physical barrier, such as hedges, fences or rocks. It may attempt to cross such obstacles as streams or gullies of the controlling player wishes, but if a 1 is rolled on the Jump test, the chariot is automatically destroyed and the rider is thrown. 2) Chariots allow greater freedom of movement, and make for much more stable fighting platforms than other steed. A model in a chariot may move their full distance and still shoot a bow. In addition, a model riding a chariot may use a Two-handed Weapon if they wish, and may carry both a bow and a Two-handed Weapon. If they become dismounted, they must abandon either their bow or their Two-handed Weapon.
In its long history, the Easterling Kingdoms have known many kings – great and noble leaders who have always stood with the darkness of Mordor. Though their bodies now rot on countless battlefields the past Kings of the East shaped the present realm by their deeds.

An Easterling King can be fielded as part of The Easterlings army.

The Easterling King wears Heavy Armor and carries a Sword (Hand Weapon). He may be given the following items at additional cost.

- Armored Horse ................................................................. 15 points
- Easterling Halberd ........................................................... 5 points
- Shield .................................................................................. 5 points

Special Rules

Easterling Halberd. The Halberds of Rhûn are unique and elegant blades. These weapons can be used in one of three ways (as determined by the controlling player): 1) Hand Weapon, 2) Two-handed Weapon, or 3) Pike.

Phalanx. Easterling Warriors are trained to fight in phalanxes, where their Halberds form an almost impenetrable hedge of sharpened blades. Easterling Halberds may be used to support friends exactly as if they were pikes, though the model still gains a Defense bonus for carrying a shield.
Legions of Middle-earth
A Dragon Guard can be fielded as part of The Easterling army.

Wargear
A Dragon Guard wears Heavy Armor and carries two Swords (Hand Weapons). He may exchange his two Swords for the following items at additional cost:

Easterling Halberd ...................................................................................................................................... 1 point

Special Rules
Easterling Halberd. The Halberds of Rhûn are unique and elegant blades. These weapons can be used in one of three ways (as determined by the controlling player): 1) Hand Weapon, 2) Two-handed Weapon, or 3) Pike.

Phalanx. Easterling Warriors are trained to fight in phalanxes, where their Halberds form an almost impenetrable hedge of sharpened blades. Easterling Halberds may be used to support friends exactly as if they were pikes, though the model still gains a Defense bonus for carrying a shield.

Honor Through Valor. Dragon Guard get +1 to their "to win" rolls, when within 4" of an Easterling hero. Showing that they will fight harder to gain recognition in their eyes.
Queen Berúthiel (Woman) .......................... 110 points

```
Legions of Middle-earth
Queen Berúthiel can be fielded as part an Easterling army.

War gear
Queen Berúthiel wears Armor and carries a Dagger (Counts as being Unarmed).

Special Rules
The Cats of Berúthiel. Queen Berúthiel is followed by 9 Black Cats and 1 White Cat. Queen Berúthiel counts as having line of sight to any model within 18".

Terror. See main rules manual.

Magical Powers
See pages 40–41 of the Main Rulebook for descriptions:

Transfix. Range 12”. Dice score to use: 4+.
Command. Range 12”. Dice score to use: 5+.
Drain Courage. Range 12”. Dice score to use: 3+.
Cats in the Shadows. Range 12”. Dice Score to use: 4+. This works exactly like Black Dart, except it inflicts 2 hits at Strength 4.
```

“She had nine black cats and one white, her slaves, with whom she conversed, or read their memories, setting them to discover all the dark secrets of Gondor,...setting the white cat to spy upon the black, and tormenting them. No man in Gondor dared touch them; all were afraid of them, and cursed when they saw them pass.”
Easterling Siege Bow ..................................... 60 points

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

Legions of Middle-earth
The Easterling Siege Bow and crew can be fielded as part of an Easterlings army.

Crew & Upgrades
An Easterling Siege Bow consists of a Siege Bow and two Easterling crewmen wearing Heavy Armor and armed with a Sword (Hand Weapon). Extra crew can be added at additional cost:

- Additional Easterling Crewman ......................................................... 7 points

An Easterling Siege Bow may be give the following upgrades at additional cost (see page 68 of the main rules for details):

- Flaming Ammunition ................................................................. 15 points
- Easterling Engineer Captain ......................................................... 65 points

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

Accurate. These machines are easier to aim than catapults and other heavy Siege Engines. When firing a Siege Bow at a Battlefield target the shot will only Scatter 3" rather than 6".
Corsair Ballista .......................................................... 60 points

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ballista</td>
<td>-</td>
<td>-/</td>
<td>8</td>
<td>10</td>
<td>-</td>
<td>3</td>
<td>-/</td>
</tr>
<tr>
<td>Crewman</td>
<td>6&quot;</td>
<td>4/4+</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

Legions of Middle-earth
The Corsair Ballista and crew can be fielded as part of The Corsair Fleets army.

Crew & Upgrades
A Corsair Ballista consists of a Ballista and two Corsairs of Umbar crewmen wearing Armor and armed with hand weapons. Extra crew can be added at additional cost:

Additional Corsair Crewman.......................................................... 7 points

The Corsair Ballista may be give the following upgrades at additional cost (see page 68 of the main rules for details):

Flaming Ammunition................................................................. 15 points
Siege Veterans........................................................................... 15 points
Swift Reload.............................................................................. 20 points
Corsair Engineer Captain......................................................... 75 points

Special Rules
Short Range. A Ballista has a Range of 24" rather than the normal 48".

Rapid Fire. A Ballista fires D6 shots each turn rather than one. Resolve each shot individually, rolling to hit, to scatter, and to wound for each before proceeding with the next. Shots from a Ballista do not kill Battlefield targets outright nor knock them to the ground. The usual restrictions on targeting apply. In addition, the second and following shots must be targeted at models within 3" of the first target.

Accurate. These machines are easier to aim than catapults and other heavy Siege Engines. When firing a Ballista at a Battlefield target the shot will only Scatter 3" rather than 6".
Champions of Evil

Stone Giant (Giant) ........................................ 250 points

<table>
<thead>
<tr>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>8&quot;</td>
<td>10/5+</td>
<td>9</td>
<td>6</td>
<td>5 **</td>
<td>5</td>
<td>2/3*0</td>
<td></td>
</tr>
</tbody>
</table>

Legions of Middle-earth

A Stone Giant can be fielded as part of The Monsters of Middle-Earth army.

Wargear

A Stone Giant carries a giant Club or Axe (Hand Weapon).

Special Rules

Break Stone. Stone Giants are powerful creatures that can smash apart stone and can crumble rock. When attacking fortifications, including doors, stone walls, towers, and anything that has Batter Points; a Stone Giant counts his Strength as 10 and Attacks as 6.

Terror. In their fury, the Stone Giants are a truly terrifying sight. A Stone Giant evokes terror in the enemy, as described in the Courage section of the Main Rule Book.

Throw Stone. Stone Giants are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. To represent this, if a Stone Giants does not move at all he can rip a suitable rock from the ground (provided he is not engaged in combat) and in the subsequent Shoot Phase he can throw it. This works exactly like a crossbow with a range of 18" and a Strength of 10. If the evil player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Evil player nominates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.

* Resistant to Magic. Stone Giants are naturally resistant to the influence of magic and the will of others. Every time a Stone Giant is targeted by an enemy magical power, he may always attempt to resist it with one die. This means that even if the Stone Giant has 0 Will points remaining on his profile, he can roll one die to resist all enemy magical powers.

** Extremely Hard to Kill! A Giant is a terrible foe, with skin like stone, far too mighty to be slain by a single blow. Once a wound is scored against the Stone Giant, roll 1D6 and add any number of wound counters on the model to the result to determine the effect on the following table (If a natural 6 is rolled on the 1D6, the attacker may apply the wound counters inflicted by the attack and immediately roll the 1D6 again and apply the subsequent result to the Stone Giant. This can only be used once per wound.):

<table>
<thead>
<tr>
<th>1D6 + Counters Score</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>No Effect. The blow hits home, but the Giant seems blithely unaware of the injury.</td>
</tr>
<tr>
<td>4-7</td>
<td>Flesh Wound. The attack cuts deep into the Giant’s flesh. The Giant gains a wound counter.</td>
</tr>
<tr>
<td>8-11</td>
<td>Debilitating Strike. The strike inflicts terrible damage. The Giant gains two wound counters.</td>
</tr>
<tr>
<td>12-14</td>
<td>Devastating Wound. The strike inflicts terrible damage. The Giant gains three wound counters.</td>
</tr>
<tr>
<td>15+</td>
<td>Death Blow. The Giant is slain outright – remove it from the game.</td>
</tr>
</tbody>
</table>
The Watcher in the Water (Monster) .................. 500 points

The Watcher in the Water is an ominous beast that will take every opportunity to feed. While constrained to a Water Terrain Feature, he can still inflict sufficient damage and frustration for anyone that wanders too close to its shore. The Watcher can devour its foes with its enormous beak or crush them with its strong tentacles.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
<th>M/W/F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main Body</td>
<td>3’</td>
<td>6/-</td>
<td>5</td>
<td>8</td>
<td>3</td>
<td>8</td>
<td>8</td>
<td>0/2/2</td>
</tr>
<tr>
<td>Tentacles</td>
<td>6’</td>
<td>6/-</td>
<td>8</td>
<td>6</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>-/-1</td>
</tr>
</tbody>
</table>

Legions of Middle-earth

The Watcher in the Water can be fielded as part of The Monsters of Middle-Earth army.

[Note: The Watcher in the Water consists of three parts: The Main Body, Six Tentacles, and a Water Terrain Feature. When deploying the Watcher in the Water, first place the Water Terrain Feature, then the Main Body and the six Tentacles may be placed anywhere within the Water Terrain Feature. The Watcher’s Main Body and all six Tentacles count as a single model for determining “broken” army status.]

Wargear

The Watcher in the Water has crushing tentacles and sharp teeth (Hand Weapons).

Special Rules

Tentacle Movement. The Tentacles may move 6” per turn and always ignore terrain penalties (but must remain in the water). Each Tentacle may charge as if it were an independent model.

Tentacle Charge. The Tentacles may “charge” any model (Good or Evil - even if target is engaged with another model) within 6” of the edge of the Water Terrain Feature. When the Tentacle attempts to charge roll 1D6 to determine the effect:

<table>
<thead>
<tr>
<th>D6 Score</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Tentacle fails the “charge” and stops at the edge of the Water Terrain Feature.</td>
</tr>
<tr>
<td></td>
<td>The Tentacle successfully “charges” the model. The Tentacle and the charged model end the Move Phase in base-to-base contact at the edge of the Water Terrain Feature (i.e., the charged model is moved toward the Water Terrain Feature – even if it moved its full distance or is engaged in combat) and will fight in the subsequent Fight Phase.</td>
</tr>
<tr>
<td>2-5</td>
<td>The Tentacle successfully “charges” the model and drags the model 1D3” further into the Water Terrain Feature. The Tentacle and the charged model end the Move Phase in base-to-base contact in the Water Terrain Feature and will fight in the subsequent Fight Phase.</td>
</tr>
</tbody>
</table>

Envelopment. Should a Tentacle win its combat it will not deal any damage. Rather, it will envelope a single defeated model and instantly drag them D6” in a direction nominated by the Evil player. If there are multiple Tentacles engaged in a single fight, the Evil player may choose which Tentacle envelops the loser. (Place the enveloped model on its side in base-to-base contact with the Tentacle to show envelopment.) In successive Move Phases the Evil player may drag the Good model an additional D6”. The enveloped model may not make any actions while enveloped. An enveloped model will only be freed if the tentacle is charged, or is wounded. If an enveloped model is freed, the Evil player may place it anywhere within 1” of the Tentacle. Tentacles may be charged as normal. If a tentacle is charged while it is enveloping a model, the model is instantly released. If a Tentacle is wounded, the tentacle drops any enveloped model and instantly moves D6” away from the source of the attack. Enveloped models are not considered “in the way” of shooting attacks or “engaged” for magic attacks. Enveloped models take D3 automatic Strength 8 hits at the end of the Fight Phase, to represent the Watcher attempting to crush them.

Gaping Maw. If you win a fight with the Main Body, you can either strike as normal or attempt to swallow a single model in the same fight. In which case, make a single roll to wound against your target – if successful, the victim is gobbled up and very dead. Fate rolls can be made against this special attack as normal. If the Fate roll is passed, the target survives and is unharmed. If the Fate roll is failed, the target model loses any remaining wounds and is removed as a casualty.

Horrifying Fiend. The Main Body of the Watcher causes Terror (as described in the Main Rule Manual). If the Main Body is slain, all six Tentacles are also slain – and any enveloped models are immediately released. If all six Tentacles are slain, the Main Body will withdraw from the fight (and counts as a casualty).
<table>
<thead>
<tr>
<th>Number of Existing Counters</th>
<th>Dice Roll</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th>Re-roll if a Natural 6 was rolled</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
<td>6</td>
<td>7</td>
<td>7</td>
<td>7</td>
<td>7</td>
<td>9</td>
</tr>
<tr>
<td>6</td>
<td>7</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>8</td>
<td>9</td>
<td>11</td>
</tr>
<tr>
<td>7</td>
<td>9</td>
<td>9</td>
<td>9</td>
<td>9</td>
<td>10</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>8</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>11</td>
<td>11</td>
<td>11</td>
<td>14</td>
</tr>
<tr>
<td>9</td>
<td>11</td>
<td>11</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>DEAD</td>
<td>14</td>
</tr>
<tr>
<td>10</td>
<td>12</td>
<td>13</td>
<td>13</td>
<td>13</td>
<td>DEAD</td>
<td>DEAD</td>
<td>16</td>
</tr>
<tr>
<td>11</td>
<td>14</td>
<td>14</td>
<td>14</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>16</td>
</tr>
<tr>
<td>12</td>
<td>15</td>
<td>15</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>16</td>
</tr>
<tr>
<td>13</td>
<td>16</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>16</td>
</tr>
<tr>
<td>14</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>16</td>
</tr>
<tr>
<td>15</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>16</td>
</tr>
<tr>
<td>16</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>DEAD</td>
<td>16</td>
</tr>
</tbody>
</table>