Facets of Harad - Taking Harad Allied Contingents for your Army

The various army lists presented within the Harad Sourcebook offer an excellent opportunity to add some powerful allies to your existing Evil armies. If you've been on the fence about whether or not to add some muscle from the Southeastern realms of Middle-earth, now's the time. Besides, there are plenty of lovely new models that you're going to want to paint! Shown throughout these pages are several compact, purpose-driven, 100-250 point ally lists that you could slot into your current Evil army for some additional power. The abilities of the Harad are many, and Evil armies that can ally with them only stand to benefit from these strengths.

On the simplest level, you could opt to take a single Harad Hero as an ally and leave it at that. Hiring a mercenary Mahûd Tribemaster or King will add a devastatingly powerful Hero to your force - not to mention the extra boost that named characters like Suludan and Dalarnyr can bring to the table. Another Hero that many Evil forces (those that can ally with The Serpent Horde, Harad, and Umbar) can take on as an ally but often overlook is a Hasharin. For a single model, he might seem a bit pricey at 90 points, but he's worth every one of them. This stealthy character has 3 Attacks, can't be Trapped, wields poison blades, and has the benefits of an Elven cloak. You could mix a Hasharin in with a few Morgul Stalkers for a very nasty group of models that can't really be targeted by ranged weapons.

Beyond taking a single Hero, there's the option of taking small contingents of models. Each contingent will generally focus on one aspect of combat -- be it shooting, cavalry, or just plain cheap troops. This way, you can compensate for a particular weakness within your army by adding such a themed contingent. The examples shown below are but the tip of the iceberg. There are so many ways to utilize the Harad as an ally that you'll surely come up with a few combinations of your own.
Serpent Horde Cavalry

Allied Contingent: Serpent Horde - 165
- Harad Chieftain w/ war spear and horse - 60
- 3 Serpent Riders - 39
- 6 Haradrim Raiders w/ war spears - 66

Here's a great group of cavalry that can deliver a mean charge capable of piercing the thickest armor or hide. Anyone that can ally with The Serpent Horde would do well to pick up this 165-point allied contingent.
A Picket of Poison Spears

Allied Contingent: Serpent Horde - 146
- Harad Chieftain w/ spear - 46
- 8 Haradrim w/ spears - 36
- 8 Serpent Guard - 64

This group from the Serpent Horde is a cheap block of six spear-armed troops backed up by eight Serpent Guard with their very useful Poisoned Blades, along with a potent Harad Chieftain to keep everyone in line.
Choppy Karna

Allied Contingent: Serpent Horde, Harad - 102
- Harad Chieftain w/ spear - 46
- 4 Watchers of Karna - 54
- 2 watchers of Karna w/ bows - 20

The Watchers of Karna can make a big difference in an army that lacks combat prowess. Each of these warriors can lend 2 Attacks to a fight while the bow-armed models act as deadly snipers with their 3+ Shoot value. Evil armies that can ally with either The Serpent Horde or Harad can choose this contingent.
Half-Troll Power

Allied Contingent: Far Harad - 200
- Mahūd Tribemaster w/ shield - 65
- 3 Half Trolls w/ hand weapon - 66
- 3 Half Trolls w/ two-handed weapon - If you're looking for a serious bit of muscle, then look no further than the Half Trolls found in the Far Harad list. Each of these monsters has a Strength of 5 and 2 Attacks. Plus, they're led by a Mahūd Tribemaster - amongst the best Evil Heroes in the game.69

PREVIOUS

NEXT
Camels of Far Harad

Allied Contingent: Far Harad - 160
- Mahud Tribemaster w/ shield, war spear, camel - 76
- 4 Mahud Raiders w/ war spears - The Far Harad list offers some very powerful cavalry to those that can ally with them. These Mahud Raiders on camelback led by a Mahud Tribemaster are simply devastating on the charge. A Free Strength 4 Attack before combat even begins, followed by 3 Attacks (which become 6 strikes if the target is knocked over) is nothing to laugh about — unless of course you're the player rolling the dice.84
Mahûd Warriors

Allied Contingent: Far Harad - 167
- Mahûd Tribemaster w/ shield - 65
- 6 Mahûd Warriors - 66
- 3 Mahûd Warriors w/ spears - 36

Even the basic Warriors from the Far Harad list make for great allies. Ten powerful Mahûd armed with spears and protected by shields would make for a welcome boost amongst the ranks of your lowly Orcs.
Hasharin Plus

Allied Contingent: Serpent Horde, Harad, Umbar - 162
- Hasharin - 90
- 8 Haradrim w/ spears - 48
- 4 Haradrim w/ bows - 24

Taking a lone Hasharin has already been discussed, but why not take one with a little backup? This allied contingent can be taken from several lists, so there's a good chance you can use it in your existing Evil force. Some cheap spearmen and bowmen backed up by a Hasharin for 162 points are pretty good value.
Corsair Crossbow Brigade

Allied Contingent: Corsairs - 159
- Corsair Captain w/ shield - 55
- 8 Corsairs w/ shield - 64
- 4 Corsair Arbalesters - The Corsair list offers up the chance for you to utilize their secret weapon - Corsair Arbalesters. These accurate crossbow-armed troops come with a pavis that keeps them alive for a long time as they mercilessly dwindle the enemy ranks. This makes them some of the most annoying missile troops in the game. Use this to your advantage!

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Throwing Weapons Everywhere

Allied Contingent: Corsairs, Umbar - 146
- Bo'sun w/ two-handed weapon - 50
- 4 Corsairs w/ shield - 32
- 4 Corsairs w/ spear - 32
- 4 Corsairs w/ bow - 32

One thing that you may overlook whilst checking out the stats for a basic Corsair of Umbar are the throwing weapons. Every one of these warriors has them! For a mere 146 points, you can swell your army’s ranks by 13 knife-wielding troops and a bellowing Bo’sun to lead them.

PREVIOUS NEXT
Harad Raiding Party

Allied Contingent: Harad - 164
- Haradrim Chieftain w/ horse and war spear - 60
- 4 Haradrim Raiders w/ war spears - 44
- 5 Haradrim w/ spears - 30
- 5 Haradrim w/ bows - Here's a decent mix of mounted warriors, warriors on foot, and bow-armed warriors. This small contingent costs 164 points and adds 15 models to your army. Haradrim Raiders and their powerful war spears can crack open the toughest armor, whilst the poison arrows of the Haradrim come in pretty useful.30
The Armies of Harad

The Harad Sourcebook is bursting with 5 new army lists for you to pore over in order to create a new Evil army. With all the options and models and new troop types, this can be a bit daunting. But fear not! To help get your brain going, we've compiled 11 different army lists chosen from the ones presented in the book. You'll find 2 forces from each of the lists - one at 500 points and another at 750 points, plus a cavalry themed force. So click below on the area of Harad that interests you most and see what kind of force you could start to build today!
Serpent Horde - 498 Points

Serpent Horde - Broken after 24 casualties - 498
- Harad Chieftain (War, Spear, Horse) - 60
- Harad Chieftain - 45
- 5 Serpent Riders - 65
- 6 Serpent Guard - 48
- 6 Watchers of Karna (4 Bows) - 58
- 22 Haradrim Warriors (10 Bows, 11 Spears, Banner) - 156
- 6 Haradrim Raiders (6 War Spears) - 66

Why Collect This Army? - The Serpent Horde offers you a wide variety of Warriors and Heroes to set upon your foes. Even within 500 points, you can easily field five different types of Warriors. There are plenty of potential color schemes to paint and tactics to choose from as Serpent Horde armies feature a decent mix of Warriors both on foot and mounted.

Strengths - Flexibility is major strength of this list. Mobile mounted troops like the Serpent Riders and Haradrim Raiders can outflank slower armies without leaving the rest of the table up for grabs - thanks to the presence of 20+ Warriors on foot.

Plenty of bow-armed Haradrim add to the flexibility of this force even further. A few lucky volleys early on might help swing the game in your favor before swords are even drawn. Not to mention the Watchers of Karna...with a 3+ Shooting value, these guys are archers on par with the Elves. Except Elves aren't smart enough to use Poisoned Arrows!

Don't forget the poisoned weapons of the Serpent Guard and Serpent Riders. Rerolling those unlucky 1s can be crucial. It's easy to forget this ability during the heat of battle, and you can be sure that your opponent isn't going to help you recall this nasty detail!

Areas Of Caution - Be wary of the enemy's Shoot Phase. Seeing as the average Defense is about 4, you can expect some casualties from bow-heavy forces (especially Elves) before battle is properly joined. Take advantage of cover while advancing upon such a force and waste no time eliminating the missile-armed troops.

Tactics - Keep a mounted Haradrim Chieftain with all the Serpent Guard and Haradrim Raiders to form a mobile spearhead. This group of 12 models can decimate a smaller group of straggler models or unsupported missile troops with a single charge. The Haradrim Raiders' and Serpent Riders' war spears also make them excellent armor hunters. Take down large creatures and tough troops with a concentrated war-spear effort.
The Lord of The Rings Sample Armies - Harad: Page 3

Serpent Horde - 750 Points

Serpent Horde - Broken after 32 casualties - 750
- Suludan (Horse, Bow) - 105
- Hásharin - 90
- Harad Chieftain (Spear) - 46
- 5 Serpent Riders - 65
- 9 Serpent Guard - 72
- 6 Watchers of Karna (8 Bows) - 80
- 25 Haradrim Warriors (12 Bows, 12 Spears, Banner) - 174
- 9 Corsairs (6 Shields, 3 Spears) - 72
- 6 Haradrim Raiders (6 War Spears) - 66

Why Collect This Army? - Having a few more points to spend allows you to take Suludan as your leader without sacrificing the overall number of Warriors in your force. Suludan's extended 12" Stand Fast! ability makes him the keystone of this army. Again, the Serpent Horde offers the hobbyist plenty of painting options and a high level of flexibility on the tabletop due to the multitude of Warrior types.

Strengths - Flexibility is the major strength of this list. Mobile mounted troops like the Serpent Riders and Haradrim Raiders can outflank slower armies without leaving the rest of the table up for grabs - thanks to the presence of 30+ Warriors on foot. Plus, there are enough models to split into two separate mounted forces if need be.

Plenty of bow-armed Haradrim lend to the flexibility of this force even further. A few lucky volleys early on might help swing the game in your favor before swords are even drawn. Not to mention the Watchers of Karna with a 3+ Shooting value, these warriors are archers on par with the Elves. Except Elves aren't smart enough to use Poisoned Arrows!

The Hásharin included in this force should be protected at all costs so that he can work his evil once battle is joined. The combined attentions of a Háscharin and a Haradrim Chieftain should really much take care of any enemy Hero you want to kill. If no nearby Hero is present, then let the Hásharin loose to slaughter swathes of ordinary Warriors each turn.

Areas Of Caution - Your opponent's Shoot Phase could cause some trouble amongst your Defense 4 troops. Take advantage of cover while advancing upon such a force and waste no time eliminating the missile-armed troops. If you happen to have more troops than your enemy (a pretty good chance), fire back at them!

Tactics - The Hásharin is the sneakiest and deadliest model (even more so than Suludan) at your disposal. Be sure to use him to full effect on enemy Heroes and remember the Stalk Unseen ability. This ability could allow you to hold an objective without fear of being shot at or even charged by cavalry at a distance. Remember, the enemy can't charge what they can't see, so your opponent will have to start off within 6" if they want to tangle with him.

http://www.games-workshop.com/gws/content/article.jsp?categoryId=800009&pIndex=2&alId=500... 4/18/2011
Serpent Horde Cavalry - 500 Points

Serpent Horde - Broken after 15 casualties - 500
- Suludan (Horse) - 100
- Harad Chieftain (War Spear, Horse) - 60
- 7 Serpent Riders - 91
- 20 Haradrim Raiders (10 War Spears, 9 Bows, Banner) - 249

Why Collect This Army? - For those who want to collect a focused cavalry force, this entirely mounted Serpent Horde list is the way to go. Twenty-eight skilled riders led by Suludan himself offer you the chance to dictate the flow of battle and choose where battle will be joined. More importantly, every model you command benefits from the mounted charge rules, allowing you to strike a powerful blow that'll set the enemy reeling in just one swift turn.

Strengths - Speed is a major asset of this force. By moving up to 10" each turn, you pretty much control the battlefield. Use this advantage to pick off isolated pockets of enemy resistance or swiftly claim objectives. Another option at your disposal is to try a feint to one side of the enemy's battleline, then swiftly swing around to the opposite side at the last minute, leaving them in the dust!

War spears are very versatile and can topple the toughest armor with one devastating charge. You get all the benefits of being a mounted model (+1 Attack, Knock Down) with the addition of adding +1 to any Wound rolls made with the weapon. This +1 to Wound benefit is lost if enemy cavalry move into base contact with you and can be applied to them as well. Finally, war spears count as spears if the model is knocked from the saddle instead of being useless on foot like standard lances. These things rock!

Serpent Riders have a better Fight value, are equipped with war spears, and their weapons are poisoned. After regaining the virtues of the war spear, it's now even better in the hand of a Serpent Rider. Save these guys for the task of taking care of tougher targets.

Areas Of Caution - With an all-cavalry army, you run the risk of being outnumbered and vulnerable to bow fire. However, this cavalry list has a healthy number of models on the field, so you should be able to stand up to the enemy just fine. In terms of bow fire, there's not much you can do but stick to areas of cover and eliminate such threats as soon as you can. If you start taking heavy casualties by dawdling about, you may have to bite the bullet and charge, even if the time is not right.

Tactics - Everything in this army hinges on getting off a good round of charges. If things are not going your way or you lose a critical Priority roll, back off and wait until conditions improve. You'll learn the hard way not to jump the gun when the enemy overwhelms you during a countercharge coupled by a series of Heroic combats. Good the enemy into a vulnerable position, then charge with everything you have. The resulting carnage should be vast and with a lucky Priority roll next round or a Heroic move, you can continue the press into the enemy's ranks aresh.
Harad - 499 Points

Harad - Broken after 22 casualties - 499
- Haradrim King (War Spear, Horse) - 75
- Harad Chieftain (Spear) - 48
- 8 Watchers of Karna (3 Bows) - 75
- 24 Haradrim Warriors (12 Spears, 11 Bows, Banner) - 168
- 10 Haradrim Raiders (9 War Spears, Banner) - 135

Why Collect This Army? - Straight-up Harad armies allow you take lots and lots of models in order to overwhelm you opponent without wasting points on fancy warriors and special rules. The goal here is to shoot the heck out of exposed enemy models, then get stuck in and outnumber them. This list has the numbers to do just that (especially for 500 points) and be more than just your standard “horde” army.

Strengths - Having 44 models in the force means you’re on the table for more turns than a smaller army and thus be able to wear a more specialized army down. The force is only Broken once 22 models are slain and 25% of the force is still 14 models. So your opponent has some knife work ahead of them...

This list is very flexible on the tabletop. The force neatly breaks down into thirds. You’ve got mounted troops for taking objectives and dashing maneuvers, a broad number of foot troops, and plenty of bow-armed models to pester the enemy from afar. Whatever the situation, this army can more than likely quickly correct the issue.

The Watchers of Karna easily do double duty for the army, as they excel at shooting and have 2 Attacks. They’re better served advancing with the bulk of the force so they can fulfill both of these roles.

Areas Of Caution - The thing this army does lack are Heroes. Named Heroes to be precise. There are none associated with the Harad list. You can certainly compensate for this with generic Haradrim Kings and Chieftains, but you’ll be lacking the spark your opponent may be flashing with his Heroes. By taking multitudes of ordinary Warriors, this is just the price you have to pay. However, you do get to feed your opponent’s flash, expensive Hero another 6-point trooper each turn while the rest of his army falls apart around him!

Tactics - Use your numbers to overwhelm the enemy both in terms of bows and hand-to-hand combat. Fourteen bow-armed Warriors are nothing to take lightly in a 500-point game. Mercilessly make your opponent pay for every inch of ground they cover. Then, when they’re close enough, send in the foot troops and use your cavalry to crush small pockets on the flanks.
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Harad - 750 Points

Harad - Broken after 32 casualties - 750
- Haradrim King (War Spear, Horse) - 75
- Hasharim - 90
- Harad Chieftain (Spear, Bow) - 51
- Harad Chieftain (Bow) - 50
- 6 Watchers of Karna (3 Bows) - 57
- 21 Haradrim Warriors (8 Bows, 12 Spears, Banner) - 150
- 20 Haradrim Warriors (8 Bows, 12 Spears) - 120
- 12 Haradrim Raiders (11 War Spears, Banner) - 157

Why Collect This Army? - This Harad army has a decent amount of generic Heroes with which to lead a small horde of Haradrim to glory. The army is short of special rules and abilities, but makes up for this with sheer numbers. The idea is to shoot the heck out of advancing enemy models, send a few sorties in to slow them down, then crush the bogged-down enemy beneath a storm of hooves.

Strengths - Having 63 models in the force means you'll be on the table for more turns than a smaller army and thus be able to wear a more specialized army down. The force is only Broken once 32 models are slain and 25% of the force is still 15 models. So your opponent has some knife work ahead of them...

With four Heroes on the tabletop, you should be able to dictate the flow of the battle, even with a few bad Priority rolls. Well-timed Heroic Moves will make or break this army. You simply have to maintain control over who charges who in order to create trapped combats as well as keep deadly enemy Heroes at bay with a few sacrificial Warriors each turn.

Hasharim are pretty nasty and it's easy for your opponent to forget about one lone guy in a sea of Haradrim. Don't make a fuss about him until it's time to do so! Think like a sneaky Hasharim and get to grips with enemy Heroes or slay ordinary Warriors two at a time - and don't forget to roll any failed Wound attempts with the Hasharim's poisoned weaponry!

Areas Of Caution - The low strength values found throughout the force are one area of caution. Strength 4 is about as high as you're gonna get. Calvary armed with War Spears helps out a good bit, but your best bet is to simply cause as many situations as possible where the enemy is Trapped. With more dice, you're bound to wound high-Defense critters eventually. If you can add a mounted model's War Spear to a Trapped combat, all the better!

Tactics - Use your numbers to overwhelm the enemy both in terms of bows and hand-to-hand combat. Mercilessly make your opponent pay for every inch of ground they cover. Then, when they're close enough, send in the foot troops and use your cavalry to crush small pockets on the flanks or to outnumber and create Trapped combat situations.

PREVIOUS

NEXT
Far Harad - 500 Points

Far Harad - Broken after 13 casualties - 500
- Mahûd Tribemaster (Cameleer, Shield, War Spear) - 78
- Mahûd Tribemaster (Shield) - 65
- 14 Mahûd Warriors (5 Spears, 5 Blowpipes) - 164
- 5 Mahûd Raiders (5 War Spears) - 105
- 4 Half Trolls (2 Two-handed Weapons) - 80

Why Collect This Army? - Far Harad have the advantage of outstanding Warrior and Hero choices. Every model in the army has at least 2 Attacks and a Fight skill of 4. Not too shabby. This, of course, comes at a cost in both points values and on the battlefield itself. At the 500-point level, you're going to have to make some compromises in the fancy wargear department in order to field an army that'll put up a decent fight. However, this army has the numbers to step up to the challenge and stomp in some heads.

Strengths - Half Trolls are nasty. Expect them to receive immediate attention from your opponent's missile troops. If they make it through the Shoot phases, these Warriors will work up a good sweat with 2 Attacks and Strength 5. Even Dwarfs are pretty easy pickings for these beasts. Make the best use of the monsters by supporting them with spears so they can tear apart beefy targets and heroes alike. Place a two-handed weapon in a Half Troll's hands and you've got yourself an armor buster.

All Mahûd Heroes are excellent fighters. With 3 Attacks and Strength 5 to back it up, these characters are a nightmare. Don't be afraid to get these Heroes stuck in with just about anything they can get their hands on. In fact, you're going to have to, as their Warrior Pride ability makes it a necessity if you want a Broken Far Mahûd force to continue fighting. Luckily, this isn't such a bad proposition, as you'll be doing this anyway!

Mahûd Warriors are also fine fighters with 2 Attacks and Strength 4. Put them onto a camel for a mount and things get ugly. All camels come with the Impaler special rule which pretty much gives you a free Strength 4 hit before combat even begins. More than likely, you'll be clipping two models with each charge from a single Mahûd Raider.

Areas Of Caution - The biggest threat to the Mahûd are themselves. They are a cowardly lot, sporting dismal Courage values of 1 or 2. This means they'll often fall prey to Magic attacks, oddball abilities that require Courage tests, and Terror tests. Not to mention the fact that a Broken Far Mahûd force is in deep, deep trouble. The only way around this is to have Mahûd Heroes within 12" AND engaged in combat. If you can, be sure to move your Mahûd Heroes first before moving anything else so the remaining Warriors will benefit from the Warrior Pride special rule.

Tactics - Your best bet with a Mahûd force of this size is to get into combat as soon as possible. No hit and run attacks, no fancy feints, no tricky traps - just get into base contact with the enemy. Use every inch of available cover to protect yourself from enemy missile fire and get to grips with the foe. Once there, the Mahûd should be able to steamroll most standard warriors pretty quickly. Be sure to use the Mahûd Tribemasters to lead as many Heroic Combats as they can. This will help stack the enemy bodies high and keep you in control of who fights whom during the Fight phase. If you manage to cut your way through a decent portion of the enemy with the initial charge, you should be well on the way to victory.
Far Harad - 750 Points

Far Harad - Broken after 18 casualties - 750
  - Mahûd King (Camel, Shield, War Spear) - 91
  - Mahûd Tribemaster (Camel, Shield, War Spear) - 76
  - Mahûd Tribemaster (Shield, War Spear) - 66
  - 20 Mahûd Warriors (8 Spears, 7 Blowpipes) - 235
  - 7 Mahûd Raiders (7 War Spears) - 147
  - 6 Half Trolls (3 Two-handled Weapons) - 135

Why Collect This Army? - At this points level, Far Harad armies get a fair amount bigger and thus gain a bit more staying power. You could feasibly place a War Mumak within the army ranks at this stage, but it would cut down on the overall army size, which kinda defeats the point. One thousand points is probably when you should begin to think of a War Mumak in a purely Far-Harad force. This army features three powerful Far Harad Heroes and 33 bloodthirsty Mahûd maniacs. Still a small number of models for the points cost, but man, oh man are they powerful in these kinds of numbers!

Strengths - Six Half Trolls make for a small but deadly group of crazed Strength 5 beasties. Have a Mahûd Chieflain lead them into battle and watch the limbs fly! Use these guys as a shock unit to decimate an area of the enemy's battline or grind a pesky enemy Hero to dust. Alternately, sprinkle them throughout the army to lend some extra muscle to the already-formidable Mahûd Warriors.

Blowpipes will probably make it into a list at this points level. The addition of a poisoned blowpipe is a very welcome addition to the arsenal of Mahûd Warriors. Possessing a Shoot value of 3* and the ability to roll all failed wound rolls of 1, a few shots are all you're going to need to bring down enemy warriors from afar. They are a bit short ranged, so using them properly will take a bit of finesse.

Don't forget that you can always use the Shielding special rule when things get uncomfortable. Rolling four dice for combat resolution (with only a single Mahûd Warrior) makes for some pretty good odds in your favor. If you have to wait for a Mahûd Tribemaster to hack through the enemy in order to give an outnumbered Mahûd Warrior a hand, so be it. There's always the possibility of a next turn if you Shield. Don't act rashly; you can't afford to be careless!

Areas Of Caution - The biggest threat to the Mahûd are themselves. They are a cowardly lot, sportingly dismal Courage values of 1 or 2. This means they often fall prey to Magic attacks, oddball abilities that require Courage tests, and Terror tests. Not to mention the fact that a Broken Far Harad force is in deep, deep trouble. The only way around this is to have Mahûd Heroes within 12" AND engaged in combat. If you can, be sure to move your Mahûd Heroes first before moving anything else so the remaining warriors will benefit from the Warrior Pride special rule.

Tactics - Seven Mahûd Raiders led by a Mahûd King make for eight nasty cavalry models and one evil surprise for your opponent. These eight models can easily take out twice their number with one well-placed charge. Let's look at the math: first off, there are the 8 freebie Strength 5 hits from the camel's 'Impaler' ability, after that, there are 25 Attacks to deal with. Plus, these are cavalry attacks. So, if the targets are all on foot, they'll have to deal with double strikes if they lose combat - that's up to 50 rolls to Wound. Yes, things can get pretty ugly when Mahûd Raiders get a charge in. Be sure to keep them away from enemy missile fire and use them to charge every chance you can!
Corsair Fleets - 498 Points

Corsair Fleets - Broken after 22 casualties - 598
- Corsair Captain (Two-handed Weapon) - 55
- Corsair Bo'Sun (Crossbow) - 50
- Corsair Bo'Sun (Two-handed Weapon) - 50
- 31 Corsairs (5 Bows/Spears, 16 Shields, 10 Spears) - 253
- 9 Arbalesters - 90

Why Collect This Army? - Corsair armies should immediately attract folk who gravitate towards pirates and their ilk. If commanding a crew of dastardly, cut-throat evil-doers (possibly with knives clamped between their teeth) out on a coastal raid sounds like a fun proposition, then the Corsairs are the force for you. The army is full of characterful models as well as a variety of Hero and warrior types. In battle, Corsairs tend to rely pretty heavily on missile fire to whittle down the enemy before entering into the opposition's ranks.

Strengths - Throwing weapons abound in a Corsair army, and they don't count towards your bow limit. Every standard Corsair has them, as well as the Captain and Bo' Sun. Plus, Corsairs have a Shoot value of 4+ so the throwing weapons are pretty accurate as well. The beauty of throwing weapons is that you can move your full distance and still throw them, albeit a mere 6", but still this comes in handy. However, the really nasty part of throwing weapons is the fact that you can throw them as part of charge. With so many Corsairs on the table, each time your force charges, it's like a free round of shooting before combat even happens! Corsair Bo' Suns are burly fighters, often found in the thick of things. Besides being decent in a fight, they count as a banner (for Corsairs only) due to their Commanding Bellow ability. So you get both a banner and a fighter for 45 points. Not bad considering a banner alone generally costs around 25 points! Be sure to keep both of the Bo' Suns where they're needed most - near combat.

With this list, you command a definite strength in numbers. Having 43 models means it'll take 22 models to break your force. Use this to your advantage and attempt to double or triple up on the enemy during combat. You can count on throwing weapons helping you achieve this objective, so don't forget about them when you charge! Plus, you'll probably have more of a bow presence than your opponent thanks to nine Arbalesters and five bow-armed Corsairs.

Areas Of Caution - The Corsairs seriously lack Might points, which will make enemy Heroes and bad Priority rolls an issue. The Corsair captain is the only model with any Might points, and these add up to a measly 2. So, most of the time you're going to have to deal with any poor Priority rolls that don't go in your favor as best you can and simply swarm enemy Heroes. The Corsairs also lack any sort of cavalry, making them a slow-moving force. However, this is countered by the decent amount of bow-armed troops that can counter any pesky enemy cavalry harassing your flanks.

Tactics - Use the Arbalesters to their fullest extent. Set them up in two separate groups with a good vantage point (with some cover if possible) on the 1st or 2nd turn, and let the fun begin from there. A range of 24" will pretty much get you any target you want. Having them split up forces the enemy to take them out one group at a time, or split up his forces as well. While the Arbalesters do their damage, advance with the Corsairs firing with their bows and get the rest of the army into combat. Once combat begins in full, Arbalesters can still be used to pick off supporting spearmen, stragglers, and the like.
Corsair Fleets - 748 Points

Corsair Fleets - Broken after 28 casualties - 748
- Dalamy - 100
- Corsair Captain (Shield) - 55
- Corsair Captain (Shield) - 55
- Corsair Bo' sun (Shield) - 50
- Corsair Bo' sun (Two-handed Weapon) - 50
- 36Corsairs (9 Bows, 17 Shields, 18 Spears) - 268
- 15 Arbalesters - 150

Why Collect This Army? - This Corsair force is led by Dalamy, a notorious fleetmaster. The standard variety of untrustworthy rogues accompanies him into battle, along with two Captains and two Bo'suns. Plenty of powerful Arbalesters form a nasty brick of crossbow bolt-splitting doom that the enemy will have to wade through. Once they've completed this feat, assuming that anyone remains, 30+ Corsairs stand ready to finish the job.

Strengths - The hefty number of Arbalesters should have your opponent worried. Fifteen Strength 4 shots raining down from 24" is nothing to joke about. Pair this with the fact that if they want to get rid of your Arbalesters with a volley of their own, Defense 6 (thanks to the Arbalesters pavises) is going to keep your Corsairs pretty comfy. Keep up a steady stream of crossbow bolts and watch the bodies pile up.

Dalamy is one nasty customer. He's essentially a Hásharin minus the blowpipe. Instead, he gets these great Smoke Bombs that can pretty much wipe out an enemy Hero in one round of combat. Use Dalamy to target and slay enemy heroes or mutl-Wound critters, as he is the best bet in your army for such a task. Use the Smoke Bombs cautiously (i.e. don't waste them on ordinary Warriors) as there's always the chance he'll run out of them on an unlucky roll of a 1.

Throwing weapons abound in a Corsair army and they don't count towards your bow limit. Every standard Corsair has them, as well as the Captain and Bo'sun. Plus, Corsairs have a Shoot value of 4+, so the throwing weapons are pretty accurate as well. The beauty of throwing weapons is that you can move your full distance and still throw them, albeit a mere 6", but still this comes in handy. However, the really nasty part of throwing weapons is the fact that you can throw them as part of charge. With so many Corsairs on the table, each time your force charges, it's like a free round of shooting before combat even happens!

Areas Of Caution - The Corsairs seriously lack Might points, which will make enemy Heroes and bad Priority rolls an issue. The Corsair captain is the only model with any Might points, and these add up to a measly 2. So, most of the time you're going to have to deal with any poor Priority rolls that don't go in your favor as best you can and simply swarm enemy Heroes. The Corsairs also lack any sort of cavalry, making them a slow moving force. However, this is countered by the decent amount of bow-armed troops that can counter any pesky enemy cavalry harrying your flank.

Tactics - Use the Arbalesters to their fullest extent. Set them up in two separate groups with a good vantage point (with some cover if possible) on the 1st or 2nd turn, and let the fun begin from there. A range of 24" will pretty much get you any target you want. Having them split up forces the enemy to take them out one group at a time, or split up his forces as well. While the Arbalesters do their damage, advance with the Corsairs, firing with their bows, and get the rest of the army into combat. Once combat begins in full, Arbalesters can still be used to pick off supporting spearmen, stragglers, and the like.

Related Products
- Suliadan, The Serpent Lord Foot and Mounted
- Serpent Riders
- Haradin Riders
- Warriors of Harad
- Mahrudd Khan Foot and Mounted
- Mahrudd Rider
- Mahrudd Warriors
- Mahrudd with bowspees
- Half Troops
- Corsair Bo' sun and Captain
- Corsairs of Umbar

Print  Email to a Friend  Save  View as a single page
Umbar - 499 Points

- Umbar - Broken after 25 casualties - 499
  - Corsair Captain (Two-handed Weapon) - 55
  - Corsair Bo'Sun (Two-handed Weapon) - 50
  - Haradrim Chieftain (Spear) - 46
  - 24 Corsairs (8 Bows, 8 Shields, 8 Spears) - 192
  - 22 Haradrim Warriors (13 Spears, 8 Bows, Banner) - 156

Why Collect This Army? - Collecting both Corsairs and Haradrims from the the less-than-friendly city of Umbar allows for a hobbyist to paint models using several color schemes to represent the retainers of the seven lords of the city. Under the banner of one army, these factions are loyal to one of the lords and dress accordingly. The end result is a multitude of colors quite uncommon in most Evil armies. Umbar forces mainly focus on having plenty of warriors to overwhelm the enemy though sheer weight of numbers.

Strengths - Plenty of throwing weapons can be found in this list. Every standard Corsair has them, as well as the Captain and Bo'Sun. Plus, Corsairs have a Shoot value of 4+, so the throwing weapons are pretty accurate as well. The beauty of throwing weapons is that you can move your full distance and still throw them, albeit a mere 6" but still this comes in handy. However, the really nasty part of throwing weapons is the fact that you can throw them as part of charge. With so many Corsairs on the table, each time your force charges, it's like a free round of shooting before combat even happens!

This list also has the maximum number of bows possible. Coupled with the amount of throwing weapons the Corsairs have, there's gonna be plenty of happy Shoot phases for you. Plus, all the Haradrims have poison arrows as an added bonus! Strength in numbers. This list nearly maxes out the number of models you can field in a 500-point game. Use this advantage to overwhelm enemy Heroes and Warriors. Don't worry too much about taking casualties, as the enemy will need to take down 25 models before the force becomes Broken.

Areas Of Caution - Enemy heroes, heavily armored opposition, and your lack of cavalry could be troublesome. Leave the Heroes alone until you can overwhelm them in combat. Feed them a sacrificial model each turn if you can until the time is right. Heavily armored warriors - just plain avoid them, or really pile on them to take them down with a bit of luck. Cavalry should be dealt with from afar and as soon as you can with missile fire.

Tactics - Use every missile weapon in your arsenal to its fullest. Whittle down the enemy before committing to battle. Work on less- armored targets first and target easier prey with missile fire early on. Leave the heavies and Heroes until later. Hopefully, by this point, the enemy's numbers will be lessened and you can use your overwhelming numbers and throwing weapons to clean them up in combat.

http://www.games-workshop.com/gws/content/article.jsp?categoryId=800009&pIndex=10&ald=50... 4/18/2011
Umbar - 747 Points

Umbar - Broken after 34 casualties - 747
- Hasharin - 90
- Corsair Captain (Shield) - 55
- Corsair Bo'Sun (Shield) - 55
- Corsair Bo'Sun (Shield) - 50
- Haradrim Chieftain (Spear) - 46
- 30 Corsairs (10 Bows, 10 Shields, 10 Spears) - 240
- 32 Haradrim Warriors (19 Spears, 12 Bows, Banner) - 216

Why Collect This Army? - This Umbar army nearly reaches the maximum number of models (75) you can field for a 500-1,000 point game - but at the 750 point mark. It just goes to show how many models you'll have to control and swarm the enemy with! Sixty-seven models are yours to command under the watchful eyes of a deadly Harsharin. Plus, you get to paint the army a multitude of colors (should you so desire) to represent retainers of the seven lords of Umbar. The army may lack powerful named characters, but you can always crush these threats under the weight of 10 men or via the poisoned blades of the Harsharin...

Strengths - Obviously, strength in numbers. This list nearly maxes out the number of models you can field in a 750 point game. Use this advantage to overwhelm enemy Heroes and Warriors. Don't worry too much about taking casualties, as the enemy will need to take down 34 models before the force becomes Broken!

Plenty of throwing weapons can be found in this list. Every standard Corsair has them, as well as the Captain and Bo'Sun. Plus, Corsairs have a Shoot value of 4+, so the throwing weapons are pretty accurate as well. The beauty of throwing weapons is that you can move your full distance and still throw them, albeit a mere 6", but still this comes in handy. However, the really nasty part of throwing weapons is the fact that you can throw them as part of charge. With so many Corsairs on the table, each time your force charges, it's like a free round of shooting before combat even happens!

This list has the maximum number of bows possible for 67 models, which is 22. Coupled with the number of throwing weapons the Corsairs have (33), there's gonna be plenty of happy Shoot Phases for you. Plus, all the Haradrim bows have poison arrows - bonus!

Areas Of Caution - Enemy heroes, heavily armored opposition, and your lack of cavalry could be troublesome. Leave the Heroes alone until you can overwhelm them in combat. Feed them a sacrificial model each turn if you can until the time is right. Heavily armored warriors - just plain avoid them, or really pile on them to take them down with a bit of luck. Cavalry should be dealt with from afar and as soon as you can with missile fire.

Tactics - Use every missile weapon in your arsenal to its fullest. Whittle down the enemy before committing to battle. Work on less- armored targets first and target easier prey with missile fire early on. Leave the heavies and Heroes until later. Hopefully, by this point, the enemy's numbers will be lessened, and you can use your overwhelming numbers and throwing weapons to clean 'em up in combat.
Introduction

The Easterlings and the Vaniags of Khand are here and ready to leave their mark on the battlefields of Middle-earth. Below, you will find a number of competitive sample armies created by Games Development and some of the keen-minded gamers of Games Workshop. All of these forces are 500 points, with the only real restrictions being that they must be led by a Hero, and that only up to 33% of the troops can be equipped with bows and crossbows. Each war host page includes notes on why the troops were chosen, and how the army creators would use such a force. Please feel free to copy these army lists and tactics, make improvements to them, and discuss them on the message boards. With a little help from the player community, you will soon be fielding an invincible army from the East.

Each war host page includes notes on why the troops were chosen, and how the army creators would use such a force. Please feel free to copy these army lists and tactics, make improvements to them, and discuss them on the message boards. With a little help from the player community, you will soon be fielding an invincible army from the East.

For even more A Shadow in the East army options, check out the pages of White Dwarf magazine.
Easterlings - The Power of Khamul

The Power of Khamul by Dave Taylor

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Khamul the Easterling with Armored Horse</td>
<td>135</td>
</tr>
<tr>
<td>Easterling Captain with a Shield</td>
<td>55</td>
</tr>
<tr>
<td>8 Easterling Kataphratks with a Banner</td>
<td>137</td>
</tr>
<tr>
<td>5 Easterling Warriors with Shields</td>
<td>40</td>
</tr>
<tr>
<td>8 Easterling Warriors with Shields and Spears</td>
<td>80</td>
</tr>
<tr>
<td>9 Mordor Unuk-hai with Two-Handed Weapons</td>
<td>54</td>
</tr>
<tr>
<td><strong>Total:</strong></td>
<td><strong>501</strong></td>
</tr>
</tbody>
</table>

Dave Taylor (Games Workshop US): "The Hammer and Anvil" is a common strategy for mixed forces (infantry and cavalry) where you engage the bulk of the enemy with your infantry (the anvil) and then beat them into submission with your cavalry (the hammer). It was with this strategy in mind that I assembled my mostly Easterling warhost.

Typically, the anvil consists of lowly masses of troops, but I was determined to include some of the most elite infantry available to the Dark Lord: Mordor Unuk-hai wielding two-handed weapons only need to roll 4+ to wound most opponents; or 6+ for Dwarves and Mordor Trolls! I'll be making sure these brutes are backed up in combat by the Easterling Phalanx combo package &mdash; an Easterling supported by one or two more with spears. Wherever possible, you should try to have any warriors wielding two-handed weapons fight alongside models that won't suffer the -1 penalty.

My Easterling hammer is VERY sturdy! Eight Kataphratks on their armored horses racing around are supported by a banner and arguably the second-most powerful Ringwraith, Khamul. These horsemen are more likely to reach their intended targets than their Rohan or Gondor counterparts, as their armored horse is more protected against missile fire. Strength 2 bows require rolls of 6+ to wound either the rider or steed, and Strength 3 bows (like those of the Elves and Dwarves) still require a 5+ to wound the horses and 6+ to take out the riders. I like those odds!

Having recently played against forces that included an Orc Shaman and even Saruman, I've been impressed by the subtle (and sometimes not too subtle) use of magical powers. Khamul thus presents a real danger to my opponent. Not only can he throw around a whole host of nasty spells, but for each wound he causes, he recovers a point of Will to help gear him up to cause more magical mischief.

With careful and considered use of my Might Points (saved for those moments when I lose the priority), I'm sure I'll be able to keep my hammer swinging and ensure my anvil is right where I need it.
Easterlings - The Army of the Red Eye

The Army of the Red Eye by Adam Troke

| 1 | Orc Shaman          | 50  |
| 1 | Mordor Troll        | 100 |
| 3 | Orc Warriors with Spears | 48  |
| 5 | Orc Warriors with Shields | 30  |
| 4 | Orc Warriors with Two-Handed Weapons | 24  |
| 1 | Easterling Captain with Easterling Halberd | 55  |
| 1 | Easterling Warrior with Banner | 32  |
| 3 | Easterling Warriors with Shields | 64  |
| 7 | Easterling Warriors with Bows | 56  |
| 4 | Easterling Warriors with Spears & Shields | 40  |
| Total: | | 500 |

Adam Troke (Games Development): This force is an extremely dangerous army and portrays the "Red Eye" theme in a fun way. You might have a force about this size after expanding your initial 250-point army with a few additions, or after adding in a few models that you already have in your collection. In this case, I added in my Orcs. With 40 models, this force is larger than most 500-point armies. The Orcs provide numbers, and the eight Orcs carrying spears can help bulk out the Easterling Phalanx (see below for more on that) and help to get the most out of that effective special rule. The Orc Shaman is able to hold the Orc elements of the army firm with his Fury ability, even if the force becomes broken, and he provides the chance to make Fate rolls. The Mordor Troll adds power to the force thanks to its high Fight, Strength, and Defense values. Plus, there's very little in the game that can get past a Mordor Troll. When fighting one-on-one, a model with a two-handed weapon will often lose the combat. However, by pairing Orcs with two-handed weapons with Easterlings armed with spears or shields, you give yourself a better chance of winning the combat. The Strength bonus that the two-handed weapon provides will help you wound your enemy.
The Easterlings form the elite fighting core of this army. With their high Defense, they can form an effective shield wall that bristles with spears. Keep the Easterling Captain in the center of his men so that he can perform Heroic Moves and use the Stand Fast! rule as occasion demands.
Easterlings - The Evil Alliance

The Evil Alliance by Adam Troke

Khamul the Easterling on an Armored Horse
1 Haradrim Chieftain with Bow and Spear
5 Easterling Kataphrakts
8 Easterling Warriors with Shields
4 Easterling Warriors with Spears and Shields
12 Haradrim Warriors with Spears
11 Haradrim Warriors with Bows

Total: 498

Adam Troke (Games Development): This army is another great example of how Easterlings can be combined effectively with other Evil models. To build a powerful army, add a Haradrim Chieftain and models from a single box of Haradrim Warriors to a box of Easterling Warriors, a box of Kataphrakts, and Khamul the Easterling. After building this army, you will still have a few spare Easterling Warriors and a Haradrim banner bearer to use later.

On the battlefield, this army has the potential to cause your enemy a lot of problems with its excellent mix of missile troops and close-combat specialists. The Haradrim bowmen are among the best shooting troops that Evil generals have at their disposal, and 11 of them are nothing to sniff at. Their good range, shoot value, and cheap cost are a real boon to any Evil player. A word of warning, though: they have a low Defense that requires careful usage.

The rest of the army can form an effective “Hammer and Anvil” formation. The Haradrim Warriors and Easterlings on foot can form into one big block. The Easterlings with shields take the front rank, and all the spear-armed warriors form up behind them. This formation is the anvil for your hammer, which is Khamul and the Kataphrakts, who can smash into anyone hasty enough to take on your big block of spearmen. This suitably dastardly tactic is completely appropriate for an Evil army such as this one.

The Easterlings form the elite fighting core of this army. With their high Defense, they can form an effective shield wall that bristles with spears. Keep the Easterling Captain in the center of his men so that he can perform Heroic Moves and use the Stand Fast! rule as occasion demands.
Easterlings - The Grand Army of Khamûl

The Grand Army of Khamûl by Adam Troke

<table>
<thead>
<tr>
<th>Description</th>
<th>Points</th>
</tr>
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<tbody>
<tr>
<td>Khamûl the Easterling with Armored Horse</td>
<td>135</td>
</tr>
<tr>
<td>1 Easterling Captain with Halberd</td>
<td>55</td>
</tr>
<tr>
<td>6 Easterling Warriors with Shields</td>
<td>64</td>
</tr>
<tr>
<td>6 Easterling Warriors with Bows</td>
<td>64</td>
</tr>
<tr>
<td>7 Easterling Warriors with Spears and Shields</td>
<td>70</td>
</tr>
<tr>
<td>1 Easterling Warrior with Banner</td>
<td>70</td>
</tr>
<tr>
<td>5 Easterling Kataphraks</td>
<td>70</td>
</tr>
</tbody>
</table>

Total: 490

Adam Troke (Games Development): This force is the smallest of the three 500-point Easterling armies presented here. Its 31 models makes it affordable, and this army of elites is tough in battle as well.

There are no weak links in this force. Every model is an Easterling Warrior wearing heavy armor. Khamûl also brings serious punch to the head of the Kataphraks with his frightening combat abilities and magical Ringwraith powers.

The "Hammer and Anvil" is a nice and simple tactic. Engage the enemy with the bulk of your force and then plow into them with the Kataphraks once the combat has started. Because Khamûl can regain his Will Points if he causes wounds in combat, don't be afraid of getting stuck in with him. He's the best fighter in your army.

Because this force is likely to be outnumbered by many opponents, it relies on shrewd tactics. If your opponent doesn't have superior shooting, you can stand back and use your bowmen to pick off the enemy troops and force them to advance. All the while, keep Khamûl and the Kataphraks in reserve as your trump cards. Thanks to the Easterling Warriors' high Defense, the enemy is likely to find himself outclassed in a shooting duel (Elves are the obvious exception) and will be forced to bring the fight to you.

When they do, try using the "Hammer and Anvil" tactic, and your force will be able to take on the enemy on your terms. With this army, your anvil might be smaller than that of most other Evil armies. However, because every Warrior is an Easterling, your anvil will be as hard as iron!
Khand - Pelennon Fields

Pelennon Fields Warband by Matt Ward
The Witch-king of Angmar (full strength) on a Dark Steed
Khandish Chieftain with Bow
8 Orc Warriors with Shields
8 Orc Warriors with Spears
4 Orc Warriors with Orc bows
4 Orc Warriors with Two-Handed Weapons
2 Khandish Charioteers with Bows
2 Khandish Horsemen
9 Khandish Warriors with Two-handed

Total: 496

Matt Ward (Games Development): Khandish Horsemen are among the most reasonably priced in the game and weigh in at only 11 points each for a Warrior with a Bow. This low point cost, combined with the fact that they are braver than Warg Riders, makes them a worthy addition to your army!

Even better are the Chariots. Though they have a point cost slightly greater than that of two Khandish Horsemen. Chariots are fantastic, because they are Monstrous Mounts. Chariots can even move full rate and still pepper their enemies with arrows. I've decided to exchange the cowardly Warg Riders for the reliable Khandish cavalry -- including two Chariots. I've had to take the Khandish Archers out. I'll need the models to represent dismounted Horsemen. Thus, I've added a couple more Warriors to keep my infantry well represented and to leave me a spare Khandish Warrior from a blister of three.
Khand - Death to Rohan

"Death to Rohan" Anti-Cavalry Army by Jake Landis

Khandish King with a Chariot and Bow 120
5 Khandish Charioteers with Bows 55
Orc Captain with Warg and Shield 137
11 Warg Riders with Throwing Spears and Shields 40

Total: 496

Jake Landis (Games Workshop US): While writing this list, I decided to name it "Death to Rohan" because it is an army built to counter cavalry. Chariots are an exciting addition to The Lord of The Rings Strategy Battle Game, and I had to take a close look at them immediately after I heard about them. The benefits as well as the shortcomings of Chariots became pretty clear to me, and I based my strategy on that evaluation.

Though Chariots mean only a few models in my army, don't scoff at them until you can see what they can do. Every unit in my army can move 10" per turn, which will help me outmaneuver my opponent and engage models as I see fit. Plus, the Chariots can still move a full 10" and fire their bows without penalties.

However, most of these advantages depend on me getting the drop on my opponent and charging first. Chariots are Monstrous Mounts, which makes them very effective against cavalry because it means your foe cannot knock you to the ground or get double wounds against you. In contrast, if you win combat on the turn you charge with a Chariot, you knock your opponent down and get double wounds against him &mdash; with a two-handed weapon. Against cavalry, this tactic is exceptionally powerful because the rider is immediately thrown from his mount, is wounded, and takes an automatic Strength 3 hit from smacking into the ground. If the earth doesn't kill him, you still get four chances to wound with that two-handed strike. In short, chances are good that you will kill your opponent if you win the combat.

I chose Warg Riders to complement my Chariots because Wargs are cheap and effective. My plan is to use them to take out the enemy units that might slow down the Chariot charge. Most of the Warg targets will likely be bowmen, siege engines, and foot troops. Why foot troops? Though Chariots are much stronger, they will quickly be overwhelmed by large numbers of infantry.

There are a few more things that I'll have to remember with this force. First, in order to get the charge, I want to keep all my models close together. That way, if my foe wins priority and he's within charge range, I can use a Might Point to make a Heroic Move and take along everyone within 6" of the hero. Second, I also want to keep the Chariots close together because the King counts as a Banner, which brings rerolls to combat within 3" of him. Third, I need to watch out for enemy high-point heroes with loads of Might Points. They can counter my Might Points and cut down the Chariots, so I have to throw everything at these heroes right away or avoid them completely to avoid disaster. Fourth and finally, I'm going to want to use my bows and throwing spears to avoid close combat when possible to allow enough breathing room to redirect charges.
**The Lord of The Rings - Sample Armies for A Shadow in the East**

**Khand - Chariot Madness**

**Chariot Madness by Jeff Brooks**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>King on a Chariot</td>
<td>115</td>
</tr>
<tr>
<td>Chieftain on a Horse</td>
<td>60</td>
</tr>
<tr>
<td>9 Chariots</td>
<td>226</td>
</tr>
<tr>
<td>9 Horsemen</td>
<td>99</td>
</tr>
<tr>
<td><strong>Total:</strong></td>
<td><strong>498</strong></td>
</tr>
</tbody>
</table>

Jeff Brooks (Glen Burnie GW Hobby Center): I must say, the Khand army has a very different feel compared to the armies I've played in the past. The Chariots are a brand-new unit that offer some new options (more on that later), and they have formed the core of my relatively small warhost. It's clear (to me, anyway) that themed Khand armies will have to rely on speed and creative shooting to win the day, along with the crushing abilities of the Chariots. Let me cover those wheeled menaces for a second before I fill you in on my cunning plans for victory.

Chariots are tough, and if you aren't familiar with the rules for Monstrous Mounts, you're going to be even more impressed with them. Khand Chariots are devastating on the charge. Unless you charged another Chariot or a Monstrous Mount, when you win combat, you will knock all your enemies to the ground, including cavalry! If you're fighting Men on horses, this ability means that the mount flee immediately AND the rider suffers a Strength 3 hit before you even roll to wound! How cool is that?

They're also great for defense during your opponent's Shooting Phase. Because Chariots are classified as Monstrous Mounts, any missile attacks that strike a Chariot model will only hit the Chariot (instead of the rider) on a roll of 1-4, instead of the usual 1-3. That means that the chances your Charioteer will be hit go from 50% to 33% &mdash; a nice shift if you ask me. In addition to this missile resistance, the Chariot has a whopping 6 Defense and 3 Wounds! It won't be an easy thing to kill.

My plans for this warhost are simple: charge up the middle with a bunch of Chariots and cover the flanks with horsemen. The King acts like a banner for all Khandish models, so I'll be sure he's in the thick of the worst fighting. I also have another hero on horse to help swing the tide for the horsemen. It's a small force but very hard hitting. I can't wait to get a bunch of games in with this army and see if my theories pan out.
Khand - Haradrim Raiding Force

Haradrim Raiding Force by Bob McFarlane

<table>
<thead>
<tr>
<th>Role</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hasharin</td>
<td>135</td>
</tr>
<tr>
<td>Haradrim Chieftain with Spear and Bow</td>
<td>55</td>
</tr>
<tr>
<td>2 Haradish Mercenary Chieftains with Bows</td>
<td>137</td>
</tr>
<tr>
<td>18 Haradim Warriors with Spears</td>
<td>40</td>
</tr>
<tr>
<td>5 Haradim Warriors with Bows</td>
<td>80</td>
</tr>
<tr>
<td>12 Haradish Mercenaries with Two-Handed Axes</td>
<td>54</td>
</tr>
<tr>
<td>9 Haradish Mercenaries with Bows</td>
<td>42</td>
</tr>
<tr>
<td>Total:</td>
<td>495</td>
</tr>
</tbody>
</table>

Bob McFarlane (GW Hobbyist): I would be remiss if I didn't talk about the Mercenaries of Khand, honorless warriors who will travel anywhere and kill anyone... if the price is right. Mercenaries, by and large, have the same options and troops as regular Variagi &dash; they lack only Chariots and Kings. Mercenaries also have a few wrinkles of their own. First, they're often cheaper than regular Variagi, which means that you can field more of them. Second, they have a higher Fight value and a lower Courage &dash; they'll fight like demons until they start losing. Finally, there is a one-in-six chance that they won't turn up and fight, but that's what you get for hiring honorless scum!

With all that said, are Mercenaries worth taking? Absolutely. Most of the Evil armies, be they Khandish, Haradrim, Easterlings, or even (to an extent) servants of Mordor, have trouble getting that elusive Fight 4 into their armies without spending a lot of points. Enter the Mercenaries. Seed them throughout your regular troops and you're onto a winning army. They're cheap enough that you'll have them in numbers, and the two-handed axes and high Fight value make for a nasty combination.

Bob McFarlane's Haradrim Raiding Force, shown above, highlights a great way to use Mercenaries. On average, he can expect at least 17 models to turn up to the battle, leaving him with a vast force with which to smite the enemy.
Dwarves - Iron Hills Expedition

<table>
<thead>
<tr>
<th>Iron Hills Expeditionary Force</th>
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<tbody>
<tr>
<td>Mûrin and Drâr</td>
<td>150</td>
</tr>
<tr>
<td>1 Dwarf Captain with Two-Handed Axe</td>
<td>65</td>
</tr>
<tr>
<td>9 Dwarf Warriors with Shields</td>
<td>81</td>
</tr>
<tr>
<td>5 Dwarf Warriors with Two-handed axes</td>
<td>40</td>
</tr>
<tr>
<td>8 Dwarfs with Bows</td>
<td>72</td>
</tr>
<tr>
<td>8 Khazâd Guards</td>
<td>88</td>
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<tr>
<td><strong>Total:</strong></td>
<td><strong>496</strong></td>
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Ken Kennedy (Global Web Team): No force from the Iron Hills would even venture forth without the leadership of Mûrin and Drâr. With characteristics somewhere between Dwarf Captains and Dwarf Lords, these two adventurous Dwarves are a great bargain. Sure, they cost the same as two Dwarf Lords, but with very similar characteristics, they also have additional equipment and two extremely useful Special Rules. Mûrin's sword Kalazai (which allows him to roll any to-wound rolls made against Orcs, Goblins, and Uruk-hai), and Drâr's Expert Shot (which allows him to shoot twice in the Shoot Phase) make these two Dwarf heroes an exceptional buy. Add in a Dwarf Captain, and leadership should never be an issue for this Dwarven war host.

The core of this force is made up of heavily armored, well-trained troops. With an incredible Defense and better-than-average Fight value, the standard Dwarf Warrior is a one-on-one match for any Evil warrior who wants to try his luck. The Dwarfs with shields are the rock upon which the enemy will smash themselves to ruin.

While the enemy is moving toward the iron wall that is the Dwarf line, Drâr and the bow-wielding Dwarfs will be whittling down the opponent's numbers with their Strength 3 Dwarf Bows. Once the enemy closes, these fighters are still more than a match for most villains.

The smattering of Dwarf Warriors with two-handed axes is of great use when they can team up with one or more of their lesser-equipped brothers. This teamwork will help them win the fight so that they can then smash the enemy troops with their powerful weapons. I will try to avoid going one-on-one with these troops, although they can still easily destroy most Evil warriors without help.

Finally, we have a solid showing of Khazâd Guard. For just a few more points, these veterans have a astonishing Defense of 7, a Strength of 4, and carry two-handed axes. Not only that, but they are Fearless as long as the Hero they have sworn to protect is still on the table. With all this going for them, the Khazâd Guard are each unstoppable Orc (and Goblin, and Uruk-hai) killing
machines. Even powerful enemies will seldom be able to dent their armor. Eventually, the weapons of the Khazâd Guard will find their marks with deadly effect.