Battle Companies: Warbands in Middle-earth
Introduction

A few years ago, Games Workshop introduced an entirely new way of playing their popular wargame, The Lord of the Rings Strategy Battle Game (now re-titled The Hobbit Strategy Battle Game). Published and later updated in the White Dwarf, the Battle Companies rules presented players with the opportunity to build a small warband and then watch that group of warriors grow and improve as fate and the tides of battle allowed. Written as a scenario-driven, skirmish-based game, the SBG rules were perfect for this type of gaming. At one time, rumors of a Battle Companies Expansion were being thrown about. I wrote to Jervis Johnson to inquire about this project and he seemed to indicate that something like this might be in the works. However, months have stretched into years and still there has been no movement on this front. To compound matters, the Battle Companies rules are no longer available for download, making it very difficult for players to obtain a copy and even if they could, the rules have not been updated in quite some time. Therefore, the intent of this book is to create an entirely new and updated version of Battle Companies for players around the globe. The idea is that this will be a living rulebook, open to expansion and revision as needed. I look forward to hearing any feedback you may have on the project.

Respectfully,
Jonathan R. Baker
a.k.a. Erunion
battlecompanies@jonathanrbaker.com
Dedication

This Expansion book is dedicated to all of my fellow Tolkien enthusiasts and tabletop generals. I hope that you find this book useful and that you and your gaming partners have some epic tabletop battles and hard-fought campaigns.

This book is not entirely my own work. It is derived from the original rules published by Games Workshop in the “White Dwarf,” and has been expanded and improved with the insight and suggestions of many other gamers around the world. I would like to say thank you to all of my fellow gamers, especially the members of the One Ring website (http://www.one-ring.co.uk), who have provided input, assistance, or even just the occasional encouraging word.

Beyond this general acknowledgement, the following people have helped make this project a reality, in no particular order: Cyndra the Grey, Dezartfox, belgiumfire, RyuAzai, highlordell, Captain Andruil, GothmogtheWerewolf, Oldman Willow, simmuskhan, whafrog, Red Corsairs, emperor_thompson, Dwarf Lord of Ered Luin, & numenor. If I've left out any contributors, please forgive me, as there were so many who have provided input.

This book is far from finished. In the future, I hope to update it to include all of the releases from the “Desolation of Smaug”, Ruffians, Wargs, Spiders, a hobby section, more scenarios and guidelines for using your Battle Companies in campaigns. However, I reached a point where I felt like we could issue a first edition with an eye towards updating as things go along. As always, any comments/suggestions, or contributions are welcomed.

May the stars shine ever brightly upon your dice!
**The Core Rules**

**Rules For Experience-based Games In Middle-earth**

**Step One: Gather Your Force**
Choose your Allegiance/Race/Faction, whose reference sheet will list the models required for a starting company (e.g. Dol Guldur, Rohan, etc.). You should name each warrior individually, copy their profile details onto a record sheet and then choose three warriors to be your Heroes. One will be referred to as the Lieutenant and the other two Sergeants, although you may come up with a more suitable name depending on your Faction. Add one point each of *Might*, *Will*, and *Fate* to the profile of the Lieutenant. Add a point of *Fate* to the profile of each Sergeant. These models are treated as Heroes from this point forward. A Battle Company may never have more than 15 members unless otherwise noted, and never more than 5 Heroes at any given time.

**Step Two: Play A Game**
Find an opponent and play a scenario. The company with the lowest Effective Rating (explained below) may choose the scenario and whether they will be the attacker or defender, if applicable. Keep models removed from play as casualties to one side for later record-keeping. Also, track how many Wounds each Warrior or Hero inflicts on the enemy. If two or more Warriors win a combat and inflict Wounds together, the controlling player may choose which of the models counts the Wound as his own.

**Step Three: Injuries**
Immediately after the game, roll on the relevant Injury Table for every Hero and Warrior removed as a casualty. These rolls are to be made in front of your opponent. If anyone rolls the *Dead* result, he is removed from the roster and all his equipment is lost. It cannot be given to another member of the Battle Company. Mounts killed during a game do not roll on the Injury Table and are always assumed to survive their wounds. Mounts may only be lost if the rider himself dies.

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**Warrior Injury Table (D6)**

<table>
<thead>
<tr>
<th>Result</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 -- Dead</td>
<td>Remove Warrior from roster.</td>
</tr>
<tr>
<td>2-3 -- Injured</td>
<td>Warrior must miss the next game.</td>
</tr>
<tr>
<td>4-6 -- Full Recovery</td>
<td>Warrior suffers no adverse effect.</td>
</tr>
</tbody>
</table>
Step Four: Calculate Experience
A Hero gains one point of Experience for 1) Participating in a battle, 2) if his Battle Company wins the battle, and 3) each time he wounds an enemy model, even if it is recovered by Fate. Every time a Hero gains five Experience points, the controlling player may roll once on the Hero Advancement Table for him. If you roll a result for your Hero that you cannot use, you may choose any other result from the same table.

Hero Injury Table (2D6)
2 -- Dead
3 -- Lost In Battle The Hero lies wounded on the battlefield. As soon as possible play a scenario with the Hero as the objective. He may not act or be attacked during the game. If his side wins, treat this result as a Full Recovery. If not, then he is Dead.
4 -- Arm Wound May not carry a shield, two-handed weapon or second weapon anymore. A second Arm Wound forces your Hero to retire.
5 -- Leg Wound Hero suffers a -1" Movement penalty while on foot. A second Leg Wound forces your Hero to retire.
6-7 -- Full Recovery Hero suffers no ill effect.
8 -- It's Just A Scratch Hero must miss the next game or roll again. The second result will stand.
9 -- Flesh Wound Hero must miss the next game.
10 -- Old Battle Wound Before each game, roll a D6 for each Old Battle Wound. On a 1, the Hero’s injury prevents him from taking part in the battle. A Hero may have more than one Old Battle Wound.
12 -- Protected by the Valar/Dark Powers The Hero makes a Full Recovery and is healed of one previously received injury (Arm or Leg Wound, Old Battle Wound) or permanently gains one point of Fate.

Hero Advancement Table (D6)
1 -- Fight/Shoot The Hero’s Fight or Shoot characteristic is improved by 1 to a maximum of 6/3+.
2 -- Strength/Defense The Hero’s Strength or Defense is increased. Each may be improved once.
3 -- Courage The Hero’s Courage characteristic is increased by 1 to a maximum of 6.
4 -- Attack/Wound The Hero’s Attack or Wound characteristic is increased by 1 to a maximum of 3.
5 -- Special Rule Roll again on either the Fighting, Shooting or Leadership Special Rule Tables. Alternatively, The Hero may choose to select the Special Rule that applies to his Battle Company instead.
6 -- Might/Will Point. The Hero gains either a Might or Will Point to a maximum of 3.
A Warrior may gain a point of Experience in the following manner:
1) participating in a battle, and 2) each time he wounds an enemy model, even if it is recovered by Fate. Every time a Warrior gains five Experience Points, the controlling player may roll once on the

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**Fighting Special Table (D6)**

1 -- **Blade Master** The Hero may re-roll one of his die per turn to determine who wins his fight.
2 -- **Deadly Strength** The Hero may wield a two-handed weapon without the -1 penalty to his dice.
3 -- **Parry** The Hero may force his opponent to re-roll a single die to determine who wins the fight.
4 -- **Furious Charge** The Hero receives a +1 Attack bonus when he charges into combat on foot.
5 -- **Heroic Presence** The Hero may fight a Heroic Combat without expending Might to do so.
6 -- **Might/Will Point** The Hero gains either a Might or Will Point to a maximum of 3.

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**Leadership Special Rules Table (D6)**

1 -- **Favor of the Court** When you roll on the Reinforcements Table, you may re-roll one die for each Hero with this ability in the Battle Company at the end of the game.
2 -- **Courageous** The Hero may re-roll any failed Courage tests.
3 -- **Master of Battle** If the Hero is within 6" of an enemy Hero calling a heroic action, he may immediately call an action of the same type without expending a point of Might. He may not call a Heroic Move or Shoot if he has already been engaged in combat.
4 -- **Heedless Determination** Each time the Hero is wounded, roll a D6. He may ignore it on a 6, just as if he had passed a Fate roll. If he cannot ignore the Wound, he may then choose to use any Fate points.
5 -- **Rally To Me** The Hero’s Stand Fast! range is doubled.
6 -- **Might/Will Point** The Hero gains 1 Might or Will point to a maximum of 3.

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**Shooting Special Rules Table (D6)**

1 -- **Cunning Shot** The Hero may re-roll either one failed In The Way or To Wound roll each turn.
2 -- **Expert Shot** The Hero is allowed to shoot twice in each Shoot Phase.
3 -- **Rapid Fire** The Hero may call a Heroic Shoot without expending a point of Might to do so.
4 -- **Deadeye** If the Hero rolls a natural 6 on his To Hit roll, he does not need to take an In The Way test or roll To Wound. His target is automatically wounded.
5 -- **Seasoned Archer** The Hero can move at full speed and still shoot, although he will need a 6 to hit.
6 -- **Might/Will Point** The Hero gains either a Might or Will Point to a maximum of 3.
Warrior Advancement Table for him. Promotions are not mandatory and can be turned down if the player chooses.

No member of a Battle Company can have more than 105 Experience Points. He has become as good as he can be!

**Step Five: Gold**

Battle Companies receive two Gold for playing a scenario. Additionally, Battle Companies receive the following: +1 Gold for a Draw, or +2 Gold for a win. Gold may be used in three ways. First, you may use three Gold to make a roll on the Reinforcements Table. Second, you may use Gold to adjust the roll you made on the Reinforcements Table, much like using a point of Might. Finally, you may purchase additional equipment for your Heroes and Warriors. Gold may be spent immediately or stored up for later use. All members of a Battle Company must be WYSIWYG (What You See Is What You Get) regarding weapons, and may only select wargear that is normally available to that troop type, unless otherwise noted. Heroes are not bound by this restriction, and may select any equipment available to their race.

**Warrior Advancement Table (D6)**

1-3 -- No effect
4-5 -- Promoted The Warrior is promoted if he is eligible. If not, treat as No Effect.
6 -- A Hero In The Making. From now on, the Warrior is treated as a Hero and adds a point of Fate to his profile. He retains the Experience Points gained thus far and gains Experience and advances like a Hero from this point forward.

**Step Six: Calculate the Battle Company Rating**

To calculate the rating of your Battle Company, you must work out the value of your Heroes and Warriors in points. The total is your Battle Company Rating. For Warriors, simply work out their value using their profile in the rule books. For a Hero, begin the same way, but add the cost of his advancements and wargear.

The following is a quick guide:

- **Basic Cost** -- Take the basic cost of the Warrior Type as which the Hero began.
- **Might, Will & Fate** -- For each point of Might, Will or Fate, add 5 points.
- **Advances to Fight, Strength, Defense, and Courage** -- For each addition to the Hero’s Fight (count only the Fight value, not the Shoot score), Strength, Defense, and Courage, add 5 points.
- **Advances to Wounds & Attacks** -- For each addition to the Hero’s Wounds and Attacks, add 10 points.
- **Skills/Magic Powers** -- For each Skill/Magical Power the Hero has gained, add 10 points.
- **Wargear** -- The cost of the Hero’s war gear is determined by the number of Wounds and Attacks the Hero has. If the Hero’s Attacks + Wounds is 3 or greater use the second listed cost on the Wargear Cost Table.
Add the cost of all the wargear that the Hero is equipped with to the cost of the Hero’s characteristics and special rules, and you have the total value of your Hero. Wargear that is no longer desired may be discarded at any time, but may not be given to any other member of the Battle Company.

<table>
<thead>
<tr>
<th>Wargear Cost Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>Free/Free -- Hand Weapons</td>
</tr>
<tr>
<td>1/5 -- Spear, Pike, Two-handed Weapon, Lance, Bow, Shield, Elven Blade, Armor</td>
</tr>
<tr>
<td>2/5 -- Throwing Weapon, Crossbow, Longbow, Elf Bow, Heavy Armor</td>
</tr>
<tr>
<td>6/10 -- Warg/Horse</td>
</tr>
<tr>
<td>9/15 -- Armored Horse</td>
</tr>
</tbody>
</table>

(Use second value if the Hero’s Attacks + Wounds is equal to or greater than 3. This list is not all-inclusive, but should serve as a guide as to what equipment should cost.)

Once you have calculated the total Battle Company Rating, deduct the value of any members of the Company who will not be able to participate in the next game due to injuries, or other special rules. This number is the Company’s Effective Rating.

Before you play a game, compare the Effective Ratings of the two Companies. For every full 15 points of difference in pre-game ratings, the smaller Company may have one re-roll that can be used at any point during the game, but not in the after-game sequence. The smaller Company may also choose the scenario and whether they will be the attacker or defender (if applicable). At the end of the game, the smaller Company receives one additional Gold for every full 15 points of difference in pre-game ratings.

**Step Seven: Reinforcements**

No Battle Company may receive bow-armed reinforcements or purchase bows with Gold if 33% or more of its members (including Heroes) already have bows of any sort. If you roll for a reinforcement that has a bow in this situation, treat the result as Choose One Of The Above. Models that are promoted are an exception to this rule and will exchange their weapons and equipment in the usual way. Models may be removed from a roster at any time (to make room for reinforcements or Heroes), and are considered to have joined another unit or retired. They may never rejoin the Battle Company for any reason.
Courage In Small Battles
Battle Companies games use an alternative to the normal Courage rules as presented in the Hobbit rules manual.

Retreating
Whenever a model fails a test for his force being broken, instead of being removed from play, the model retreats instead. A retreating model immediately moves its maximum distance directly away from the nearest enemy model. If no enemies are visible, the model moves towards the nearest table edge. The retreating model suffers the usual movement penalties or tests for difficult terrain and obstacles. The retreating model can move around obstacles, terrain, or other models to avoid them, so long as it finishes its move as far as possible from the enemy model it is retreating from. Sometimes, a direct move away from the nearest enemy will take a model closer to other enemies as it runs in blind panic. A model may not move closer than 1" to an enemy as it retreats -- it will always move around enemies in its path and cannot charge them. If a model cannot retreat the required distance because its path is blocked by other models, impassable terrain, or for whatever reason, then the model retreats as far as it can. The model in this case is still considered to have expended its full movement distance, so it is unable to shoot a bow that turn, for example. However, it can still use any magical powers it has, so long as it can normally use them while it is moving.

Models That Have Retreated
Once a model has retreated, it suffers no further penalty. It is possible for a model to suffer a series of retreats, one after the other -- in which case, it may find itself fleeing from the battle altogether -- but each failed Courage test only ever results in one retreat move. Models that have retreated may not shoot or use magical powers, however they may fight as normal if they are charged.

Fleeing the Battle
If a retreating model's move is enough to reach the table edge, it will move to the table edge and leave the battle. It will do this regardless of the direction, even if by doing so, the retreating model moves closer to the nearest enemy. The warrior flees the battle and the model is removed from the game.
Forfeiting The Game
There are times when even the bravest of captains recognize that they are outnumbered and outclassed. Sometimes this is due to injuries which have dwindled a Battle Company’s fighting force, while other times the Battle Company has merely found itself engaged with a far superior force. In either case, the Battle Company cannot simply turn tail and retreat or else they will be chased down and slaughtered from behind. A controlling player may not forfeit a match until half of his available models (rounding down) have succumbed to injuries or a minimum of 10 turns have been played. This represents the commander making an orderly withdrawal of his troops, ensuring their survival to fight on some other day.

Using Battle Companies in Larger Games
There may be times when you wish to use one or more of your Battle Companies in a larger Points Match. Your company’s Effective Company Rating is the points total for your Battle Company. If you decide to play in this way, simply divide your company into warbands and deploy them according to the scenario deployment rules. You should still track injuries, wounds caused and experience in the normal way. In this way, your Battle Company can grow and become part of larger campaigns.

Optional Rule: Raw Recruits
If you are using Battle Companies as part of an Escalation League, or are beginning a new army, your gaming group may choose to use this rule to encourage players to paint and base their miniatures. Any miniatures that are not painted with at least three colors and based in a consistent manner are considered to be raw recruits, and as such receive a -1 penalty to their Fight & Courage values.

Optional Rule: Sworn Protector
After a Warrior has gained 30 Experience points, he gains the Sworn Protector special rule as detailed in the main rules manual. Should the Warrior later be promoted to a Hero, he will lose this special rule. Any model that has this special rule should add 1 point to its point value when determining the Battle Company Rating.
Additional Equipment
In addition to the Equipment lists for each Faction, there are several pieces of additional equipment that are available to any Battle Company. Some equipment would not be carried by certain members of the company (for instance, Wargs carrying banners, etc.) so use common sense when assigning wargear. The following lists both their cost in Gold as well as the amount of points that they add to your Battle Company Rating.

Company Standard -- 10 Gold (30 Points) -- Warriors Only
A Company Standard confers +1 *Fight* for all members of the Battle Company within 12” as long as the original bearer is alive. If the bearer is slain, place a marker on the table to mark where the standard fell. Anyone may pick up the fallen standard and carry it off the table (treated like a light burden). If the standard is recovered by the owning Company, the standard is returned to the warrior who dropped it after the battle, or if he should die from his wounds, be passed to another warrior. If it is taken by the enemy, the warrior who captured the standard gains +2 Experience, and a battle should be fought using the standard as the objective. If the standard is not recovered during this second game, then the standard is destroyed.

In addition, a Battle Company that possesses a Company Standard gains +1 Gold for each victory. However, if a Company with a Standard is defeated, its opponent receives a +1 Gold bonus.

Horn/Drum/Instrument -- 5 Gold (20 points) -- Warriors Only
A musical instrument confers +1 *Courage* for all members of the Battle Company within 12” as long as the bearer is alive.

Climbing Ropes & Grapnels -- 1 Gold (1 point)
Even gardeners from the Shire make sure to take along some rope on their travels. A warrior with a rope and grapnel may add +1 to any *Climb* test they are required to make. Additionally, the model may leave his rope behind, and any model scaling the obstacle in the same place also receives the bonus. A warrior is assumed to have recovered his gear at the end of each game.

Concealing Cloak -- 2 Gold (2 points)
Warriors have long recognized the advantage of surprise in
battle. A model that is equipped with a concealing cloak may remain in hiding, as long as he is deployed within an area of cover, and receives the benefit of wearing an Elven cloak. As soon as the model moves, shoots, or performs overt action, the effects of the cloak are lost for the remainder of the game.

Map -- 5 Gold (20 points) -- Heroes Only
Accurate maps are extremely difficult to obtain, and are a great boon to a military commander. After both companies have deployed, but before the game begins, a Hero equipped with a map may re-deploy D6 Warriors using the normal setup rules for the scenario. If both companies have a map, neither side gains this advantage.

Blade/Arrow Poison -- 2 Gold (2 points) -- Evil Only
Evil creatures have been known to foul their own blades or even apply more virulent poisons to their weapons in an effort to cause more damage. A model with Blade Poison must re-roll any failed To Wound rolls of 1. This must be purchased separately for hand-to-hand and ranged weapons.

Scourge -- 1 Gold (1 points) -- Evil Only
Whips are often used to motivate Sauron’s less willing chattels or push them to greater speed. A scourge is a throwing weapon with a Strength of 2 and a range of 2”. A model with a scourge may also use the Whirl special attack.

Burning Brands & Torches -- 1 Gold (1 point)
Warriors often carry tinderboxes and torch-making materials to be used in low-light situations and for certain mission objectives. A model with a burning brand or torch illuminates an area 6” around the bearer may set buildings (or other objects) alight. If a model chooses to fight with torch in hand, he must forgo the use of a shield or fight with a -1 penalty on his rolls to win the fight. Any model defeated by an enemy with a torch must retreat D6” rather than the usual 1”.

Hunting Dog -- 3 Gold (5 points) -- Good Heroes Only
Many Heroes have trained companion animals that accompany them on their campaigns. A hunting dog is considered part of the Hero’s wargear, does not count against the Battle Company’s roster limit, and cannot gain experience or be promoted. However, it must roll on the Warrior Injury Table as normal. Heroes may only have one Hunting Dog. Hunting Dogs use the following profile:

<table>
<thead>
<tr>
<th>Move</th>
<th>F/S+</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”</td>
<td>3/-</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>----</td>
</tr>
</tbody>
</table>

Local Scout -- 5 Gold (10 points)
Knowledge of the local terrain can be the difference between victory and defeat. Local scouts count as a Warrior that cannot earn Experience or be promoted although he rolls on the Warrior
Injury Table as normal. He does not count against the Battle Company’s roster limit. The controlling player may purchase the scout additional equipment from the Battle Company Equipment list or a short bow for 1 Gold. Local scouts use the following profile:

<table>
<thead>
<tr>
<th>Move</th>
<th>F/S+</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>3</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>---</td>
</tr>
</tbody>
</table>

Wargear: Hand weapon

**Special Rules**

*Local Knowledge* -- After players have determined their deployment zones but before any models are deployed, each player with a local scout may move an item of terrain 6" in the direction of his choice. If both players have a local scout, the Company with the lowest rating goes first and no piece of terrain can be moved more than once.

*Loyalty Is Fleeting* -- After each game, if the scout survives, roll a D6. On the score of 1-2, the scout has slipped off or escaped. The controlling player can prevent the scout from leaving by giving him 1 Gold.
When Sauron summons those in his thrall, countless twisted creatures and dark-hearted men flock to his banners. Will the endless hordes spilling from the Black Gate overwhelm Middle-earth’s defenders? One thing is certain, that the Dark Lord will not rest until all lands fall under his dominion, or he is at last destroyed.
Pouring forth from the desolation and spoil heaps, the soldiers of Mordor are myriad. Sent out to scout out enemy emplacements or to pillage and despoil, Mordor warbands strike fear into the hearts of the Free Peoples. From the lowly Orcs to the brutish Uruk-hai, the servants of Sauron seek to overwhelm their enemies and drive them into the dust.

**Starting Company**
- 3 Orcs with shield
- 3 Orcs with spear
- 2 Orcs with two-handed weapons
- 2 Orcs with Orc bows

**Equipment**
- 1 Gold -- Shield, Spear, Orc Bow, Two-handed Weapon
- 2 Gold -- Throwing Spear
- 3 Gold -- Warg

**Promotions**
- Orc with shield → Warg Rider
- Orc with spear → Morannon Orc with spear
- Orc with two-handed weapon → Morannon Orc with shield
- Orc with Orc bow → Orc Tracker
- Mordor Uruk-hai → Black Guard of Barad-dûr
**Reinforcements Table (D6)**
1 -- No Reinforcement  
2 -- Orc with spear  
3 -- Orc with shield  
4 -- Orc with two-handed weapon  
5 -- Orc with Orc bow  
6 -- Roll on the Elite Reinforcements Table

**Elite Reinforcements Table (D6)**
1 -- Morannon Orc  
2 -- Morannon Orc with shield  
3 -- Warg Rider  
4 -- Orc Tracker  
5 -- Mordor Uruk-hai  
6 -- Black Guard of Barad-dûr

**Special Rules**

**Shaman** -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12”.

**Spiteful** -- This Hero is known far and wide for his spitefulness and cunning. If the Hero is defeated in hand-to-hand combat but is not slain, he may immediately make a sneak attack at S2 against one enemy that had been in base contact with him.
Something evil stirs in the depths of southern Mirkwood. Twisting and corrupting the very forest around it, all sorts of vile creatures are drawn to the unnatural darkness. Orcs, Wargs, Spiders and other creatures are amassing, and even the Wise cannot perceive their purpose. Can they root out this unknown threat before it is too late?

**Starting Company**
- 2 Orc Warriors with shields
- 2 Orc Warriors with Orc bows
- 1 Orc Warrior with spear
- 1 Orc Warrior with two-handed weapon
- 1 Wild Warg
- 1 Giant Spider

**Equipment**
- 1 Gold -- Shield, Spear, Orc Bow, Two-handed weapon
- 2 Gold -- Throwing Spear
- 3 Gold -- Warg

**Promotions**
- Orc Warrior → Orc of Dol Guldur
- Wild Warg → Warg Rider
- Giant Spider → Venom-back Spider
Reinforcements Table (D6)
1 -- No Reinforcement
2-5 -- Orc Warrior with choice of weapon
6 -- Roll on the Elite Reinforcements Table

Elite Reinforcements Table (D6)
1-2 -- Orc of Dol Guldur with choice of weapon
3-4 -- Wild Warg
5-6 -- Giant Spider

Special Rules
Touch of Death -- Any model who wounds, or is wounded by the Hero in a fight must roll a D6 -- on a 4+ they are paralyzed exactly as if they had failed to resist the Paralyze Magical Power. This does not affect anyone who attacks the Hero at range.

Shaman -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the Fury magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the Wither magical power which is cast on a 5+ and has a range of 12”.

**A note about Wargs and Spiders**
Though cunning creatures, Wargs have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their Stand Fast! rolls or benefit from their heroic actions. Wild Wargs may receive two increases to their Strength instead of one. Spiders may not receive promotions and, therefore, can never become heroes.
The Black Númenóreans are those men who threw their lot in with Sauron many centuries ago. It is unknown whether those who march from Minas Morgul are those same Men, granted extended life by their Dark Lord, or their descendants. What is known is that these form warbands of skilled fighters that are rightly feared on the battlefields of Middle-earth.

### Starting Company
- 6 Black Númenórean Warriors
- 2 Orc Trackers

### Equipment
- 2 Gold -- Lance
- 3 Gold -- Warg
- 4 Gold -- Armoured Horse

### Promotions
- Black Númenórean → Morgul Knight
- Venomblade Knight → Venomblade Knight with Armored Horse & Lance

### Reinforcements Table (D6)
- 1-2 -- No Reinforcements
- 3-4 -- Black Númenórean Warrior
- 5 -- Morgul Knight
- 6 -- Roll again on the Elite Reinforcements Table
Elite Reinforcements Table (D6)
1-3 -- Orc Tracker
4-5 -- Morgul Stalker
6 -- Venomblade Knight

Black Númenórean Special Rules

Rule Through Fear -- This Hero leads through fear and the promise of death to those who fail him. All Evil Warriors within 3" of the Hero count as though they are within range of a banner.

Ensorcelled Weaponry -- The Hero has gained access to ancient weapons from the Witch-king’s armories, charged with dark sorcery. When determining what number the Hero needs to wound his opponent, use the opponent’s Courage rather than Defense on the Wound Chart.

**A note about Black Númenórean Battle Companies**
Though they are not above using them to enact their dark purposes, the Black Númenóreans despise the Orcish soldiers of Sauron’s hordes. It is unconscionable that they would ever take orders from an Orc, therefore Orc Trackers and Morgul Stalkers may never be promoted to Heroes within a Black Númenórean Company. Due to the difficulty of raising and supplying an elite unit like the Black Númenóreans, it costs 4 Gold to roll on the Reinforcements table.
Exactly how close a relative Wargs are to wolves is a mystery to most, but it is beyond doubt that Wargs are very deadly and never more so than when ridden by twisted and vile Orcs. During the War of the Ring, both Isengard and Mordor deployed companies of Warg Riders to range ahead of the main army, sowing discord and gathering intelligence on enemy troop movements. Fast-moving and brutal, the Warg Riders are ideal hit-and-run troops, and many villages and farmsteads have fallen to their fury.

**Starting Company**
1 Warg Rider  
1 Warg Rider with throwing spear  
1 Warg Rider with bow  
3 Wild Wargs

**Equipment**
1 Gold -- Shield, Orc Bow  
2 Gold -- Throwing Spear

**Promotions**
Wild Warg → Warg Rider  
Warg Rider → Orc Tracker with Warg

**Reinforcements Table (D6)**
1 -- No Reinforcement  
2 -- Wild Warg  
3 -- Warg Rider  
4 -- Warg Rider with throwing spear  
5 -- Warg Rider with Orc bow  
6 -- Choose one of the above
**Warg Rider Special Rules**

**Shaman** -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12”.

**Terror** -- Either being of massive size or having a fearsome roar, this hero causes *Terror* as described in the main rule book.

**A note about Wild Wargs**

Wild Wargs that have become heroes cannot be given riders, and only other Wargs may benefit from their *Stand Fast!* rule. Wild Wargs can, however, receive two increases to their *Strength* instead of one.

**A note about Warg Rider Companies**

Due to the difficulties of supplying reinforcements and equipment to a Warg Rider Company, it costs 4 Gold to roll on the Reinforcements table.
Mirkwood has become home to countless twisted and mutated creatures. As the power of Dol Guldur waxes ever stronger, fell creatures are drawn to the evil call and creeping corruption of the Necromancer's power. With a cunning, bestial intellect and a taste for blood, Wargs and Spiders await those foolish enough to tread the forest paths.

**Starting Company**
7 Fell Wargs

OR

4 Fell Wargs
Mirkwood Spider

**Equipment**
There is no equipment available to a Mirkwood Battle Company

**Promotions**
There are no promotions available to a Mirkwood Battle Company

**Reinforcements**
1 -- No Reinforcement
2-5 -- Fell Warg
6 -- 2 Fell Wargs or Mirkwood Spider
Denizens of Mirkwood Special Rules

Terror -- Either being of massive size or having a fearsome roar, this hero causes Terror as described in the main rule book.

Monstrous Bulk (Fell Wargs Only) -- The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

**A note about Mirkwood Battle Companies**
Drawn by the sounds of conflict and the scent of spilled blood, evil creatures are drawn to a battle like moths to a flame. Any time a Fell Warg is removed as a casualty, roll a D6 and on a 5+ another Fell Warg may move onto the owning player’s board edge at the end of the following Move phase. Mirkwood Spiders may return on a roll of a 6. Models that have returned in this manner do not acquire experience and do not remain with the company at the conclusion of the game. Also, they do not count when checking if your Battle Company is “Broken” or for a scenario’s Victory Conditions. The model that was originally killed must still roll on the relevant Injury Table, regardless of whether or not his “replacement” was alive at the end of the game.

Fell Wargs may only benefit from another Warg’s Stand Fast! rule, and those who are promoted to Heroes may receive two increases to their Strength characteristic. Unlike Fell Wargs, Mirkwood Spiders are not true members of the pack, and therefore may not be promoted to be Heroes.
Chapter 3

Kingdoms of Men

For centuries, the strength of Men has held the forces of Sauron at bay. Now that the Dark Lord has unleashed his full strength, the kingdoms of Gondor and Rohan will be tested as never before. Will they have the resolve to turn back the forces of evil once more?
Staunch allies of Gondor, the Rohirrim are known far and wide for their prowess in battle and for their skill in breeding and training horses. Despite the darkness of the times, the Riders of Rohan are swift to answer a call for aid, and Orcs and other evil creatures have learned that the sound of hoofbeats will often mean their doom.

Starting Company
3 Warriors of Rohan with shields
3 Warriors of Rohan with shields & throwing spears
2 Warriors of Rohan with bows

Equipment
1 Gold -- Shield, Bow
2 Gold -- Throwing Spear, Heavy Armor, Horse

Promotions
Warrior of Rohan with shield → Rider of Rohan with shield
Warrior of Rohan with shield & throwing spear → Rider of Rohan with shield & throwing spear
Warrior of Rohan with bow → Rider of Rohan with bow
Rider of Rohan with bow → Rohan Outrider with Horse
Rohan Royal Guard → Son of Eorl
Reinforcements Table (D6)
1 -- No Reinforcement
2 -- Warrior of Rohan with shield
3 -- Warrior of Rohan with shield & throwing spear
4 -- Warrior of Rohan with bow
5 -- Helminga with shield
6 -- Roll on the Elite Reinforcements Table

Elite Reinforcements Table (D6)
1 -- Rider of Rohan with shield
2 -- Rider of Rohan with shield & throwing spear
3 -- Rider of Rohan with bow
4 -- Rohan Royal Guard with shield
5 -- Rohan Royal Guard with shield & throwing spear
6 -- Rohan Royal Guard with shield & horse

Rohan Special Rules

Horse Lord -- The Rohirrim are known for their close ties to their mounts. Many riders and their horses have become legendary for their valiant adventures together. The hero may use his Fate points to save wounds against his horse.

Hero of Legend -- Some heroes’ reputation and skill in battle is so great that others follow their directions without question. The player may roll a dice when this hero spends a point of Might to call a heroic action. On a score of 4+, the player need not reduce the hero’s Might score -- the Might point was effectively ‘free.’

This ability can be used once per turn and does not apply to Might used to modify a dice roll.

**A note about Rohan Battle Companies**
In Battle Companies games, only Riders of Rohan holding bows are considered to be equipped with them and they do count towards your bow limit. Riders of Rohan that are not equipped with bows may deduct one point from their point cost. Sons of Eorl are held in high esteem, yet they remain aloof from other warriors, choosing instead to hone their blades and minds in preparation for the next battle. Because of this devotion to their craft, they eschew positions of command to commit themselves more fully to the art of cavalry warfare. Sons of Eorl may not be promoted to Heroes.
The Battle Companies that march forth from Gondor are filled with resolved and hardened warriors ready to do their duty and give their lives in defense of the White City. From Henneth Annûn to Osgiliath to the Harad Road, the warriors of Minas Tirith stand ready to thwart the plans of Mordor.

Starting Company
3 Warriors of Minas Tirith with shield
2 Warriors of Minas Tirith with spear & shield
2 Warriors of Minas Tirith with bows

Equipment
1 Gold -- Shield, Spear, Bow, Lance
2 Gold -- Longbow
3 Gold -- Horse

Promotion
Warrior of Minas Tirith with shield → Knight of Minas Tirith
Warrior of Minas Tirith with spear & shield → Citadel Guard with spear
Warrior of Minas Tirith with bow → Citadel Guard with bow
Ranger of Gondor → Citadel Guard with bow
Citadel Guard with Spear or Bow → Guard of the Fountain Court
Knight of Minas Tirith → Citadel Guard with horse
Ithilien Guard → Ranger of Ithilien
Reinforcements Table (D6)
1 -- No Reinforcement
2 -- Warrior of Minas Tirith with shield
3 -- Warrior of Minas Tirith with spear & shield
4 -- Warrior of Minas Tirith with bow
5 -- Choose one of the above
6 -- Roll on the Elite Reinforcements Table

Elite Reinforcements Table (D6)
1-2 -- Ranger of Gondor
3 -- Ithilien Guard with shield
4 -- Knight of Minas Tirith
5 -- Citadel Guard with spear
6 -- Citadel Guard with bow

Minas Tirith Special Rules
Bold Beyond Belief -- This hero is undaunted by foes that would cause others to cower in fear. Whenever the hero is forced to take a Courage test because of a Terror-causing opponent, the hero may add +2 to his dice score.

Hold firm, Men of Gondor! -- Once per game, the hero may declare that he is “holding firm.” Whenever he does so, he and all friendly warriors within 12” will automatically pass Courage tests as long as the hero remains stationary during his Move phase. If the hero moves, then the ability ceases to work.
The Fiefdoms of Gondor are nominally ruled from Minas Tirith but maintain a high degree of autonomy, especially with regards to defending their territories. Chief amongst the fiefdoms is the city of Dol Amroth, whose knights are renowned for their martial prowess. Many fiefdom warriors will spend time under the tutelage of an experienced Knight of Dol Amroth.

**Starting Company**
Knight of Dol Amroth *(must be your Lieutenant)*
4 Men-at-arms of Dol Amroth
2 Archers of Blackroot Vale

**Equipment**
1 Gold -- Spear, Lance, Elven Blade
4 Gold -- Armored Horse

**Promotions**
Man-at-Arms of Dol Amroth → Knight of Dol Amroth

**Reinforcements Table (D6)**
1 -- No Reinforcements
2-4 -- Man-at-Arms of Dol Amroth
5 -- Archer of Blackroot Vale
6 -- Roll on the Elite Reinforcements Table
**Elite Reinforcements Table (D6)**
1-2 -- Axeman of Lossarnach  
3-4 -- Clansman of Lamedon  
5 -- Knight of Dol Amroth  
6 -- Knight of Dol Amroth with armored horse

**Fiefdoms of Gondor Special Rules**

**Terror** -- Elven blood runs deeply in the men of Dol Amroth. In some, the glory is undimmed to the point that Evil creatures quail in their presence. The Hero causes Terror as described in the main rules manual.

**The Honor of the Fiefdoms!** -- The men of Gondor’s fiefdoms are proud of their skills and heritage and are eager to show their mettle. The Hero has earned the respect of his men, who count as being within range of a banner when this Hero is within 3”.
A kingdom rivaling the glory of its southern sister, Gondor, the realm of Arnor was protected by disciplined and well-equipped soldiery. However, the strength of Arnor would waver under the relentless assault of Angmar’s ghoulish hordes. With only a handful of rangers and veteran guardsman, the people of Arnor fought on as their realm crumbled around them.

**Starting Company**
Dûnedain (must be your Lieutenant)
2 Rangers of Arnor
5 Warriors of Arnor

**Equipment**
1 Gold -- Spear, Armor
3 Gold -- Horse

**Promotions**
Given the limited troop types in the armies of Arnor, there is no promotion table for this Faction. Models may be promoted to Heroes as normal.

**Reinforcements Table (D6)**
1 -- No Reinforcement
2-3 -- Warrior of Arnor
4-5 -- Ranger of Arnor
6 -- Hobbit Archer
** Arnor Special Rules **

** Hold firm, Men of Arnor! --** Once per game, the hero may declare that he is “holding firm.” Whenever he does so, he and all friendly warriors within 12” will automatically pass *Courage* tests as long as the hero remains stationary during his Move phase. If the hero moves, then the ability ceases to work.

** Master of the Wilderness --** The hero moves through difficult terrain without penalty, as do any other members of the company if they are on foot and within 6” of the hero.

** A note about Arnor Battle Companies **

Each Arnor Battle Company is led by one of the Dúnedain, the last remnants of Arnor’s noble houses. The Dúnedain must be the Lieutenant of the company, and is considered to have a base points cost of 9 points before factoring in his *Might/ Will/Fate* points. Also, Arnor Battle Companies may have up to 50% of their warriors armed with bows.
As the Second Age drew to a close, the brave Men of Númenor resisted the forces of the Dark Lord with courageous hearts and tempered steel. At their side, the glittering host of the Elves sought to overthrow the power of Sauron and his malicious minions. It was only by paying a terrible price in blood that they would succeed on the ashen slopes of Mount Doom.

**Starting Company**
- 2 Warriors of Númenor with shields
- 2 Warriors of Númenor with shields and spears
- 2 Warriors of Númenor with bows
- 1 Elf Warrior with heavy armor, Elven blade

**Equipment**
- 1 Gold -- Shield, Spear, Bow, Heavy Armor, Elven Blade, Lance
- 2 Gold -- Elf Bow
- 3 Gold -- Horse

**Promotions**
- Elf Warrior → Knight of Rivendell

**Reinforcements Table (D6)**
- 1 -- No Reinforcements
- 2 -- Warrior of Númenor with shield
- 3 -- Warrior of Númenor with shield and spear
- 4 -- Warrior of Númenor with bow
- 5 -- Choose one of the above
- 6 -- Roll on the Elite Reinforcements Table
**Elite Reinforcements Table (D6)**

1-2 -- Elf Warrior with heavy armor, Elven blade
3-4 -- Elf Warrior with heavy armor, shield, & spear
5-6 -- Elf Warrior with heavy armor, Elf bow

**Last Alliance Special Rules**

**Terror** -- The tall, grey-eyed lords of Númenor are terrifying foes when stirred to anger. The Hero causes *Terror* as described in the main rules manual.

**Master-Crafted Weapon** -- The Hero has been granted a potent blade that slices through armor and flesh with ease. In hand-to-hand combat, the Hero never needs to roll more than 5+ to score a wound, regardless of the opponent’s *Defense* value.
Well-trained and well-equipped the fighting men of Dale were famous for their prowess in battle. For many soldiers of that city, fighting was a way of life, and when not protecting Dale, they could be found selling their swords to trusty allies. However, nothing could prepare them for Smaug, Chiefest and Greatest of Calamities, and the once proud city is reduced to a burned husk of its former glory.

**Starting Company**
3 Warriors of Dale with Swords & Shields  
2 Warriors of Dale with Spears & Shields  
2 Warriors of Dale with Bows

**Equipment**
1 Gold -- Bow, Shield, Spear  
3 Gold -- Horse

**Promotions**
Warrior of Erebor → Grim Hammer

**Reinforcements Table**
1 -- No Reinforcements  
2 -- Warrior of Dale with Sword & Shield  
3 -- Warrior of Dale with Spear & Shield  
4 -- Warrior of Dale with Bow  
5 -- Choose one of the above  
6 -- Warrior of Erebor with choice of weapon
**Dale Special Rules**

**Master-crafted Blade** -- This hero has been gifted with a mighty blade, forged in the smithies of Erebor and engraved with powerful runes. While using this blade the wielder never needs greater than a 5+ to wound his enemy, regardless of their Defense.

**The Honor of Dale! (Human Heroes only)** -- The men of Dale are proud of their realm and disciplined soldiery and are eager to show their mettle. The Hero has earned the respect of his men, who count as being within range of a banner when this Hero is within 3". This bonus only applies to Warriors of Dale.
Descendants of the men of Dale, the people of Laketown endeavored to rebuild their lives in the wake of Dale’s destruction. Relying on the surrounding geography and the long lake itself, Laketown has had little need for warriors and have relied on the Laketown Guard to maintain peace and order. However, the threat of Smaug lies heavy on their minds in these darkening days.

**Starting Company**
4 Laketown Guards with Swords
4 Laketown Guards with Spears
3 Laketown Guards with Bows

**Equipment**
1 Gold -- Bow, Spear
3 Gold -- Horse

**Promotions**
There are no promotions available to Laketown Battle Companies.

**Reinforcements**
1 -- No Reinforcements
2 -- Laketown Guard with Sword
3 -- Laketown Guard with Spear
4 -- Laketown Guard with Bow
5 -- Choose one of the above
6 -- 2 Laketown Guards with Sword
**Laketown Special Rules**

**A Feather In Your Cap, Lad!** -- The Master of Laketown rewards those who fight well in his service. Anytime the Hero kills an opposing Hero, immediately roll a D6 and consult the following chart:

1-2 -- Hero gains a point of Will
3-4 -- Hero gains a point of Fate
5-6 -- Hero gains a point of Might

This may take him above his normal starting value for these characteristics. These bonuses expire at the end of the game.

**For Laketown, Men!** -- The Hero has gained a reputation as an experienced warrior and leads his men by example. Any Warriors within 3” of the Hero count as being in range of a banner.

**“A note about Laketown Battle Companies”**

More of a constabulary than a standing army, the Warriors of Laketown rely on intimidation and strength of numbers to carry the day. Laketown Battle Companies may have up to 20 members rather than the usual limit of 15.
Chapter 4

The Fallen Realms

Sauron commands more than just Orcs and Trolls. In Isengard the traitor Saruman is breeding an army of Uruk-hai while the tribesmen of Harad and evil Men from the East assemble their forces. Will the Free Peoples be able to withstand these endless hordes?
Driven by Saruman’s promises of eternal war and man-flesh upon which they may feast, the Uruk-hai of Isengard are fearsome warriors. Descending upon enemy combatant and innocent alike, they will not stop their wanton destruction until all that was once good and beautiful is no more.

**Starting Company**
3 Uruk-hai Scouts with shields
2 Uruk-hai Scouts with Orc bows
2 Uruk-hai Scouts with sword

**Equipment**
1 Gold -- Shield, Orc Bow, Pike
2 Gold -- Crossbow, Heavy Armor

**Promotions**
Uruk-hai Scout with sword → Uruk-hai Warrior with pike
Uruk-hai Scout with shield → Uruk-hai Warrior with shield
Uruk-hai Scout with Orc bow → Uruk-hai Warrior with crossbow

**Reinforcements Table (D6)**
1 -- No Reinforcement
2 -- Uruk-hai Scout with sword
3 -- Uruk-hai Scout with shield
4 -- Uruk-hai Scout with Orc bow
5 -- Choose one of the above
6 -- Roll on the Elite Reinforcements Table
Elite Reinforcements Table (D6)
1 -- Uruk-hai Warrior with pike
2 -- Uruk-hai Warrior with shield
3 -- Uruk-hai Warrior with crossbow
4 -- Feral Uruk-hai
5 -- Uruk-hai Berserker
6 -- Choose one of the above

Isengard Special Rules
Shaman -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the Fury magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the Transfix magical power which is cast on a 5+ and has a range of 12”.

Terror -- Some warriors are so fearsome as to freeze their enemies blood in their veins. This hero causes Terror as outlined in the main rulebook.

**A note about Feral Uruk-hai and Uruk-hai Berserkers**
Though awesome combatants, Feral Uruk-hai and Uruk-hai Berserkers are so consumed with bloodlust that they do not possess the presence of mind to lead their fellow warriors. As such, Feral Uruk-hai and Uruk-hai Berserkers can never be promoted to heroes.
The Dunlendings are a bitter people, obsessed with regaining the land that the Rohirrim stole from them in years past. Roused by the enchanting voice of Saruman, the Dunlendings saw an opportunity to right this wrong and reclaim their ancient lands. Pledging their allegiance to the White Wizard, these fierce warriors will gladly watch the fields and villages of Rohan burn.

**Starting Company**
- 3 Dunlending Warriors with shield
- 3 Dunlending Warriors with two-handed weapons
- 2 Dunlending Warriors with bows

**Equipment**
- 1 Gold -- Shield, Bow, Two-handed weapon
- 3 Gold -- Horse

**Promotions**
- Wildman of Dunland → Dunlending Warrior with shield
- Wildman of Dunland with two-handed weapon → Dunlending Warrior with two-handed weapon

**Reinforcements Table (D6)**
- 1 -- No Reinforcement
- 2 -- Wildman of Dunland
- 3 -- Wildman of Dunland with two-handed weapon
- 4 -- Dunlending Warrior with shield
- 5 -- Dunlending Warrior with two-handed weapon
- 6 -- Dunlending Warrior with bow
Dunland Special Rules

Hardy -- A savage people, the Dunlendings are a tough race and can shrug off wounds that would incapacitate others. Whenever this hero is forced to roll on the Hero Injury Table, the player may choose to re-roll the result. The second result stands, even if it is worse than the original.

Strawhead Slayer -- A veteran of many battles against the Rohirrim, this hero has become adept at dealing with mounted enemies. Whenever this hero is involved in a fight with a mounted opponent, the enemy does not gain the extra Attack or knockdown ability for charging.
As Saruman’s influence and will to dominate grew, many cruel, black-hearted Men were drawn to his banner. Under his orders, they moved North into the Bree-land and the Shire creating chaos and disorder in these sheltered lands, and leaving wanton destruction in their wake. Though of little threat to actual soldiers, these thugs were a menace to the Little People and Breelanders until four Hobbits returned and set things aright.

**Starting Company**

- 3 Ruffians
- 3 Ruffians with Whips
- 3 Ruffians with Bows
- 3 Wild Men of Dunland
- Wild Man of Dunland with Two-handed Weapon

**Equipment**

- 1 Gold -- Bow, Whip, Two-handed Weapon

**Promotions**

There are no promotions available to a Sharkey’s Rogues Battle Company

**Reinforcements Table (D6)**

- 1 -- No Reinforcements
- 2 -- Ruffian
- 3 -- Ruffian with Whip
- 4 -- Ruffian with Bow
- 5 -- Wild Man of Dunland
- 6 -- Choose one of the above
**Sharkey's Rogues Special Rules**

**Backstabber** -- When making strikes against an enemy model that is trapped, the Hero receives a +1 bonus on their roll To Wound. This bonus is cumulative with the bonus for using a two-handed weapon.

**More Than A Tongue-Lashing** -- Each time the Hero, or another Hero within 6” of him, declares a Heroic action, roll a D6. On a score of 4+, the player need not reduce the hero’s Might score -- the Might point was effectively ‘free.’ This ability can be used once per turn and does not apply to Might used to modify a dice roll. The Hero must be equipped with a Whip.

**A note about Sharkey’s Rogues Battle Companies**
Though violent and thuggish, the evil Men that made up Sharkey’s Rogues were not brave men only bullying those that were smaller than them or when they had overwhelming numbers of their fellows with them. A Sharkey’s Rogues Battle Company may have up to 25 members rather than the usual 15.
Just to the northeast of Mordor are the Rhûnish lands of the Easterlings. A mysterious people, the Easterlings are ruled by a complex system of honor and devote themselves to the worship of Sauron, whom they view as a noble and vengeful deity. Well-disciplined and fierce, the soldiers of Easterlings are becoming a more frequent sight in the lands around Gondor as Sauron seeks to close the noose around his old foes.

**Starting Company**
3 Easterling Warriors with shields
2 Easterling Warriors with shields and spears
2 Easterling Warriors with bows

**Promotions**
Easterling Warrior → Black Dragon Warrior
Easterling Kataphrakt → Black Dragon Kataphrakt

**Equipment**
1 Gold -- Shield, Spear, Bow, Easterling Halberd
4 Gold -- Armored Horse

**Reinforcements Table (D6)**
1 -- No Reinforcements
2 -- Easterling Warrior with shield
3 -- Easterling Warrior with shield and spear
4 -- Easterling Warrior with bow
5 -- Choose one of the above
6 -- Easterling Kataphrakt
**Easterling Special Rules**

**War Priest** -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the *Bladewrath* magical power (as listed in the Easterling War Priest entry of the Fallen Realms book) which is cast on a 2+ and affects either himself or a friendly Hero within 6”.

**Blood and Glory** -- If the Hero kills an enemy Hero, he immediately regains a single point of *Might* expended earlier in the battle.

**A note about Easterling Battle Companies**

*Easterling Battle Companies may have up to 50% of their Warriors armed with bows.*
The Variags of Khand are a warlike race of people, and their lands are divided into many small kingdoms that are constantly at war with each other. Due to the unending conflict, Khandishmen are skilled fighters and many sell their services as mercenaries to the highest bidder. Many are found fighting for Sauron, seeking to enrich themselves or given in tithe by some fearful ruler. Either way, the Variags are content to plunder and raid as long as they receive their share of the spoils.

**Starting Company**
5 Khandish Warriors with two-handed axes
2 Khandish Warriors with bows

**Equipment**
1 Gold -- Two-handed Axe, Bow
3 Gold -- Horse
8 Gold -- Chariot

**Promotions**
Khandish Warrior → Khandish Horseman
Khandish Horseman → Khandish Charioteer

**Reinforcements Table (D6)**
1 -- No Reinforcements
2-3 -- Khandish Warrior with two-handed axe
4-5 -- Khandish Warrior with bow
6 -- Roll on the Elite Reinforcements Table

**Elite Reinforcements Table (D6)**
1-5 -- Khandish Horseman
6 -- Khandish Charioteer
**Khand Special Rules**

**Sellswords** -- At the start of the game, before forces have been deployed, the player may roll a D6 for each Hero with this rule, on a 4 or 5 the Hero has bribed another Khandish Warrior to fight on behalf of his warband during this battle. On a 6, he has bribed a Khandish Horseman. The model does not count toward the Battle Company’s rating and may be armed with a two-handed axe or bow. After the battle, the mercenary takes his loot and leaves, so he does not remain with the company.

**Chop!** -- The Hero has incredible skill with a two-handed axe, and therefore he does not suffer the -1 penalty for fighting with a two-handed weapon.
The armies of Harad have grown accustomed to war, and its armies are filled with hardened tribal warriors. There is never a shortage of young leaders seeking to gain power and influence through military dominance. Warriors will flock to the banner of any chieftain whose star seems to be on the rise.

Starting Company
6 Haradrim Warriors with spears
3 Haradrim Warriors with bows

Equipment
1 Gold -- Spear, Bow
2 Gold -- War Spear
3 Gold -- Horse

Promotions
Haradrim Warrior with spear → Serpent Guard
Haradrim Warrior with bow → Haradrim Raider
Serpent Guard → Serpent Rider
Warrior of Abrakhân → Abrakhân Raider
Warrior of Kârna → Watcher of Kârna
Reinforcements Table (D6)
1 -- No Reinforcement
2 -- Haradrim Warrior with spear
3 -- Warrior of Abrakhân with spear
4 -- Haradrim Warrior with bow
5 -- Warrior of Kârna with bow
6 -- Roll on the Elite Reinforcements Table

Elite Reinforcements Table (D6)
1-2 -- Haradrim Raider
3 -- Serpent Guard
4 -- Serpent Rider
5 -- Abrakhân Merchant Guard
6 -- Watcher of Kârna

Harad Special Rules
The Bane of Kings -- The weapons of the Hero are coated with a virulent poison. Each time the Hero strikes a model with a shooting or close combat attack, but fails to wound, he must re-roll the D6. (This rule replaces the Poisoned Arrows rule.)

Perilous Hubris -- The Hero must always charge an enemy Hero if at all possible. However, if he slays his foe, he immediately gains a point of Might.

**A note about Harad Battle Companies**
The Watchers of Kârna are not an unknown sight in the armies of Harad, however, they tend to have their own agendas for marching to war. As such, the Watchers will never assume a role of leadership in a Harad Battle Company, so they may not be promoted to Heroes. Also, Harad Battle Companies may have up to 50% of their warriors armed with bows.
Client subjects of Umbar, the Mahûd Tribesmen of Far Harad are known for their savagery and tenacity. These Tribesmen will fight on in defiance despite heavy losses, and as such are highly valued as mercenary troops. From the shadows of Kârna, the Mahûd visit wrath on all who oppose them!

**Starting Company**
3 Mahûd Warrior
2 Mahûd Warriors with spears
2 Mahûd Warriors with poisoned blowpipes

**Equipment**
1 Gold -- Spear, Poisoned Blowpipe, Two-handed Weapon
2 Gold -- Warspear
4 Gold -- Camel

**Promotions**
Mahûd Warrior → Mahûd Raider
Mahûd Warrior with spear → Mahûd Raider with war spear
Mahûd Warrior with poisoned blowpipe → Mahûd Raider with poisoned blowpipe
**Reinforcements Table (D6)**
1 -- No Reinforcements
2 -- Mahûd Warrior
3 -- Mahûd Warrior with spear
4 -- Mahûd Warrior with poisoned blowpipe
5 -- Choose one of the above
6 -- Roll on the Elite Reinforcements Table

**Elite Reinforcements Table**
1 -- Mahûd Raider
2 -- Mahûd Raider with spear
3 -- Mahûd Raider with poisoned blowpipe
4-6 -- Half Troll of Far Harad

**Special Rules**

**Hardy** — A savage people, the Mahûd Tribesmen are a tough race and can shrug off wounds that would incapacitate others. Whenever this hero is forced to roll on the Hero Injury Table, the player may choose to re-roll the result. The second result stands, even if it is worse than the original.

**Death To My Enemy!** -- The Mahûd Tribesman believe in striking at the leadership of enemy forces to throw their opponents into confusion. Whenever this Hero is in hand-to-hand combat with an enemy Hero, he gains +1 to his roll to win the fight. This does not apply to impact hits from a charging camel, if the Hero is mounted.

**A note about Far Harad Battle Companies**
The Half Trolls of Far Harad are rightfully feared for their combat prowess. However, their only interest lies in crushing their enemies, rather than tactics or strategy. Because of this blind violence, Half Trolls never rise to leadership positions in a Far Harad battle company, and may not be promoted to Heroes.
The Corsairs of Umbar are feared all along the coastlines of Middle-earth. They are not interested in capturing territory, but are content to raid and plunder where they may. Swift and ruthless, the Corsairs pounce on unsuspecting towns and villages and withdraw into the night as quickly as they appeared.

**Starting Company**
3 Corsairs with shields
3 Corsairs with boarding pikes
2 Corsairs with bows

**Equipment**
1 Gold -- Shield, Bow, Boarding Pike, Two-handed weapon
2 Gold -- Crossbow

**Promotions**
Corsair with shield or pike → Corsair Reaver
Corsair with bow → Corsair Arbalester

**Reinforcements Table (D6)**
1 -- No Reinforcement
2 -- Corsair with boarding pike
3 -- Corsair with shield
4 -- Corsair with bow
5 -- Choose one of the above
6 -- Roll on the Elite Reinforcements Table
Elite Reinforcements Table (D6)
1-3 -- Corsair Reaver
4-6 -- Corsair Arbalester

Corsair Special Rules

Commanding Bellow -- The Hero knows how to get the best out of his followers, inspiring more fear than the foe. All Corsairs treat this Hero as a banner.

Smoke Bombs -- The Hero carries several pouches and vial containing powders that explode with a fierce flash of light and a cloud of smoke. These are throwing weapons with a Strength of 1. If hit and not killed, the target must expend a Will point or be stunned by the fiery detonation for the rest of the turn, exactly as if subject to a Transfix spell. If the Hero ever rolls a 1 to hit with a Smoke Bomb, his supplies have run out and he cannot use them for the remainder of the battle.

**A note about Corsair Reavers**
Mad with bloodlust, Corsair Reavers can never rise to positions of leadership with a Corsair battle company. They may not be promoted to Heroes.
Chapter 5

The Free Peoples

United by a common foe, the Free Peoples must all play their part in the battle against the Dark Lord. Elves, Dwarves, and even the small Hobbits are beset on all sides as Sauron unleashes his hordes in a deadly endgame. The question remains whether they still possess the strength to endure.
Though they are a dwindling race, the Elves have not abandoned their allies to Sauron’s growing malice. Fell and fair, the Elves are responsible for holding many evils in check, any one of which would long since have overwhelmed the realms of Men.

Starting Company
2 High Elf Warriors with Elven blade
2 High Elf Warriors with spears & shields
2 High Elf Warriors with Elf Bows

Equipment
1 Gold -- Elven Blade, Spear, Shield
2 Gold -- Elf Bow, Lance
3 Gold -- Horse

Promotions
Elf Warrior with heavy armor → Knight of Rivendell

Reinforcements Table (D6)
1-2 -- No Reinforcements
3 -- High Elf Warrior with Elven Blade
4 -- High Elf Warrior with spear & shield
5 -- High Elf Warrior with Elf Bow
6 -- Knight of Rivendell
**Rivendell Special Rules**

**Terror** -- The sight of an Elf lord in his power causes Evil creatures to recoil in fear. This Hero causes *Terror* as described in the main rules manual.

**Stormcaller** -- The Hero has learned to channel the elemental forces of the wind with devastating results. The first time this rule is chosen, he gains access to the *Call Winds* magical power which has a range of 12” and is cast on a 2+. The second time, the Hero gains the *Nature’s Wrath* magical power, which is cast on a 4+. If, when casting a spell, the dice rolled is a natural 6, no *Will* is expended to cast the power.

**A note about Rivendell Battle Companies**

Thanks to their incredibly long lives, Elves have a long time to hone their skills in battle. Elven heroes may increase their *Fight* value to 7, instead of 6 like other races. However, because of the difficulty of recruiting members of a waning race, it costs 4 Gold to roll on the Reinforcements table.
With Dol Guldur on their doorstep and fell creatures inhabiting the forests and descending from the neighboring mountains, the Wood Elves are well acquainted with armed conflict. Relying on their superior skill at arms and woodcraft, the armies of Lothlórien are able to ambush and destroy predators and other, more sinister allies of Mordor.

**Starting Company**
3 Elf Warriors with Elven blade  
2 Elf Warriors with Wood Elf spear  
2 Elf Warrior with Elf bows

**Equipment**
1 Gold -- Elven Blade, Wood Elf Spear, Shield, Armor  
2 Gold -- Elf Bow, Throwing Daggers  
3 Gold -- Elven Cloak, Horse

**Promotions**
Elf Warrior with Elven blade → Galadhrim Warrior with Elven blade  
Elf Warrior with spear → Galadhrim Warrior with spear, shield  
Elf Warrior with Elf bow → Galadhrim Warrior with Elf bow  
Galadhrim Warrior with Elven blade → Galadhrim Knight with Elven blade  
Galadhrim Warrior with spear, shield → Galadhrim Knight with Elven blade  
Galadhrim Warrior with Elf bow → Galadhrim Knight with Elf bow
Reinforcements Table (D6)
1-2 -- No Reinforcements
3 -- Elf Warrior with Elven blade
4 -- Elf Warrior with Wood Elf spear
5 -- Elf Warrior with Elf bow
6 -- Roll on the Elite Reinforcements Table

Elite Reinforcements Table (D6)
1 -- Galadhrim Warrior with Elven blade
2 -- Galadhrim Warrior with spear, shield
3 -- Galadhrim Warrior with Elf bow
4 -- Choose one of the above
5 -- Galadhrim Knight with Elven blade
6 -- Galadhrim Knight with Elf bow

Lothlórien Special Rules
Terror -- The sight of an Elf lord in his power causes Evil creatures to recoil in fear. This Hero causes Terror as described in the main rules manual.

Stormcaller -- The Hero has learned to channel the elemental forces of the wind with devastating results. The first time this rule is chosen, he gains access to the Call Winds magical power which has a range of 12” and is cast on a 2+. The second time, the Hero gains the Nature’s Wrath magical power, which is cast on a 4+. If, when casting a spell, the dice rolled is a natural 6, no Will is expended to cast the power.

**A note about Lothlórien Battle Companies**
Thanks to their incredibly long lives, Elves have a long time to hone their skills in battle. Elven heroes may increase their Fight value to 7, instead of 6 like other races. However, because of the difficulty of recruiting members of a waning race, it costs 4 Gold to roll on the Reinforcements table.
As the once beautiful Greenwood the Great sickened into Mirkwood, Thranduil’s people became skilled hunters and deadly warriors, a bane to all evil creatures. Through their determination and prowess with bow and blade the sinister influence of Dol Guldur has been held in check, but how long will they be able to hold out against this growing threat?

**Starting Company**
4 Mirkwood Rangers

**Equipment**
1 Gold -- Shield, Spear

**Promotions**
Mirkwood Ranger → Palace Guard with Sword

**Reinforcements**
1-2 -- No Reinforcements
3-5 -- Mirkwood Ranger
6 -- Palace Guard with Sword

**Thranduil’s Hall Special Rules**
**Terror** -- The sight of an Elf lord in his power causes Evil creatures to recoil in fear. This Hero causes *Terror* as described in the main rules manual.
**Stormcaller** -- The Hero has learned to channel the elemental forces of the wind with devastating results. The first time this rule is chosen, he gains access to the *Call Winds* magical power which has a range of 12” and is cast on a 2+. The second time, the Hero gains the *Nature’s Wrath* magical power, which is cast on a 4+. If, when casting a spell, the dice rolled is a natural 6, no *Will* is expended to cast the power.

**A note about Thranduil’s Hall Battle Companies**
Thanks to their incredibly long lives, Elves have a long time to hone their skills in battle. Elven heroes may increase their Fight value to 7, instead of 6 like other races. However, because of the difficulty of recruiting members of a waning race, it costs 4 Gold to roll on the Reinforcements table.
**Durin’s Folk**

The Dwarves are an old race, as hard as the stone mountains from which they carve their homes. Although they prefer to keep to themselves, Dwarven kinbands can be seen patrolling the areas around their holds or transporting their expertly crafted goods along the trade routes of Middle-earth. Never one to forget the kindness of a friend or the cruelty of a foe, Dwarves wait with sharpened axes to defend their allies and to visit revenge on the ancient enemies of their people.

**Starting Company**
2 Dwarf Warriors with shields
2 Dwarf Warriors with two-handed axes
2 Dwarf Warriors with Dwarf bows

**Equipment**
1 Gold -- Shield, Two-handed weapon, Dwarf Bow
2 Gold -- Dwarf Longbow, Throwing Axes, Dwarf Heavy Armor

**Promotions**
Dwarf with shield → Iron Hills Veteran
Dwarf with two-handed axe → Iron Hills Veteran
Dwarf with Dwarf bow → Dwarf Ranger
Iron Hills Veteran → Khazâd Guard

**Reinforcements Table (D6)**
1 -- No Reinforcement
2 -- Dwarf with two-handed axe
3 -- Dwarf with shield
4 -- Dwarf with Dwarf bow
5 -- Iron Hills Veteran with choice of weapon
6 -- Roll on the Elite Reinforcements Table
Elite Reinforcements Table (D6)
1-2 -- Iron Guard
3-4 -- Khazâd Guard
5-6 -- Dwarf Ranger with choice of weapon

Durin’s Folk Special Rules

Hardy -- Dwarves are known for their sturdy constitutions, but some individuals are resilient beyond measure. Whenever this hero is forced to roll on the Hero Injury Table, the player may choose to re-roll the result. The second result stands, even if it is worse than the original.

Loremaster -- The hero has spent years studying the tactics and abilities of his Dwarfhold’s enemies. At the start of his Move, the Hero can spend a Will point to negate an enemy special rule for the rest of the turn. there is no range to this ability -- as long as the Hero can see the foe, and has a Will point to spend, it works.

**A note on Iron Guards**
As Iron Guard are already veteran warriors devoted to their craft, they cannot be promoted to Heroes.
Well-trained and highly disciplined, the garrison of Erebor was unflinchingly loyal to their king. Combined with their tremendous stores of arms and armor, the Warriors of Erebor are a match for any foe and stand ready to claim vengeance for any wrongs done to them or their kin.

Starting Company
2 Warriors of Erebor with Shields
2 Warriors of Erebor with Spears
2 Dwarf Rangers with Dwarf Longbows

Equipment
1 Gold -- Spear, Shield
2 Gold -- Pick-Hammer, Heavy Armor
3 Gold -- Throwing Axes

Promotions
Warrior of Erebor → Grim Hammer

Reinforcements Table (D6)
1 -- No Reinforcements
2 -- Warrior of Erebor with Spear
3 -- Warrior of Erebor with Shield
4 -- Dwarf Ranger with Dwarf Longbow
5 -- Choose one of the above
6 -- Grim Hammer
**Erebor Special Rules**

**Wealth Without Measure** -- The Lonely Mountain surrendered tremendous wealth to the Dwarves of Erebor, ensuring that the Warriors of Erebor are extremely well-equipped. After each game the controlling player receives +1 Gold for each Hero with this special rule that was not removed as a casualty. However, this Gold must be spent immediately or it is lost.

**Loremaster** -- The hero has spent years studying the tactics and abilities of his Dwarfhold’s enemies. At the start of his Move, the Hero can spend a *Will* point to negate an enemy special rule for the rest of the turn. There is no range to this ability -- as long as the Hero can see the foe, and has a *Will* point to spend, it works.
A peaceful and idyllic place, the Shire is known more for its produce, wine, and pipeweed than its martial prowess. Due to the unceasing vigilance of the Dúnedain, the Hobbits remain blissfully unaware of the darkness that is descending over Middle-earth. However, it is not unheard of for Hobbits to take up arms in defense of their homelands, and according to Shire records, a group of Hobbits were even sent to assist at the Battle of Fornost. Never underestimate the small folk!

**Starting Company**

Dúnedain (*must be your Lieutenant*)
- 5 Hobbit Shirriffs
- 5 Hobbit Militia
- 4 Hobbit Archers

**Equipment**

- 1 Gold -- Spear, Armor
- 2 Gold -- Pony
- 3 Gold -- Horse

**Promotions**

- Hobbit Militia → Battlin’ Brandybuck
- Hobbit Archer → Tookish Hunter

**Reinforcements Table (D6)**

- 1 -- No Reinforcements
- 2 -- Hobbit Militia
- 3 -- Hobbit Shirriff
- 4 -- Hobbit Archer
- 5 -- Choose one of the above
- 6 -- Ranger of Arnor
**Shire Special Rules**

**To Me, Shirefolk!** -- The Hero has gained the respect of his peers and they readily follow his directions. The range of this Hero's *Stand Fast!* is 12”.

**Nimble** -- Those who have made a study of Hobbits note that they are remarkably agile and are able to weave and dodge around larger, clumsier creatures. Anytime this Hero is wounded, he may roll a dice and on a result of 6+ the wound is ignored. The second time this rule is chosen, the saving throw is improved to a 5+. The player may elect to use *Fate* points on any wounds that are not saved in this manner. Only Hobbits may take this Special Rule.

**A note about Shire Battle Companies**

Given their small stature, the Hobbits rely on the old adage that there is safety in numbers. A Hobbit Battle Company may have up to 25 members. The Dúnedain is considered to have a base cost of 9 points before factoring in his *Might, Will, and Fate.*
Chapter 6

Moria & Angmar

The Misty Mountains have long been home to all manner of evil creatures. Caverns crawling with Goblins and Wargs prowling the foothills mean that only the foolhardy approach these mountain passes without sharpened steel at the ready. Further, Angmar of Old, home to ancient demons and vengeful spirits, lies at the northern end of the Misty Mountains and its denizens prey upon the unwary who dare to cross its lands.
Orc brigands and prowling wargs lurk in the northern wilds, seeking whom they may devour. Remnants of the dread legions of the Witch-king, these vile creatures haunt the night. The most powerful of them have attracted the attention of lesser wights and other twisted spirits, who follow in their wake, knowing that they will have yet another opportunity to feed on the flesh and souls of Men.

**Starting Company**
- 2 Orc Warriors with shields
- 2 Orc Warriors with spears
- 2 Orc Warriors with Orc bows
- 2 Orc Warriors with two-handed weapons
- 2 Wild Wargs

**Equipment**
- 1 Gold -- Shield, Spear, Two-handed weapon, Orc Bow
- 2 Gold -- Throwing Spear
- 3 Gold -- Warg

**Promotions**
- Orc Warrior with shield → Morgul Stalker
- Orc Warrior with two-handed weapon → Morgul Stalker
- Orc Warrior with spear → Warg Rider
- Orc Warrior with Orc bow → Orc Tracker
- Wild Warg → Warg Rider
**Reinforcements Table (D6)**
1 -- No Reinforcement
2 -- Wild Warg
3-5 -- Orc Warrior with choice of weapon
6 -- Roll on the Elite Reinforcements Table

**Elite Reinforcements (D6)**
1 -- Warg Rider
2 -- Morgul Stalker
3-4 -- Ghostly Warrior (*Use Army of the Dead profile*)
5-6 -- Dead Marsh Spectre

**Angmar Company Special Rules**
**Shaman** -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12”.

**Ensorcelled Weaponry** -- The Hero has gained access to ancient weapons from the Witch-king’s armories, charged with dark sorcery. When determining what number the Hero needs to wound his opponent, use the opponent’s *Courage* rather than *Defense* on the Wound Chart. Wargs may not select this special rule.

**A note about Wargs, Stalkers, and Spirits**
Though cunning creatures, Wargs have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their *Stand Fast!* rolls or benefit from their heroic actions. Wild Wargs may receive two increases to their *Strength* instead of one. Stalkers are too distrusted, even by their own kind, to ever amass any sort of following so they may not be promoted to Heroes. Being undead creatures, Spirits may not receive promotions and, therefore, can never become heroes.
A plague of Goblin-kind has infested the Misty Mountains for countless millennia. Like a dirty tide, the goblins and their monstrous allies pour out of dark holes and crevasses to wreak death and destruction on any who dares to venture too close to their lairs.

**Starting Company**
3 Goblin Warriors with spears
3 Goblin Warriors with shields
3 Goblin Warriors with Orc bows
2 Wild Wargs

**Equipment**
1 Gold -- Shield, Spear, Orc Bow, Two-Handed Weapon
2 Gold -- Throwing Weapon, Heavy Armor

**Promotions**
Goblin Warrior with spear → Goblin Prowler with two-handed weapon
Goblin Warrior with shield → Goblin Prowler with shield
Goblin Warrior with Orc bow → Goblin Prowler with Orc bow
Goblin Prowler with shield or Orc bow → Gundabad Blackshield
Goblin Prowler with two-handed weapon → Gundabad Blackshield with spear
**Reinforcements Table (D6)**
1 -- No Reinforcement
2 -- Goblin Warrior with spear
3 -- Goblin Warrior with shield
4 -- Goblin Warrior with Orc bow
5 -- Choose one of the above
6 -- Roll on the Elite Reinforcements Table

**Elite Reinforcements Table (D6)**
1-2 -- Wild Warg
3 -- Giant Spider
4 -- Goblin Prowler with choice of weapon
5 -- Gundabad Blackshield with choice of weapon
6 -- Warg Marauder

**Misty Mountains Special Rules**

**Shaman (Goblins Only)** -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12”.

**Spiteful** -- This Hero is known far and wide for his spitefulness and cunning. If the Hero is defeated in hand-to-hand combat but is not slain, he may immediately make a sneak attack at S2 against one enemy that had been in base contact with him.

**Monstrous Bulk (Wargs and Spiders only)** -- The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

**A note about Misty Mountains Battle Companies**
Because of the swarming nature of goblins and their allies, the maximum number of warriors/creatures in a Misty Mountains Battle Company is 25 rather than the usual 15.

**A note about Wargs and Spiders**
Though cunning creatures, Wargs and Spiders have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their *Stand Fast!* rolls or benefit from their heroic actions. Wild Wargs may receive two increases to their *Strength* instead of one. Warg Marauders may not be promoted in any way and therefore may not become heroes.
Hardened by the bitter cold of the frozen North, and twisted by the foul magic of the Witch-king, Gundabad Orcs are an especially terrifying foe. Relentless in their pursuits, and unleashing wanton destruction, the hunting parties that issue from Mount Gundabad are dreaded by all who value their lives.

**Starting Company**
- 2 Hunter Orcs
- 2 Hunter Orcs with Orc bows
- 1 Hunter Orc with two-handed weapon
- 2 Fell Wargs

**Equipment**
- 1 Gold -- Two-handed Weapon, Orc Bow
- 3 Gold -- Fell Warg

**Promotions**
- Hunter Orc → Hunter Orc with Fell Warg
- Fell Warg → Hunter Orc with Fell Warg

**Reinforcements Table (D6)**
- 1 -- No Reinforcements
- 2 -- Fell Warg
- 3 -- Hunter Orc
- 4 -- Hunter Orc with two-handed weapon
- 5 -- Hunter Orc with Orc Bow
- 6 -- Roll on the Elite Reinforcements Table
**Elite Reinforcements Table (D6)**
1-2 -- Hunter Orc with Fell Warg
3-4 -- Hunter Orc with Fell Warg & Orc bow
5-6 -- Gundabad Orc Warrior with choice of weapon

**Gundabad Hunters Special Rules**

**Hunt Master** -- This Hero has the ability to stalk his foe across all types of terrain. He ignores the penalties suffer for moving in difficult terrain, even if the model is mounted.

**Monstrous Bulk (Fell Wargs Only)** -- The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

**A note about Fell Wargs**
Fell Wargs that have become heroes cannot be given riders, and only other Wargs may benefit from their Stand Fast! rule. Fell Wargs can, however, receive two increases to their Strength instead of one.

**A note about Gundabad Hunter Companies**
Due to the difficulties of supplying reinforcements and equipment to a Gundabad Hunter Company, it costs 4 Gold to roll on the Reinforcements table.
Mutated and deformed, the goblins of Goblin Town are stunted and degenerate creatures with a penchant for cruelty and violence. Motivated primarily by spite and thirst for violence, the denizens of Goblin Town prey on unwary travelers of the mountain passes, overwhelming them with the weight of numbers and powerful Warg allies.

**Starting Company**
- 5 Goblin Warriors
- 3 Goblin Warriors with two-handed axes
- 3 Fell Wargs

**Equipment**
- 1 Gold -- Two-handed Axe

**Promotions**
Relying on screaming hordes rather than elite fighters, Goblin Town Warriors may not be promoted, but may become Heroes as normal.

**Reinforcements Table (D6)**
- 1 -- No Reinforcements
- 2-4 -- Goblin Warrior
- 5 -- Goblin Warrior with Two-handed axe
- 6 -- Fell Warg

**Goblin Town Special Rules**

**Shaman (Goblins Only)** -- The Hero has begun to learn powerful incantations that spur his warband to fight through the most
grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6”. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12”.

**Spiteful** -- This Hero is known far and wide for his spitefulness and cunning. If the Hero is defeated in hand-to-hand combat but is not slain, he may immediately make a sneak attack at S2 against one enemy that had been in base contact with him.

**Monstrous Bulk (Fell Wargs Only)** -- The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

**A note about Wargs and Spiders**
Though cunning creatures, Wargs have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their *Stand Fast!* rolls or benefit from their heroic actions. Fell Wargs may receive two increases to their *Strength* instead of one.

**A note about Goblin Town Battle Companies**
Because of the swarming nature of goblins and their allies, the maximum number of warriors/creatures in a Misty Mountains Battle Company is 25 rather than the usual 15.
The history of Middle-earth is filled with myriad battles, large and small. The following scenarios present several options to play with your Battle Company but feel free to modify them to fit the theme of your Battle Company or the taste of your gaming group. If you would like to contribute scenarios for the next update, please feel free to send them to battlecompanies@jonathanrbaker.com
A Battle Company’s fortunes will rise and fall based on the skill and leadership of its commanders. As two Battle Companies prepare to charge into battle, a bellowed challenge lets the company members know that this fight will be decided by the heroic efforts of their leaders. Whichever side wins, the battle will be one for the bards to remember!

**Layout** -- A 48” x 48” board with as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

**Starting Positions** -- The player with the lowest Effective Company Rating chooses a table edge and his opponent sets up on the table edge opposite from him. Both players set up within 12” of his board edge with the player with the highest Effective Company Rating going first.

**Objective** -- Each player nominates one of his Heroes to serve as the company “Champion” for the duration of the game. Each wound caused by the “Champion” scores one point for his Company, and any wounds on an enemy Hero score two points (even if saved by Fate). If your Champion is slain, deduct 2 points, and select another Hero to serve as your Champion to continue the game. At the end of the turn that one Company has been reduced to 50% of its starting number of models, roll a D6 and if it is a 6, the game suddenly ends. If the game continues, roll a D6 at the end of the next turn, and if a 5+ is rolled the game ends (then 4+, 3+, etc.). Total up each Battle Company’s points to determine the winner.

**Victory** -- Your Champion scored the most points.

**Defeat** -- Your Champion did not score the most points.

**Draw** -- Both Champions scored an equal number of points.

**Multi-Player Variant** -- This game can easily be played with 3 or 4 players. Simply deploy your Battle Companies within 12” of a table corner rather than an edge. The player with the lowest Effective Company Rating may choose his corner first, then the next lowest, etc. The player with the highest Effective Company Rating will deploy his models first, then the next highest, etc. Players will still begin rolling for the end of the game when one Company has been reduced to 50% of its starting number. It is possible that two Companies could Draw, while the third gets a Defeat.
Two patrolling companies chance upon each other and quickly rush to drive the other from these lands. However, a thick, unnatural fog has enveloped both companies, and the commanders must find a way to ensure victory over their opponent without the ability to clearly see the field of battle or even the full disposition of the enemy’s force. Who will emerge victorious, and who will be left to retreat into the grey mist?

Layout -- A 48” x 48” board with as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

Starting Positions -- The player with the lowest Effective Company Rating should select a side and deploys his company in a zone 12-24” from his board edge, and the opponent sets up within 12-24” of the opposite edge. To represent the blind, rushed deployment of the companies that have chanced upon each other, both players will deploy their companies in their deployment zones simultaneously. They have exactly 60 seconds to do so. Models may be shifted within the deployment zone until the time is up. Any models not deployed at the end of the allotted time are assumed to have lost their way in the fog and do not participate in the game.

Objective -- The game ends at the end of a turn where one Company has been reduced to 25% of its starting number. Models who flee the battlefield count against this number, but are not considered casualties.

Victory -- You have reduced the enemy to 25% of their starting numbers.

Defeat -- Your company has been reduced to 25% of its starting numbers, but your opponent’s has not.

Draw -- Both companies are reduced to 25% of their starting numbers on the same turn.

Special Rules

Reduced Visibility -- Visibility is reduced to 12” for the duration of the game. Warriors may not target or shoot any enemy further than 12” away from them. Furthermore, any model that does not have a friendly model in range and line of sight suffers a -1 Courage penalty. This penalty does not apply to Spirits as their perception is not limited to physical sight.
A Battle Company commander has received orders that a certain village is to be destroyed for providing refuge and supplies to enemy forces. As the company descends upon the village, they discover that the village is not as poorly defended as they had thought. Will they be able to overcome the enemy company and destroy the village, or will they be driven away in defeat? As they advance upon the village, a sentry cries out in the night and is quickly silenced...

**Layout** -- A 48” x 48” board with a small village or encampment with D3+ 4 buildings in the center of the board and as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

**Starting Positions** -- The player with the lowest Effective Company Rating may decide if he wants to be the Attacker or Defender for this scenario. The Defender deploys first in the center of the village, whilst the Attacker deploys within 6” of any table edge. The Attacker has priority on the first turn.

**Objectives** -- The Attacker wins the game if he is able to burn 50% or more of the village’s structures to the ground before being forced to flee the battlefield. The Defender wins if he is able to drive off the Attacker before he completes his objective.

**Special Rules** -- Any Attacker may attempt to set a building on fire by spending one turn in base contact with the building, without being engaged in a fight, and rolling a 4+ (models with Burning Brands or Torches add +1 to this roll). If he is successful, place one flame token on the structure, and it is considered alight. If a building has any flame tokens on it, place one additional flame token on the building before rolling for Priority on the next turn. A building is considered destroyed when it has 5 flame tokens on it. Defenders may attempt to douse the flames by spending a turn in base contact with the structure, without being engaged in a fight, and rolling a 4+. If he is successful, remove one flame token from the building.
As the swirl of battle comes to an end, the company realizes that one of their number has been taken captive. Not willing to abandon one of their own, the group sets out to recover their comrade and exact revenge for their fallen friends. The enemy will regret ever crossing swords with such a formidable foe!

**Layout** -- A 48” x 48” board with as much terrain as possible. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion. Finally, place a marker to represent the prize (fallen Hero, prisoner, captured Company Standard, etc.) in the exact center of the table.

**Starting Positions** -- The Defender places one of his Heroes and up to half of his Warriors in the center of the table around the prize marker. The other half of his company does not begin the game on the board, but will become available later. The Attacker then deploys one of his Heroes and up to half of his Warriors within 12” of the Southern table edge. Like the Defender, the other half of his company will become available later in the game.

**Objective** -- The Defender is determined to keep their hard-won prize while the Attacker will stop at nothing to recover it. The prize must remain stationary and the Company with the most models within 3” of the prize is considered to control it. If neither side has more models within 3”, the prize is contested. The game is over at the end of any turn where one Company has been reduced to 25% of its starting numbers and the prize is not contested.

**Special Rules**

**Delayed Reinforcements** -- Occurring in the aftermath of a previous battle, both companies begin the game with their forces dispersed and unready for another engagement. Models that do not begin the game deployed on the table may become available as the game progresses. At the end Turn 1 and each following turn, roll a die for each model that has not yet arrived at the battle and consult the chart below. Newly arrived models may move or shoot as normal, but may not charge enemy models on the turn they arrive.

1-2 -- Delayed. Model may not enter play this turn.
3-4 -- The model moves onto the board from the controlling player’s table edge.
5-6 -- The model may enter from the controlling player’s table edge, or either of the side table edge.

82
A group of enemy soldiers has been seen moving along an important trade route. A young commander and his warriors are tasked with guarding the road and preventing the enemy from penetrating any further into his Lord’s lands. Will the interlopers be able to break through, or will the young commander prove worthy of his task?

**Layout** -- A 48” x 48” board with a road running from the Southwest corner of the board to the Northeast corner and as much terrain as possible. This scenario, in particular, requires a lot of cover for the Defender to conceal his Battle Company. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion.

**Starting Positions** -- The Defender may deploy his models in cover on either side of the road, at least 18” from the Southwest corner. The Attacker’s Company is not deployed at the beginning of the game, but will move onto the board along the road in the Southwest corner.

**Objectives** -- The Attacker must move 33% his Battle Company off the road in the Northeast corner of the board. The Defender wins if he prevents the Attacker from doing so.

**Special Rules** -- All Defenders are considered to be equipped with Concealing Cloaks (see additional equipment rules) at the outset of the battle, even if they are not normally equipped with such.
Your commander learns that an item of immense value has been hidden within the ruins of an old fortress. Unfortunately, the message he received was incomplete, therefore the company is not quite certain what exactly they are seeking. As they approach the ruins of the fortress, they discover that they are not the only ones who have been tipped off about the treasure...

**Layout** -- A 48” x 48” board with as much terrain as possible, including several ruined buildings. More terrain creates a more interesting, tactical experience, so players are encouraged to use plenty of terrain arranged in a mutually agreeable fashion. Once the terrain is set, players take turns placing 6 tokens (numbered 1-6) on the board at least 6” from the table edge and 10” from any other token.

**Starting Positions** -- The Player with the lowest Effective Company Rating may choose his board edge. The company with the highest Effective Company Rating then deploys his force first within 3” of the opposite table edge. No model may be deployed within 6” of a treasure token.

**Objectives** -- The Companies are trying to fend off their enemies while combing the battlefield for the hidden treasure. They will try to control as many tokens at the end of the battle as possible. To claim a token, a Company must have at least one Warrior within a 3” radius of a token and no enemies within the same distance. If both Companies have models within 3” of a token, the token is considered contested and neither side may claim it. Once one Company has been reduced to 50% of its starting numbers, begin rolling a die at the end of each turn. If the result is ever a 1, the game immediately ends. At the end of the game, one of the players should roll a D6 and whichever Company controls the token with that number on it is considered to have recovered the treasure and won the game. If the number rolled is a contested token or is not claimed by either Company, then the result is a Draw.
You can use the following Roster Sheets to help you keep track of your Battle Company’s progress. Simply print them out and fill in the appropriate information and you are on your way to a brand new adventure!
### Battle Company Roster

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Listed below are some common Middle-earth names that can be used to help create identities for your Warriors and Heroes. These lists are by no means exhaustive, but should help you get started.

**Dwarf Names**

**Male Dwarf Names:** Anar, Balin, Beli, Bifur, Bláin, Bofur, Bombur, Borin, Burin, Dáin, Dori, Durin, Dwalin, Farin, Fíli, Flói, Frár, Frerin, Frór, Fundin, Gimli, Ginar, Glóin, Gróin, Grór, Hanar, Kíli, Lófar, Lóni, Náin, Náli, Nár, Nói, Nori, Óin, Ónar, Óri, Póri, Regin, Thorin, Thráin, Thrór, Vidar.

**Female Dwarf Names:** Dís, Hón, Kóna, Má.r.

**Hobbit Names**

**Hobbit Family Names:** Baggins, Banks, Boffin, Bolger, Bracegirdle, Brandybuck, Brockhouse, Brown, Brownlock, Bunce, Burrows, Butcher, Chubb, Chubb-Baggins, Cotton, Gamgee, Gardner, Goldworthy, Goodbody, Goodchild, Goold, Greenhand, Grubb, Hayward, Headstrong, Hogg, Hornblower, Longholes, Maggot, Mugwort, Noakes, Pott, Proudfoot, Puddifoot, Roper, Rumble, Sackville, Sackville-Baggins, Sandheaver, Sandyman, Smallburrow, Took, Tunnelly, Twofoot, Underhill, Whitfoot.

**Female Hobbit Names:** Adaldrida, Adamanta, Amaranth, Angelica, Asphodel, Belba, Bell, Belladonna, Berylla, Camellia, Celandine, Chica, Daisy, Diamond, Donnamira, Dora, Eglandine, Elanor, Esmerelda, Gilly, Goldilocks, Hanna, Hilda, Lily, Linda, Lobelia, Malva, Marigold, May, Melilot, Menegilda, Mentha, Mimosa, Mirabella, Myrtle, Pansy, Pearl, Peony, Pervinca, Pimpernel, Poppy, Primrose, Primula, Prisca, Rosamunda, Rosa, Rose, Ruby, Salvia, Tanta.

**Elven Names**

**Male Sindarin Names:** Aegnor (Fell Fire), Aerandir (Sea Wanderer), Amras (Peak?), Angrod (Iron Champion), Aredhel (Noble Elf), Arminas (Royal Tower), Beleg (Mighty), Caranthir (Red River), Celeborn (Silver Tree), Celebrimbor (Silver Hand), Celegorm (Silver?), Cirdan (Shipwright), Cúthalion (Strongbow), Daeron (Shadow?), Denethor (Water Torrent), Edrahiel (Heir?), Elladan (Star Man), Elenhir (Star Horse Lord), Elrond (Star Dome), Elros (Star Foam), Eöl, Ereinion (Scion of Kings), Erestor (One?), Fëanor (Spirit of Fire), Fingon (Commander with [Golden] Hair), Finrod (Champion with [Golden] Hair), Galdor (Shining Lord), Galion (Bright?), Gelmir (Flowing Jewel), Gil-galad (Star of Radiance), Glorfindel (Golden Hair), Guilin (Song of Awakening), Gwinder (Land?), Haldir (Tall Watcher), Legolas (Leaf?), Lindir (Song Watcher), Mablung (of the Heavy Hand), Maglor (Golden Hand), Maedhros (Foam?), Maeglin (Sharp Gleam), Orodreth (Mountain?), Orophin (Mountain Hill), Saeros (Foam?), Turgon (Lord of Stone).

**Female Sindarin Names:** Arwen (Royal Maiden), Berúthiel (Daughter of the Queen), Celebrían (Silver Maiden), Celebrindal (Silver Foot), Elwing (Star Spray), Finduilas (Leaf-flow Hair), Galadriel (Tree Lady), Galadriel (Lady of Light), Idril (Sparkling Brilliance), Lúthien (Flower), Nimloth (White Flower), Nimrodel (Lady of the White Cave).

**Names Of Men**

**Male Names Of The Beornings:** Beorn (Warrior), Beran (Bear), Beranald (Bear-Old), Beranbold (Bear-Bold), Berangár (Bear-Spear), Beran-grim (Bear-Fierce), Beranhame (Bear-Coat), Beranhelm (Bear-Protection), Beranhere (Bear-Host), Beranmód (Bear-Spirit), Beranmund (Bear-Hand), Beranor (Bear-One), Beranwine (Bear-Friend), Grim (Fierce), Grimald (Fierce-Old), Grimbeorn (Fierce-Warrior), Grimbold (Fierce-Bold), Grimfara (Fierce-Traveller), Grimfast (Fierce-Loyal), Grimgárd (Fierce-Spear), Grimhelm (Fierce-Protection), Grimhere (Fierce-Host), Grimwine (Fierce-Friend).

**Female Names Of The Beornings:** Beornhild (Warrior-Battle), Beornwyn (Warrior-Joy), Beranhild (Bear-Battle), Beranwyn (Bear-Joy), Grimhild (Fierce-Battle), Grimwyn (Fierce-Joy).

**Family Names Of Bree:** Appledore, Birchdown, Blackthorn, Butterbur, Buttercup, Dogwood, Ferny, Goatleaf, Gooseberry, Harebell, Heathertoes, Honeystalk, Mawseed, Milkflower,
Pickthorn, Rushlight, Thistlewool, Whistletree, Whitebeam, Whortleberry.

**Male Names Of Bree:** Al (Alden/Alvin), Alf (Alfred), Andy (Andrew), Archie (Archibald), Arnie (Arnold), Art/Artie (Arthur), Ash (Ashley), Bail (Bailey), Barliman, Barnie/Bernie (Bernard), Bert/Bertie (Albert/Egbert/Herbert/Osbert), Bill/Billy (William), Bob/Bobby (Robert), Bran (Brandon), Charlie (Charles), Cliff (Clifford), Cris (Crispin), Dale, Del (Delbert), Ed/Eddy (Edgar/Edmund/Edward/Edwin), Ernie (Ernest), Fred/Freddy (Frederick), Harry (Harold), Herb/Herbie (Herbert), Howie (Howard), Kip (Kipling), Larry (Lawrence), Len/Lenny/Leo (Leonard), Mat/Matty (Matthew), Morty (Morton), Nick/Nicky (Nicolas), Oz/Ozzie (Osborn/Osbert/Osmond/Oswald/Oswin), Perry (Peregrin), Ray (Raymond), Rich (Richard), Rob/Robbie/Robin (Robert), Rod/Roddy (Roderick/Rodney), Rowlie (Rowland), Sage, Sid (Sidney), Spike, Stan (Stanley), Stew (Stewart), Ted/Teddy (Edward), Terry (Terence), Theo (Theobald/Theodore), Toby (Tobias), Tod (Todd), Tom/Tommy (Thomas), Wally/Walt (Walter), Wes (Wesley), Wil/Willy (Wilbur/Wilfred/Willard/William), Win/Winny (Winfred), Woody (Woodrow).

**Female Names Of Bree:** Ada/Adel (Adela), Aggy (Agnes), Ash (Ashleigh), Aud (Audrey), Avi (Avis), Babs/Barb (Barbara), Bell/Bindy (Belinda), Berni (Bernice), Berti (Bertha), Bev (Beverly), Daisy, Darla (Darlene), Dawn, Dee (Deena), Dora/Dot/Dotty (Dorothy), Edi (Edith), Emmy (Emily), Fay (Faye), Fern, Flo (Flora), Gertie (Gertrude), Hattie (Harriet), Hayley, Hazel, Hettie (Henrietta), Holly, Ivy, Joy, Lily (Lillian), Lindy (Belinda), Marge (Margaret), Milly (Emily/Mildred), Minnie (Wilhelmina), Myrtie (Myrtle), Poppy, Robyn, Rosa (Rosalin/Rosalind/Rosamund), Rose/Rosie (Rose), Sage, Tilly (Matilda), Trudie (Gertrude), Violet, Wilma (Wilhelmina), Winnie (Winifred).

**Male Names Of Dale:** Alwis (All Wise), Asabiarn (Divine Bear), Bard (Battle Axe), Biarn (Bear), Bondi (Peasant Farmer), Booth (Shelter), Brand (Flaming Torch), Brander (Fiery Sword), Dag (Day), Delling (Shining One), Einar (Lone Warrior), Eric (Honorable Ruler), Erland (Stranger), Farman (Traveller), Gus (Staff), Gustaw (Lord’s Rod), Hakon (Of Noble Birth), Hallam ( Dweller at the Rocks), Halstein (Rock), Halward (Defender of the Rock), Hamar (Hammer), Harald (High-Old), Holgeir (Spear-Like), Ingemar (Famous Son), Ingar (Son’s Army), Iwar (Battle Archer), Kell (From the Well or Spring), Knut (Knot), Lif (Beloved), Lunt (From the Sacred Wood), Odell ( Wealthy), Olaf (Ancestor), Ranulf (Wolf-Like Advice), Ric (Honourable Ruler), Roald (Famous Ruler), Rutland (From the Stump Land), Sigurd (Victorious Guardian), Skip (Ship), Stig (Wanderer), Storr (Great Man), Sutherland (From the Southern Land), Swain (Youthful), Tate ( Jolly), Thor (Thunder), Thorald (Thunder-Ruler), Thorburn (Thunder Warrior), Tor (Thunder), Tore (Thunder), Torwald (Thunder-Ruler).

**Female Names Of Dale:** Asta (Star), Astrid (Divine Strength), Brenda (Flaming Sword), Dagmar (Day Maiden), Dagna (New Day), Erica (Powerful Ruler), Gerda (Protected One), Gudrun
(Divine Wisdom), Gunnhild (Maiden of Battle), Helga (Prosperous), Hulda (Loveable), Inga (Hero’s Daughter), Ingaberg (Hero’s Daughter), Ingaborg (Hero’s Daughter), Inge (Hero’s Daughter), Inger (Hero’s Daughter), Ingrid (Hero’s Daughter), Kelda (Fountain), Liw (Protection), Raghild (Battle-Wise), Ronalda (Powerful), Run (Secret Lore), Signy (New Victory), Sigrid (Beautiful Victory), Sigrun (Secret Victory), Solweig (From the Strong House), Thora (Thunder), Thorberta (Brilliance of Thunder), Thordis (Spirit of Thunder), Walda (Spirted Warrior).

**Male Names of the Dunlendings:** Brac (Free), Cadarn (Strong), Cadoc (Battle-Sharp), Cant (White), Caradoc (Beloved), Garnoc (Dweller-by-the-Alder-Tree-River), Geth (Dark), Gormadoc (Over-Fortunate), Gorsad (From-the-Mound), Madoc (Fortunate), Melmidoc (Servant-Fortunate), Marroc (Striving-Rule), Sadoc (Battle), Saradoc (Amiable).

**Female Names of the Dunlendings:** Berthoc (Wealthy), Cadi (Pure), Dera (Wild Spirit), Dicra (Slow), Heled (Good-Wound), Modron (Mother), Sath (Arrow), Sarf (Snake).

**Male Easterling Names:** Bór, Böri (Wolf), Borlach, Borlad, Borthand, Brodda, Edgü (Good), Gizik (Storm), Göktīg (Sky-Arrow), Kargī (Spear), Kemik (Bone), Kiliç (Sword), Kustīg (Bird-Arrow), Maltök (Beast-Strong), Margöz (Snake-Eye), Öldür (Killer), Sacal (Beard), Uldor, Ulfang, Ulfast, Ulwarth, Yaban (Wild), Yiltīg (Wind-Arrow), Yumruk (Fist).

**Female Easterling Names:** Ana (Mother), Katun (Woman), Kuzu (Lamb), Mareke (Snake-Sister), Markiz (Snake-Maid). Oyna (Dance), Tīgēke (Arrow-Sister), Tīgkiz (Arrow-Maid), Yileke (Wind-Sister), Yilkiz (Wind-Maid).

**Male Names Of Gondor And Arnor (Sindarin):** Adrahil, Amlaith, Anardil (Sun Lover), Anárion (Of the Sun), Anborn, Angbor (Iron?), Arador (Royal ?), Araglas (Royal leaf), Aragorn (Royal Tree), Aragost (Royal Fortress), Arahad (Royal ?), Arahael (Royal ?), Aranarth (Royal Realm), Arannel (Royal Star), Aranuir (Royal ?), Araphant (Royal ?), Araphor (Royal ?), Arassuil (Royal ?), Arathorn (Royal ?), Araval (Royal ?), Aravir (Royal ?), Aravorn (Royal ?), Argeleb (Royal Silver), Argonui (Royal Stony), Arvedui (King Last), Arvegil (Royal ?), Arveleg (Royal ?), Baranor (Tower Sun), Belecthor (Great Eagle), Beleg (Mighty), Belegorn (Great Tree), Beregond (Stone?), Beren, Bergil (Star?), Boromir, Celepharn, Cirion (Ship?), Damrod, Denethor (Eagle?), Derufin, Dervorin, Dirhael, Duilin (River Song), Duinhir (River Lord), Ecthelion, Egalmoth, Eldacar, Eradan, Faramir, Findegil (Star?), Finduilas (Hair?), Forlong, Golasgil (Leaf Star), Halbarad (Tall Tower), Hallas (Tall leaf), Hirgon (Lord Stone), Hirluin (Lord Blue), Húrin, Ingold, Irlas (Leaf?), Mablung (Heavy Hand), Malbeth (Gold?), Malvegil (Gold?), Ohtar (Warrior), Orodreth, Thorondir (Eagle Sight), Thorongil (Eagle Star), Turgon (Lord of Stone).
Female Names Of Gondor And Arnor (Sindarin): Gilraen (Wandering Star), Ioreth, Ivorwen (Maiden?), Lothíriel (Flower Lady), Morwen (Dark Maiden).

Male Names of the Haradrim: Abaan, Adnan, Al Tufayl, Amr, Amro, Aqil, Bakr, Dirar, Ghasaan (Ardor), Haarith, Haashim, Hannad, Hudhafah, Hudhayfah, Huthayfah, Ikrimah (Female Pigeon), Jibran, Jubayr, Khaldoon, Khuzaymah, Lubayd, Marwan, Maazin, Mus’ab, Muthanna, Na’man (Blood), Nawfal (Sea), Nizar, Qusay, Sufyan (Rock), Ubaadah, Ubayy (High Self-Esteem), Udayl, Umar, Umaarah, Umayr, Utbah, Waqqas, Yaman, Yazan.

Female Names of the Haadrim: Da’d, Firyal, Hind, Khawlah, Mawiyah, May, Nusaybah, Ramlah, Rudaynah, Rumaylah, Rumaythah, Sawda, Su- hayr, Sumayyaa, Tamadur, Yusraa, Usaymah.

Male Names Of Rohan: Aldor (Old One), Baldor (Bold One), Baldred (Bold-Counsel), Bregdan (Braided), Brego (Lord), Brytta (Bestower), Ceorl (Peasant/Freeman), Déor (Brave), Déorbrand (Brave-Brand), Déorgar (Brave-Spear), Déorhelm (Brave-Protection), Déorthain (Brave-Servant), Déorwine (Brave-Friend), Dernfara (Secret-Traveller), Derngar (Secret-Spear), Dernhelm (Secret-Protection), Dernwine (Secret-Friend), Dûnhere (Hill-Host), Elfhelm (Elf-Protection), Elfwine (Elf-Friend), Éadig (Blessed), Éadmód (Humble), Éoblod (Horse-Blood), Éogar (Horse-Spear), Éohere (Horse-Host), Éoheort (Horse-Heart), Éomer (Horse-Famous), Éomód (Horse-Spirit), Éomund (Horse-Protection), Éorl (Nobleman), Éoman (Horse-Man), Éorcanstan (Jewel), Éored (Horse-Counsel), Éothain (Horse-Servant), Éowine (Horse-Friend), Erkenbrand (Noble-Brand), Fasthelm (Firm-Protection), Fastred (Firm-Counsel), Fengel (Embracer), Folca (Of the People), Folcred (People-Counsel), Folcwine (People-Friend), Fram (Firm), Fréa (Lord), Fréaláf (Lord-Renmant), Fréawine (Lord-Friend), Freca (Hero), Frumgar (First-Spear), Fulgar (Foul-Spear), Fulgrim (Foul-Fierce), Fúlor (Foul-One), Futhain (Foul-Servant), Gálmód (Licentious), Gamling (Old Man), Gárbal (Spear-Bold), Gárulf (Spear-Wolf), Gárwine (Spear-Friend), Gléobeam (Harp), Gléomer (Music-Famous), Gléothain (Music-Servant), Gléowine (Music-Friend), Goldwine (Gold-Friend), Gram (Fierce), Gríma (Mask), Grimbold (Fierce-Bold), Guthbrand (War-Brand), Guthlíaf (War-Renmant), Guthmer (War-Famous), Guthred (War-Counsel), Hæleth (Hero), Háma (Home-One), Helm (Protection), Héostor (Darkness), Herefara (Host-Wanderer), Herubrand (Sword-Brand), Herumer (Sword-Famous), Heruthain (Sword-Servant), Heruwine (Sword-Friend), Holdred (Loyal-Counsel), Holdwine (Loyal-Friend), Horn, Léod (Prince), Léofa (Beloved), Léofara (Beloved-Traveller), Léofred (Beloved-Counsel), Léofwine (Beloved-Friend), Léonere (Scholar), Thengel (Embracer), Théoden (People-Ruler), Théodred (People-Counsel), Walda (Wielder), Widfara (Far-Traveller), Wuulf (Wolf).

Female Names Of Rohan: Déorhild (Brave-Battle), Déorwyn (Brave-Joy), Dernhild (Secret-Battle), Dernwyn (Secret-Joy), Elfhild (Elf-Battle), Elfwyn (Elf-Joy), Éohild (Horse-Battle), Éowyn (Horse-Famous), Éomóð (Horse-Spirit), Éomund (Horse-Protection), Éorl (Nobleman), Éoman (Horse-Man), Éorcanstan (Jewel), Éored (Horse-Counsel), Éothain (Horse-Servant), Éowine (Horse-Friend), Erkenbrand (Noble-Brand), Fasthelm (Firm-Protection), Fastred (Firm-Counsel), Fengel (Embracer), Folca (Of the People), Folcred (People-Counsel), Folcwine (People-Friend), Fram (Firm), Fréa (Lord), Fréaláf (Lord-Renmant), Fréawine (Lord-Friend), Freca (Hero), Frumgar (First-Spear), Fulgar (Foul-Spear), Fulgrim (Foul-Fierce), Fúlor (Foul-One), Futhain (Foul-Servant), Gálmód (Licentious), Gamling (Old Man), Gárbal (Spear-Bold), Gárulf (Spear-Wolf), Gárwine (Spear-Friend), Gléobeam (Harp), Gléomer (Music-Famous), Gléothain (Music-Servant), Gléowine (Music-Friend), Goldwine (Gold-Friend), Gram (Fierce), Gríma (Mask), Grimbold (Fierce-Bold), Guthbrand (War-Brand), Guthlíaf (War-Renmant), Guthmer (War-Famous), Guthred (War-Counsel), Hæleth (Hero), Háma (Home-One), Helm (Protection), Héostor (Darkness), Herefara (Host-Wanderer), Herubrand (Sword-Brand), Herumer (Sword-Famous), Heruthain (Sword-Servant), Heruwine (Sword-Friend), Holdred (Loyal-Counsel), Holdwine (Loyal-Friend), Horn, Léod (Prince), Léofa (Beloved), Léofara (Beloved-Traveller), Léofred (Beloved-Counsel), Léofwine (Beloved-Friend), Léonere (Scholar), Thengel (Embracer), Théoden (People-Ruler), Théodred (People-Counsel), Walda (Wielder), Widfara (Far-Traveller), Wuulf (Wolf).
(Horse-Joy), Gléowyn (Music-joy), Guthwyn (War-Joy), Holdwyn (Loyal-Joy), Heruwyn (Sword-Joy), Hild (Battle), Léofwyn (Beloved-Joy), Théodwyn (People-Joy).

**Male Names of the Woodman of Mirkwood:** Acbald (Oak-Bold), Acbeorn (Oak-Warrior), Acgrá (Oak-Spear), Acgrim (Oak-Fierce), Actreo (Oak-Tree), Aldgrim (Old-Fierce), Aldraeg (Old-Moss), Aldtreo (Old-Tree), Baldac (Bold-Oak), Barac (Boar-Oak), Barald (Boar-Old), Barfara (Boar- Traveller), Bargá (Boar-Spear), Bargrim (Boar-Fierce), Barhelm (Boar-Protection), Barhere (Boar-Host), Barhyrde (Boar-Keeper), Barnmód (Boar-Spirit), Barmund (Boar-Hand), Barwine (Boar-Friend), Bearugrim (Grove-Fierce), Bremóð (Briar-Spirit), Grimbar (Fierce-Boar), Heorot (Stag), Iwald (Yew-Old), Iwgár (Yew-Spear), Iwtreo (Yew-Tree), Raegac (Moss-Oak), Raegwine (Moss-Friend), Sceotan (Archer), Treomóð (Tree-Spirit), Treowine (Tree-Friend).

**Female Names of the Woodmen of Mirkwood:** Acwyn (Oak-Joy), Barhild (Boar-Battle), Barwyn (Boar-Joy), Bearuwyn (Grove-Joy), Brerwyn (Briar-Joy), Raegwyn (Moss-Joy), Treowyn (Tree-Joy).

**Orc Names**