

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 a 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

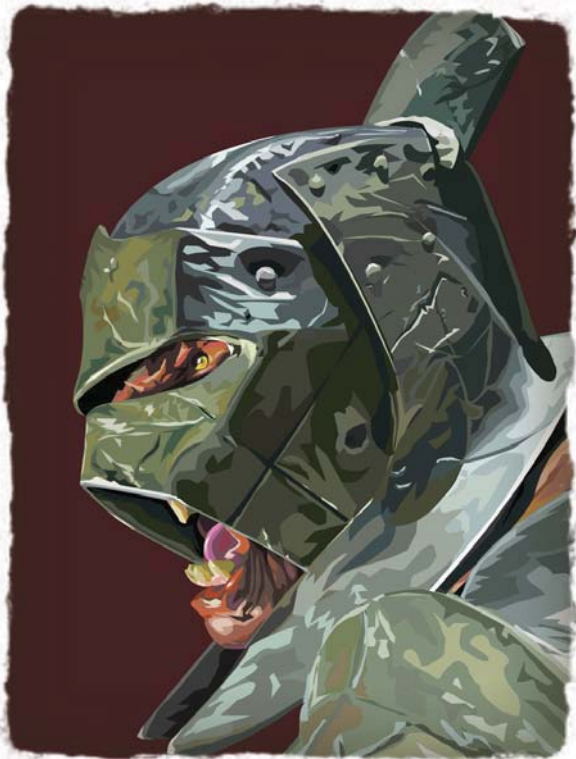
The Fallen Realms

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?



ISENGARD

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.

DUNLAND

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.

Sharkey's Rogues

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.

EASTERLINGS

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.

Khand

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.

Harad

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.

Far Harad

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.

CORSAIRS

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