

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.



RIVENDELL

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.

LOTHLÓRIEN

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.

Thranduil's Hall

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

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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.

Erebor

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.

The Shire

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