

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*****

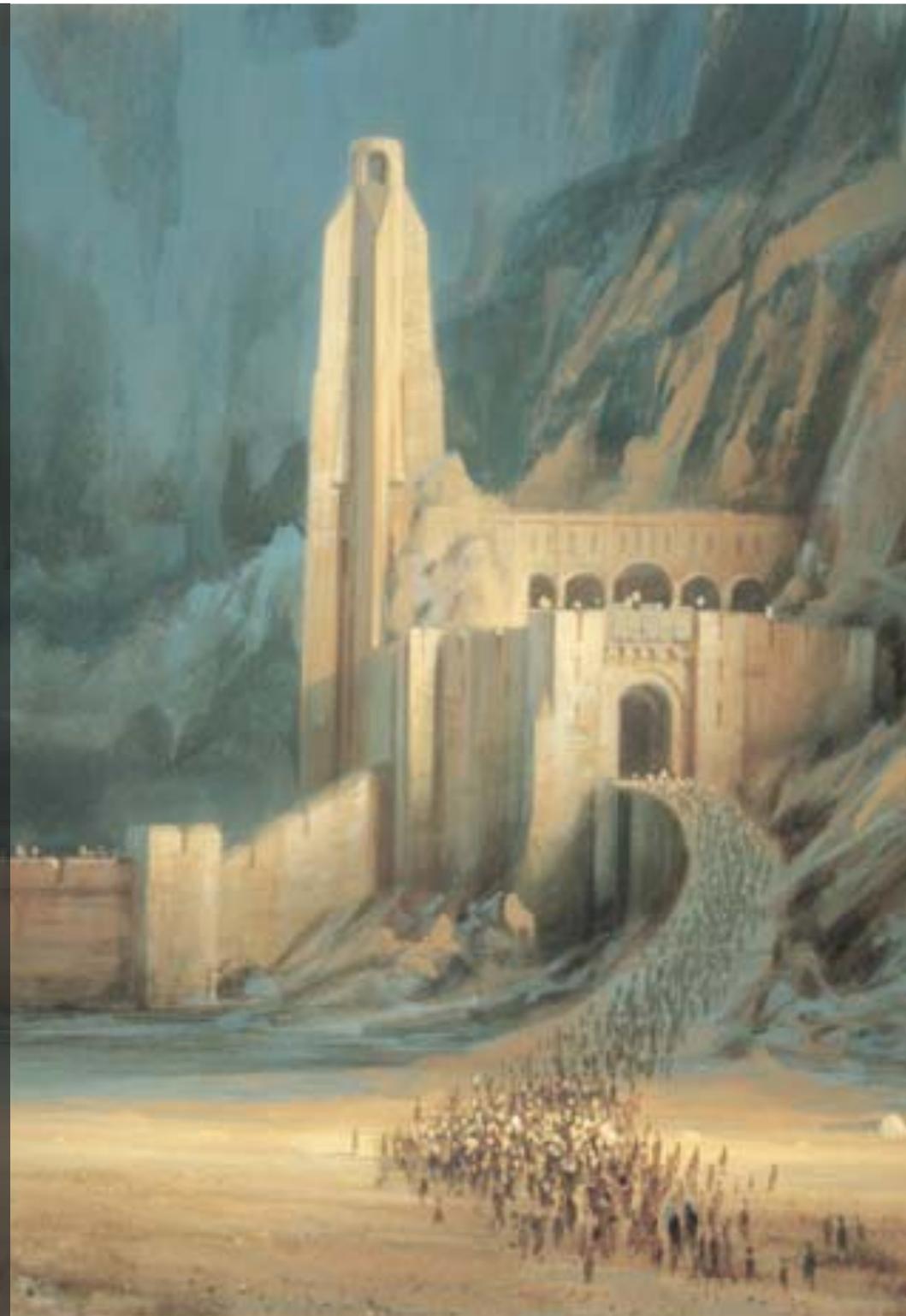
Drawn by the sounds of conflict and the scent of spilled blood, evil creatures are drawn to a battle like moths to a flame. Any time a Fell Warg is removed as a casualty, roll a D6 and on a 5+ another Fell Warg may move onto the owning player's board edge at the end of the following Move phase. Mirkwood 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?



Rohan

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.

MINAS TIRITH

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.

Fiefdoms of Gondor

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".

ARNOR

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

Dúnedain (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.

The Last Alliance

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.

Dale

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.

LAKETOWN

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