

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:

Move	F/S+	S	D	A	W	C	M/W/F
6"	3/4+	3	3	1	1	2	---

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.

## Chapter 2

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# Mordor

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*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.*



# Barad-dûr

*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.

# DOL GULDUR

*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.

# Black Númenóreans

*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.



# Warg Riders

*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

*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