

### **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

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# MORIA & ANGMAR

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*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.*



# ANGMAR

*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.

# MISTY MOUNTAINS

*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.

# GUNDABAD HUNTERS

*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.



# GOBLIN TOWN

*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