Welcome everyone to this third compilation of material for our The Lord of The Rings Strategy Battle Game cherry-picked for you from the pages of the White Dwarf magazine.

This compilation is slightly different from the ones that preceded it for a series of reasons reflecting the fact that the game itself has grown a lot in the past year, thanks to the great success of The Return of The King film and game.

First of all, the number of people writing gaming material for The Lord of The Rings Strategy Game has increased a lot since the past compilation, both internally, with Adam joining the team, and externally, with more and more eager gamers sending in their ideas for scenarios and rules...

This has allowed us to pick and choose from a wealth of articles that simply weren’t available before, and we decided to concentrate on useful gaming material, which is roughly divided into three categories:

- Unofficial rules for using in the game troops we don’t produce, but that can be easily converted from existing models
- Optional rules to set your games in different realms of Middle-earth
- Scenarios

Another change that your keen eyes surely have not missed from the previous compilations is that my presence as a writer of support articles is quickly dwindling. This is happening because as the system grows, so do my responsibilities within the company, and that means that I am more and more busy with all sort of matters, leaving me progressively less and less time to write (sigh).

Luckily the talented Mr. Ward is taking over the role of coordinating and more often than not also actually writing the support material for our The Lord of The Rings system, both White Dwarf articles and expansion books.

Perhaps a time will come for me to leave this Ring of Power in an envelope on the mantelpiece and retire to Rivendell, but for the moment the Precious is still in my pockets...

The Return of The King game by Rick Finley & Alessio Cavatore

Additional Material by Matthew Ward, Chris Bone, & Adam Treke.

Outer Cover: John Michalchuk & Markus Trenkner

Claudee Miniatures Designers:
Dave Andrews, Juan Diaz,
Mark Harrison, Gary Molloy,
Trinh Morrison, Brian Nelson,
Alan Perry & Michael Perry

Scenic Model Makers:
Dave Andrews & Mark Jones
Production:
Matthew Huson, Andrew Stewart,
Michelle Barson, Sean Turtle & Nathan Winter

Graphics & Illustrations:
Nuala Kennedy & David Gallagher
Miniature Painters:
Kay Asquary, Darren Latham,
Kirsten Williams, Neil Green,
Neil Langdown, Seb Perret,
Pete Foley, & Keith Robertson

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Willow Rd.,
Lenton,
Nottingham NG7 2WS

US
Games Workshop Inc.,
6721 Baymear Drive,
Glen Burnie,
Maryland 21060-6401

Canada
2679 Bristol Circle, Unit 3,
Oakville, Ontario
Canada
L6H 6Z8

Lord of the Rings website:
www.lordoftherings.net

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Over the next few pages are a selection of the Warrior and Hero profiles that have appeared in White Dwarf, but have yet to be printed in a rules manual or supplement book. Just remember that you’ll need to get your opponent’s permission before using these profiles in games...

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**WARRIORS OF MIDDLE-EARTH**

*New troop types for The Lord of The Rings*

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**GOOD HEROES**

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**Landroval (Giant Eagle)**

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<thead>
<tr>
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<th>F</th>
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<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Landroval</td>
<td>7/-</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>

Landroval is one of the Eagles of the Misty Mountains and brother to Gwaihir. In the final battle at the Black Gates of Mordor, Landroval arrives with Gwaihir to fight the forces of Sauron.

**SPECIAL RULES**

Fly. Eagles move by flying – his Move is 12”/28cm. The Giant Eagle can fly over the top of any models or terrain without penalty. He cannot enter woods, buildings and other terrain that has been deemed impassable, but can land on top of any of these if the players so agree at the beginning of the game.

**Monstrous Mount:** Eagles can only be included in an army if Gandalf or Radagast are also included and can be ridden only by one of the two Wizards (though they will allow the Wizard to choose a passenger). Note that Eagles may never pick up or use weapons or other objects.

---

**Meneldor (Giant Eagle)**

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<thead>
<tr>
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<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>W</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meneldor</td>
<td>7/-</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>

One of the three Eagles that go to rescue Frodo and Sam from the slopes of Mount Doom. Meneldor is one of the swiftest creatures in Middle-earth.

---

**SPECIAL RULES**

Fly. See above.

**Monstrous Mount.** See above.
GOOD WARRIORS

WARRIORS
Ents are the shepherds of the trees, and once roamed in all the great forests in Middle-earth. Nowadays their numbers are dwindling and they are a much scarcer sight, seen only in the depths of Fangorn forest, hard on the east slopes of the Misty Mountains. Untroubled by the wider world, it is rare for the Ents to interfere with affairs in the lands outside their forest.

WARGEAR
None required.

SPECIAL RULES
Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers, and anything else that has Battler points, Ents count their Strength as 10 and Attacks as 6.

Terror. An enraged Ent is a truly terrifying sight. Ents cause terror as described in the Courage section of the rules.

Throw Stone. Ents are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. To represent this, if an Ent does not move at all he can rip a suitable rock from the ground (provided he’s not engaged in combat) and in the subsequent Shoot phase he can throw it. This works exactly like a crossbow with a range of 18”/42cm and a Strength of 10. If the good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the good player nomidates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.

Tree-ish. Ents are slow to act in the affairs of others and are difficult to rouse until a threat becomes clear. To represent this, at the start of each turn the good player must roll a dice to see if the Ent has become sufficiently roused to act. If the dice roll is less than the current turn number, then the Ent has awakened and may act as normal from that turn onwards. For example, to awaken an Ent at the start of Turn 2, the Good player must roll a ‘1’ on the dice. If the Ent does not awaken, the Good player would need to roll a ‘1’ or a ‘2’ in the following turn, and so on. If the Ent does not awaken it may take no action, although it will still fight if attacked in close combat. An Ent will automatically awaken if it is attacked, whether in close combat, through missile fire or spellcasting.

ADVANCED RULES - DIFFERENT SPECIES OF ENTS
The profile given above is for a generic Ent of no particular tree family, however you can customise your Ent if you wish. Each type of Ent has its own different advantages and, in some cases, disadvantages – they also have an additional points cost to be paid. If you want to customise your Ents, simply pay the additional points and make the appropriate changes to your roster. You may only choose one of the following upgrades for each Ent.

For example: an Oak Ent would cost 25 points more, but has his Strength and Defence increased to 9. As no other changes to his profile are listed, the other characteristics stay the same. Finally, you should make a record in the ‘Notes’ section of your roster that he can fight as if he had a two-handed sword. With the changes to your roster made, you’re ready to go!

Birch
+10 points
Hailing from the parts of Fangorn worst affected by Saruman’s machinations, Birch Ents burn with hatred for the tree-killers and are already roused into a fierce rage. This rage can often prove to be self-destructive, for Birch Ents will often charge off in pursuit of an enemy giving no thought to their own safety.

Birch Ents ignore the Tree-ish special rule – they are already fighting mad. In addition, Birch Ents must always charge an enemy model if they are able to do so.

Hawthorn
+20 points
Though not particularly tall, Hawthorn Ents are covered with sharp, bristling thorns which can make striking them a very painful proposition!

Hawthorn Ents have a Fight value of 6. In addition, any model striking a Hawthorn Ent in close combat takes a single Strength 4 hit (regardless of the number of strikes it makes on the Ent) to represent the chance of the Ent enveloping it within his thorny boughs. Resolve the hit against the Ent as normal regardless of whether or not the striking model is slain.

Fir
+10 points
Living in the harsher climates, Fir Ents are incredibly hardy and can tolerate levels of pain that would kill another.

Whenever a Fir Ent takes a wound the Good player may roll a dice. On the roll of a 6 the wound is discounted as if the Ent had expended a point of Fate. In addition, Fir Ents may elect to shield in combat.

Willow
+20 points
Willow Ents are not overly strong, but are covered in a large mass of lash-like branches. As the Ent fights these branches whip about his opponent, flaying through exposed flesh and bone.

When a Willow Ent wins a fight he may make his three strikes as normal, or he may make a single Strength 6 attack on every enemy model involved in the same fight (including spearmen or pikemen who are fighting through other models).

Beech
+10 points
Incredibly lithe and swift, Beech Ents are able to cover great distance at speed. They are less robust than other Ents but make up for their slighter stature with their heightened agility.

Beech Ents move 8”/18cm and have a Fight value of 8. However, they are frailier than other Ents and so only have Strength and Defence of 7.

Oak
+25 points
Oak Ents are stronger than the average, able to pulverise a foe in a single mighty blow, however due to their large bulk they are not as dextrous as other Ents.

Oak Ents have a Strength and Defence of 9. In addition, Oak Ents favour fighting with huge swinging blows. To represent this in game terms an Oak Ent may choose to fight as if he has a two-handed weapon (with all the usual bonuses and penalties that apply). He may not choose to fight in both single-handed manner and a two-handed manner in the same Combat phase, he must use one or the other.

Ash
+15 points
Whether due to a stronger will than other Ents or some obscure benefit of their heritage, Ash Ents are unusually resistant to magic, weathering the effects of hostile sorcery as they do the change of the seasons.

Every time an Ash Ent is the target of an enemy magical power he may always resist as if he had 2 points of Will.
GOOD WARRIORS

Élnaith (High Elf Cavalry)

Points value: 16

Since the launch of The Lord of The Rings game in 2001, avid hobbyists have been playing games, modelling and converting miniatures. In a recent staff tournament John Carter fielded an Elven force featuring converted cavalry, and whilst these figures aren't in the present The Lord of The Rings range, they are easy to convert, and so we've included his rules below to allow all the Elven Lords out there to field their own cavalry. These are trial rules so you will need your opponent's permission to use them.

In the long history of Middle-earth no race has ever matched the Elves for their awesome skill in war. Mounted, they are the deadliest of foes, the skill of the Elven warrior matched by the power of a steed of equally ancient lineage. From the days before the Rings of Power through to the great days of the Last Alliance, the last sounds heard by many of the servants of Morgoth and Sauron were the hoof beats of the horsemen of the Firstborn.

This is the base profile for an Élnaith. If the Elf does not carry an Elf bow, then miss out the 3+ Shoot value when you copy the profile to your record sheet.

Wargear
The base profile for an Élnaith includes finely wrought heavy armour and an Elven blade.

Any warrior may be given additional items at extra cost:

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spear</td>
<td>Free</td>
</tr>
<tr>
<td>Elf bow</td>
<td>2 pts</td>
</tr>
<tr>
<td>Shield</td>
<td>1 pt</td>
</tr>
</tbody>
</table>

Shield. An Élnaith carrying a shield adds +1 to his Defence, unless he is also equipped with a bow. Note that an Élnaith equipped with both Elf bow and shield can still use the 'shielding' rule.

Special Rules
Expert Riders. Élnaith are expert riders. See the Expert Rider rule in the main rulebook.

The following is an addition to the entry for the Elven Captain in the main rules, adding the option of mounting him on a horse at extra cost:

<table>
<thead>
<tr>
<th>Horse</th>
<th>10pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse. An Elven Captain may be mounted on a horse.</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>S</td>
</tr>
<tr>
<td>0</td>
<td>3</td>
</tr>
</tbody>
</table>

John Carter's converted High Elf cavalry scene here are conversions using metal and plastic High Elves and the plastic Riders of Rohan. Clipping plastic High Elves (metal Elf Spearmen needed the use of a modelling saw) in two at the waist, he joined their top halves to the waist and legs of plastic Riders of Rohan models, similarly cut in two. Using Green Stuff to cover the joins at the waist and mould the two figures' cloaks into each other finished off the spear and archer cavalry models. The standard bearer was a spearman whose spear top was replaced with the standard top from the Elf in the Heroes of Helm's Deep set. The sword-armoured leader was a plastic two-handed swordsman, whose sword was cut away (to be later replaced with one from Arwen), and whose arms were separated at the shoulders and repositioned.
EVIL WARRIORS

EASTERLING SIEGE BOW

<table>
<thead>
<tr>
<th>Siege Bow</th>
<th>Strength</th>
<th>Defence</th>
<th>Batter Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>F S</td>
<td>D A W C</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

Points Value: 60

Easterling 3/4+ 3 5 1 1 3

Crew

An Easterling Siege Bow consists of a siege bow and two Easterling crew armed with daggers and wearing heavy armour. Extra crew can be added at an additional cost:

Easterling crewman 7 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck once at the Strength of the siege engine, is knocked to the ground, and is flung 2D6’/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3“/8cm rather than 6“/14cm.

MORDOR URUK-HAI SIEGE BOW

<table>
<thead>
<tr>
<th>Siege Bow</th>
<th>Strength</th>
<th>Defence</th>
<th>Batter Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>F S</td>
<td>D A W C</td>
<td>10</td>
<td>3</td>
</tr>
</tbody>
</table>

Points Value: 70

Uruk-hai 4/4+ 4 5 1 1 3

Crew

An Uruk-hai Siege Bow consists of a siege bow and two Uruk-hai crew armed with daggers and wearing armour. Extra crew can be added at additional cost:

Uruk-hai crewman 10 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck once at the Strength of the siege engine, is knocked to the ground, and is flung 2D6’/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3“/8cm rather than 6“/14cm.

Upgrades

These siege bows may be given the following upgrades at additional cost (see page 36 of Siege of Gondor for details).

- Easterling Engineer Captain* 75 pts
- Uruk-hai Engineer Captain** 85 pts
- Siege Veterans* 15 pts

* Easterling Siege Bow only
** Uruk-hai Siege Bow only
Mat Ward introduces brand new rules with which players can now field the Elves of Mirkwood in their battles against Sauron’s forces of Evil.

The Studio The Lord of The Rings campaign is going great guns at the moment, with about fifteen players and representatives from all the major races of Middle-earth. Of course, some themed armies are more complete than others; Gondor has a wide range of cavalry and infantry, as do the forces of Mordor and Isengard. Others have only a few basic troop types to rely on.

Throughout the Third Age, Thranduil has ruled the Elves of Mirkwood. Thranduil has spent much of his life beneath the trees of Mirkwood, but unlike many Elves has often maintained an interest in that which occurs beyond his borders. If Thranduil has a single flaw, it is one of greed – a weakness that has caused the fall of more than a few Elves of noble blood. Though Thranduil has not yet been consumed by this unseemly trait, his actions in its service have more than once strained his relationships with other realms, particularly that of the Dwarves of Erebor.

We have included this option to have one or more Mirkwood Captains as part of your force – note that you can include more than one if you wish. These represent the leaders amongst the Elves of Mirkwood who go unnamed in the story of The Lord of The Rings. If you choose Elven Captains, invent suitable names for each.

As it happens, one of the players (Dylan Owen, who you may remember as the evil genius behind the Bloodlands campaign) has chosen to field Mirkwood Elves as his force. Now being somewhat, well, obsessive, about the Elves of Mirkwood myself, this seemed like far too good an opportunity to pass up. So without much ado I developed some new warriors for him to field. I thought it’d be a fine idea to give you all a taste of what he’s been able to field.

These rules are provided for you to add an extra dimension to your game if you wish – as normal, please remember that you must have your opponent’s consent to use these in a game.

**GOOD HEROES**

<table>
<thead>
<tr>
<th>Thranduil, King of Mirkwood (Wood Elf)</th>
<th>Points value: 125</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Thranduil</td>
<td></td>
</tr>
<tr>
<td>F: 6/4</td>
<td>S: 4</td>
</tr>
<tr>
<td>D: 4</td>
<td>A: 3</td>
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<tr>
<td>W: 3</td>
<td>C: 7</td>
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<tr>
<td>Might: 3</td>
<td>Will: 3</td>
</tr>
<tr>
<td>Fate: 3</td>
<td></td>
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</table>

**Wargear**

Thranduil carries an Oak Staff, the symbol of his authority, which may be used as a Mirkwood spear (note that the rules for Mirkwood Elves and spears also apply to Thranduil). He also carries an Elven blade and wears an Elven cloak.

**Special Rules**

**Bad Blood.** As the result of past arguments and quarrels with the Dwarves, no Dwarf will willingly accept Thranduil’s leadership in battle. Dwarves may never use Thranduil’s ‘Stand fast!’ rolls.

**Magical Powers**

**Aura of Dismay.** Range: Self. Dice score to use: 4+. This spell may only be cast at the end of Thranduil’s move. If successfully cast, any friendly models that end their move within 6'1/4cm of Thranduil (including Thranduil himself) count as causing Terror until the end of that move phase.

**Nature’s Wrath.** Range: 6'1/4cm radius. Dice score to use: 4+. This spell affects all enemies within 6'1/4cm of Thranduil – but only one affected foe can attempt to resist it. If resisted, all foes are unaffected, but if the foe fails to resist then all are affected. All enemies within 6'1/4cm of Thranduil are knocked to the ground.

**Mirkwood Captain (Wood Elf)**

<table>
<thead>
<tr>
<th>Mirkwood Captain</th>
<th>Points value: 50</th>
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<tbody>
<tr>
<td></td>
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<tr>
<td>Mirkwood Captain</td>
<td></td>
</tr>
<tr>
<td>F: 6/3+</td>
<td>S: 4</td>
</tr>
<tr>
<td>D: 4</td>
<td>A: 2</td>
</tr>
<tr>
<td>W: 2</td>
<td>C: 5</td>
</tr>
</tbody>
</table>

**Wargear**

A Mirkwood Captain carries a dagger. Mirkwood Captains can be given any of the following items at additional cost:

- Elven Cloak: 10pts
- Elven Blade: 5pts
- Elf Bow: 5pts
- Mirkwood Spear: 5pts
- Shield: 5pts
As their forest realm has been corrupted about them, the inhabitants of Mirkwood have become engaged in an unrelenting battle against the darkness. Almost all of the Elves of Mirkwood have been called to fight at some time or another, using their deadly skills with bow, spear and blade in the defence of their homes. The Elvenkind of Mirkwood do not wear armour, preferring instead to rely on stealth and manoeuvrability to win the day for them.

Sentinels are the guardians of the hidden ways of Mirkwood, the first line of defence against the encroaching evil of Dol Guldur. Patient and watchful, little escapes their keen sight as they stand sentry over the Elven realm. Should intruders cross the path of the Sentinels, they are greeted with a volley of precisely aimed arrows, held in abeyance by a few Elves while other Sentinels summon assistance.

The Taúdirim are the King’s Guard, charged with protecting him against all threats. Even amongst the royal guards of other realms, few can match the skill and resolve of the Taúdirim – such is their dedication that they will fight to the last even in the face of overwhelming odds.

**GOOD WARRIORS**

<table>
<thead>
<tr>
<th>Warrior of Mirkwood (Wood Elf)</th>
<th>Points value: 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of Mirkwood</td>
<td>F</td>
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<tr>
<td>6/3+</td>
<td>3</td>
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</tbody>
</table>

**Wargear**

Every Warrior of Mirkwood carries a dagger. Any Warrior of Mirkwood can be given any of the following items at additional cost:

- **Elven Cloak** 3pts
- **Elven Blade** 1pt
- **Elf Bow** 2pts
- **Mirkwood Spear** 1pt

<table>
<thead>
<tr>
<th>Mirkwood Sentinel (Wood Elf)</th>
<th>Points value: 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mirkwood Sentinel</td>
<td>F</td>
</tr>
<tr>
<td>6/3+</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Sentinels carry an Elf bow, a dagger and wear Elven cloaks.

**Special Rules**

- **Expert Shot.** Sentinels are archers almost without peer. Sentinels are allowed to fire twice in the Shoot phase instead of just once.
- **Stealth.** After both sides have deployed their force, but before the game begins, the Good player may move any Sentinels up to 6/14cm, providing any Sentinels moved in this way are at least partially concealed from the view of the enemy.

<table>
<thead>
<tr>
<th>Taúdirim (Wood Elf)</th>
<th>Points value: 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Taúdirim</td>
<td>F</td>
</tr>
<tr>
<td>6/3+</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Each member of the Taúdirim carries an Elven blade. They can be given the following items at additional cost:

- **Elven Cloak** 3pts
- **Mirkwood Spear** 1pt

**Special Rules**

- **Bodyguard.** At the beginning of the game choose one Mirkwood Hero among those in your force for the Taúdirim to protect. As long as this Hero is on the table, all Taúdirim models automatically pass all Courage tests they have to take. If the Hero is killed or leaves the table, the Taúdirim revert to the normal rules for Courage.

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|Mirkwood Spear. A Mirkwood Elf may support a friendly model as normal. In addition, Mirkwood Elves can use their spears two-handed and are able to parry as if they were carrying a shield. A Warrior of Mirkwood that carries a spear may use the shielding rule.|

|Elven Cloak. If the wearer is partially concealed from view he cannot be seen at all at distances of more than 6/14cm – the wearer appears to melt in to the background. This means that enemy archers may not shoot at ranges of greater than 6/14cm unless they have a completely clear view of the target. If the model is riding a mount, the cloak has no effect. |
THE BEACONS ARE LIT!

New troops for The Lord of The Rings

Mat Ward introduces details for including warriors from the further reaches of the realm of Gondor. For this is the mightiest of Men’s kingdoms, whose possessions are located far and wide. There are many people who pay allegiance to the Steward of Gondor, and many warriors who are prepared to rally to the banner of the White City.

In the movie of The Return of The King, the beacons are lit to summon Rohan to Gondor’s aid. In the book, the beacons also summon troops from the various fiefdoms of Gondor, a truly vast realm that stretches from the mountains of Mordor to the Great Sea. In this article we’ll take a look at these diverse lands, united in their allegiance to the empty throne of Gondor. Also included are some profiles and conversion ideas for troops and Heroes from those lands that you can use in your games. Just remember to get your opponent’s permission first!

LAMEDON

Lamedon remain fiercely independent in all else, trading little with the neighbouring fiefs of the Morthond and Ringlo vales. The foothills of the Ered Nimrais have always proved a harsh place to live, for little grows in the rocky soil, but it is not simply the trials of day-to-day life that make Lamedon a difficult home. In the middle years of the Third Age, the mountains seemed with Orks who would prey upon the uplands of Lamedon. Though their numbers are now much reduced, raids upon the settlements of Lamedon are more common than not. Faced with this threat, each farm or village in the fief will always respond to a cry for help from its neighbours. Worse yet, upon a hill on Lamedon’s border with Morthond, lies the stone of Ereh, a jet-black globe sunk into the ground. This stone, brought by Isildur out of Númenor, has become the trysting place of the Shadow-men of the Dwimorberg, whom Isildur cursed as oathbreakers in ages past. This forgotten people and their king are doomed to await the day when an heir of Isildur releases them from the curse. Until then, the lands about Ereh remain the home of those who are dead, and the living go there not.

There are few chieftains amongst the people of Lamedon, for the Men of that land must be self-sufficient to survive. Rather, all Men of Lamedon are bound to the command of their liege-lord, Angbor, whose bravery has more than once kept his people safe from invasion. Angbor aside, the Men of Lamedon follow the commands of others reluctantly. Across Gondor, their grim and indomitable nature is well known, as is their desire to be left alone and, for the most part, they are left alone. Few would willingly exchange their comfortable lives in the lowlands of Gondor for a rugged existence in the wild hills.

Clansman of Lamedon

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<tr>
<td>Clansman</td>
<td>3/-</td>
<td>3</td>
<td>4</td>
<td>1</td>
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</table>

Points value: 7

Wargear

Clansmen of Lamedon carry a shield and a hand weapon.

Special Rules

Independent. The folk of Lamedon are strong-willed and intolerant of those in authority. They do not benefit from any Hero’s Stand Fast! ability other than Angbor’s.

Mat Ward made this Clansman from a Wildman of Dunlending. The axe was taken from a Rider of Rohan, and the shield from a Warrior of Gondor.

Angbor of Lamedon

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<tbody>
<tr>
<td>Angbor</td>
<td>4/-</td>
<td>4</td>
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Points value: 60

Might: 3
Will: 1
Fate: 1

Wargear

Angbor carries a hand weapon and wears armour.

To make Angbor, Mat Ward replaced Théoden’s head with that of Isildur, sculpting a beard from Green Stuff as he did so.
The Langstrand, or Anfalas, sits between Pinnath Gelin and the Bay of Belfalas, and between the Lefnui and Calenhir rivers. Much of this land’s wealth comes from the fishing fleet that trawls the waters of the clear bay, the bounty of the sea then traded with the neighbouring Green Hills. The people of the Langstrand are simple folk. Largely unaccustomed to the ways of war on land, they are poor combatants when called upon to fight. In truth, they rely on the forces of their trading partners in Pinnath Gelin to keep them from any invasion that comes overland, but against threats from the sea they are better prepared. Being a coastal province, Anfalas is often preyed upon by the Corsairs of Umbar, whose black fleet raids all along Gondor’s southern coasts, and it is this threat against which they have learned to fight. Their ships, though neither as mighty nor as numerous as the great vessels of Dol Amroth, are handled with great skill by sailors who will fight like men possessed if boarded. It is a bold Corsair captain indeed who raids the Langstrand.

**Hunter of Anfalas**

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**Wargear**

Hunters of Anfalas carry bows and hand weapons.

*This Hunter's body is that of a Warrior of Rohan. The left hand has been replaced with that from a Warrior of Minas Tirith, while the sword in his right hand has been clipped shorter in length to form a dagger. The head was carefully reshaped with a craft knife before having some hair sculpted on with Green Staff.*
Morthond Vale

The Morthond river flows out of the Ered Nimrais and into the Bay of Belfalas, its headwaters forming on the slopes of the infamous Dwimorberg. Its name, which literally means ‘blackroot’, comes from the fact that in the early stages of its course, its path lies ever under the shadow of the mountains from which it springs. As the river lives in this shadow, so too do many of the people of Morthond. As their fellows in Lamedon, the people of the Blackroot valley strive against the attacks of the Orcs that live amongst the snow-capped peaks to their north, but the Morthond vale is a far more forgiving land than that of Lamedon and supports a far greater population. Because of this, there are enough able-bodied Men for the people of Morthond to fight back against their attackers. In the extreme north, upon the foothills of the Ered Nimrais, it is common to see Orcs with the warriors of the valley below, fighting fiercely for supremacy by the headwaters of the Blackroot river.

Bowman of Morthond

**Bowman of Morthond**

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<td>4</td>
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Points value: 7

Wargear

The Bowmen of Morthond wear leather armour and carry longbows (Elf bows).

*This Bowman of Morthond, by Sam Lee, has had the horsehead crest of his helmet removed with a file before being painted in a striking new colour scheme.*

The Fiefdoms answer the call of Gondor.
Pinnath Gelin

Upon Gondor's western periphery, between the Calenhir and Lefnai rivers, lie the Pinnath Gelin, the Green Hills of Gondor. Sundered as it is from both the Ered Nimrais and the Bay of Belfalas by many leagues, it is a rare thing for either Orcs or Corsairs to set foot upon the Green Hills. Even so, the lords of the fief have ever maintained a sizeable force of warriors-at-arms. Even more warriors guard the trade wagons that journey eastwards to Northrend Vale, Dol Amroth, and Pelargir, and northwards to Rohan, and thence to Eriador. It is here that the Men of Pinnath Gelin receive most of their training, defending vulnerable traders from bandits and Orcs. Though relatively inexperienced in battle, their armour is amongst the finest available in Gondor, purchased with the profits from the goods that they guard.

As the beacons were lit to signal that war had come to Minas Tirith, Hirluin, the lord of Pinnath Gelin, resolved to ride to the aid of the White City, even though scant days before he had beheld a premonition of his death in battle before its walls. Mustering as many warriors as he could spare from his defences, Hirluin travelled for many days through the southlands of Gondor, until at last arriving at the Tower of Guard. In the great battle outside the city walls, he fell alongside many of his folk, fighting bravely in defence of his home.

Warrior of Pinnath Gelin

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<tr>
<th>Clansman</th>
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<tr>
<td>2/-</td>
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Points value: 8

Sam Lee's Warrior of Pinnath Gelin is made from a Warrior of Minas Tirith, whose head has been replaced with that of a Warrior of Rohan.

Lossarnach

Lossarnach is one of the oldest of Gondor's many fiefdoms, and like Minas Tirith, Lossarnach lies in the shadow of Mindolluin and borders onto the great river. It has always been the first fief to lend aid in time of war. Due in no small part to this, the warriors of Lamedon are as well-trained as those that guard the White Shore. Anárion was a prince from cut of Númenor, one of the mightiest Men of his age. But powerful though he was, the Orcs were too great in number. Anárion would have fallen but for the intervention of a small watchtower garrison who had seen his plight from afar and hastened to his aid. Many of the warriors fell in Anárion's defence, but their captain, Brandil, fought without pause with skill and courage. Taking up a great axe from a slain Orc chieftain, he tirelessly struck down those who would assail his wounded liege until the valour of the Orcs crumbled, and they fled before a man they seemingly could not kill. When Anárion returned to Osgrid, he did not quickly forget the deeds done in his defence and gifted Brandil with the lordship of Lossarnach.

Axeman of Lossarnach

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<tr>
<th>Axeman of Lossarnach</th>
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Points value: 7

Wagear

The Axemen of Lossarnach wear heavy armour and carry two-handed axes. They may carry a banner at additional cost:

Banner

25pts (maximum of one per hero per force)

Mat Ward's Axeman of Lossarnach is made from a spare siege engine crewman whose arms have been set in a new position. The axe is made from a brass rod and the head of a Khazad Guard axe.
DOL AMROTH

The city of Dol Amroth lies between the Gilrain and Ringló rivers. Dol Amroth's great strength is belied by the beauty of its form – the slender towers that look out over the sea and the walls that bound the city are as strong as the earth in which their foundations are set. Indeed, in the middle days of the Third Age, a place of lesser endurance could not have survived, caught as it was between the Orcs of the Ered Nimrais and the Corsairs of Umbar. The lands belonging to Dol Amroth stretch for many leagues along the windswept peninsula. Though many Elf-ruins of the Elder days are encompassed within the boundaries of the land, it has been claimed as part of Gondor since the Men of Númenor first settled here. These Men were Elendili, the Faithful of Númenor, whose allegiance to Elendil and his sons saved them from the sundering of their land. Under their rule, the lands prospered and soon Dol Amroth was home to a great port, rivalling the Elven havens at Lindon.

In the closing days of the Third Age, Dol Amroth is subordinate only to Minas Tirith in importance and influence. Its current prince, Imrabiil, holds a seat on the council of Gondor at the right hand of Denethor. It is said that the princes of Dol Amroth have Elven blood flowing through their veins - the result of a rumoured union between the first prince and a survivor of the Elf-queen Nimrodil's ill-fated expedition. None can prove his claim for, if this Elvish lore existed, it would have been forgotten long since passed into history. Regardless of its source, none can deny the noble spirit that is the hallmark of the lords of Dol Amroth.

Men-at-arms of Dol Amroth

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<th>Points value: 8</th>
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**Man-at-arms**

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**Wargear**

Men-at-arms of Dol Amroth wear heavy armour and carry hand weapons. They may be given additional equipment at the following cost:

- Shield: 1pt
- Spear: 1pt
- Banner: *25pts (maximum of one per hero in the same force)

A Warrior of Minas Tirith with the Dol Amroth heraldry of a white ship replacing the White Tree.

RINGLÓ VALE

The River Ringló pours endlessly into the Bay of Belfalas, sundering the lands of Dol Amroth to its south from the hills of Lamedon in the north. Though in title the Ringló Vale is a fiefdom in its own right, in reality it is an extension of the lands of Dol Amroth, for the two lands act as one in most things and bow to the wishes of the Prince of Dol Amroth. The verdant valley provides much of the sustenance for Dol Amroth and its domain, while in exchange the fabled knights of the haven train the warriors of Ringló Vale. No warmer accord in all of Gondor exists than that between Dol Amroth and Ringló Vale, a tradition that goes back to a time before the fiends of Anfalas and Pinnath Gein were established. In the early days of the city of Dol Amroth, it alone bore the brunt of ceaseless Corsair raids, and its strength was thinly spread to confront this threat. Had the men of Ringló not vied with the growing numbers of Orcs to the north, then Dol Amroth would surely have been enveloped and destroyed. This unity forged a friendship that would endure for a thousand years and more.

Warriors of Ringló Vale

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<th>Points value: 7</th>
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**Warrior of Ringló Vale**

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**Wargear**

Warriors of Ringló Vale wear armour and carry hand weapons and shields. They may carry a banner at additional cost:

- Banner: 25pts (maximum of one per hero in the same force)

**Special Rules**

**Warrior Bond.** Warriors of Ringló Vale receive a +2 bonus to their Courage if any Men-at-arms of Dol Amroth are present on the battlefield.

This model uses the body of a Warrior of Gondor, and the head and shield of a Warrior of Rohan.
There are few great havens where large vessels can make berth scattered throughout Middle-earth. The Grey Havens of Lindon, the abandoned guays of Edhellond, the Corsair city of Umbar, and the harbours of Dol Amroth are some of the most famous, but one of the greatest havens is that of Pelargir. The largest and oldest of all the havens established by the might of Númenor, and chief amongst the Havens of the Eldendili, Pelargir has seen much of the history of Gondor. Plague, slinthe, war and famine have all left their mark upon Eldendili’s kingdom, but Pelargir has endured it all.

As Gondor’s primary seaport and home of her fleet, Pelargir has enjoyed great wealth but, as the southernmost of Gondor’s fiefdoms, has always borne the brunt of attacks from the lands of Harad. Despite their position of constant danger, the people of Pelargir have always maintained the traditions of Gondor with pride and dignity. Yet, although they dwell on days gone by, the hosts of Pelargir are not to be easily discounted, for Harad has ever been a troublesome neighbour and its belligerence provides excellent training for young warriors. Where all other hosts of Gondor have changed their heraldry to reflect ten centuries of Steward rule, the ships and Pelargir still bear the heraldry of Eldendili. So too do the warriors of Pelargir, known as Wardens – a term that has long since passed from use elsewhere, carry the White Tree and seven stars upon their shields. Their armour and weaponry is preserved from the time of the Last Alliance and is bequeathed from generation to generation. To see the forces of Pelargir assemble is to look upon an army out of ages past, masted below the banner of the High King.

Warden of Pelargir

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**Wargear**

Wardens of Pelargir wear armour and carry hand weapons, they may be given additional equipment at the following cost:

- **Shield**: 1pt
- **Bow**: 1pt
- **Spear**: 1pt
- **Banner***: 25pts

*maximum of one per hero in the same force

This Warden of Pelargir is fashioned from a Warrior of Rohan, with a head and shield taken from a Warrior of Gondor. The end result is something that perfectly represents a soldier of Pelargir.

**Corinir of Pelargir**

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<tr>
<td>Corinir of Pelargir</td>
<td>4/+</td>
<td>4</td>
<td>6</td>
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**Wargear**

Corinir of Pelargir wears heavy armour and carries a Númenórian longsword (Elven blade).

Corinir of Pelargir is the opposite of Anghor, using the head from Théoden atop Isildur’s body.

Of course, these are simply the fiefdoms that earn renown in the book of The Lord of The Rings. There are many others that haven’t been covered here. For example, the inhabitants of the isle of Tolfaflas, south of Pelargir, or the inhabitants of Anórien. There are fiefdoms to be explored further north, perhaps at Tol Brandir or in the Brown Lands. The north kingdom of Armor and its successor kingdoms of Rhudaur, Cardolan, and Arthedain also beckon, with histories and tales all of their own.
Legions of the Eye

New troop types for The Lord of The Rings

Mat Ward returns with details of the myriad forms the foul Orcs of Sauron can take; from the fearsome minions of Barad-dûr, to the irritable and treacherous beasts of Gorgoroth.

A few issues ago, we took a look at the various different troops offered by Gondor’s fields during the War of the Ring. As shown by the fighting in Cirith Ungol, Sauron’s Orcs are also not the uniform mass that they appear to be, with several factions constantly vying for power under Sauron’s gaze. Though they don’t vary as much as the Men, the Orcs can offer just as much scope for gamers and collectors alike, so in this article we’ll take a closer look at the denizens of Mordor, including some profiles and conversion ideas for troops and Heroes. Just remember to get your opponent’s permission first!
DOL GULDUR

For many long years, while he hid himself from the gaze of the wise, Dol Guldur was Sauron’s home and chief fortress. From its dark and gloomy towers, the malice of the Dark Lord spread across the forest of Greenwood the Great and brought the noble forest under shadow. Of all of Sauron’s great fortresses, Dol Guldur is the most accursed by dead and forgotten spirits. Ethereal forms stalk its corridors, and many unseen shadow-vassals leave their chill touch upon the flagstones and walls. Some, like the Barrow-wights and spectres that serve the Dark Lord’s will in other corners of the world, are lesser wraiths possessed of a ghostly form driven by sleepless hatred and spite. Others, however, are said to be the lonely voices and souls of those that the Dark Lord tortured to ruin within Dol Guldur’s dungeons. If but a few of Sauron’s guests have lingered past their earthly existence, these voices are surely legion, for countless Dwarves, Elves and Men have all met their end with that fortress beneath the Dark Lord’s cruel gaze.

Interestingly, there are few captains amongst the Orcs of Dol Guldur but, conversely, many shamans. Why this should be the case is not immediately clear, but it is conceivable that a bold and patient Orc could learn much from the spirits that infest Dol Guldur, for many of those ruined creatures were once sorcerers in their own way. It is probably best not to speculate about what the Orc Shamans can offer these shades in return for their knowledge. Perhaps unsurprisingly, the Orcs of Dol Guldur are more courageous than most of their kin, for most worldly troubles pale by comparison with the dread spectres of the Hill of Sorcery. Naturally, Sauron’s mortal servants avoid the worst of the visitors whenever they can, but nonetheless the guards of Dol Guldur are amongst the bravest Orcs at Sauron’s command. Even so, they rarely venture out into the forests surrounding Dol Guldur, for the Elves of Mirkwood are always keen to despatch another Orc from the world with their black-haired arrows. Instead it is against the woodsmen of Rhovanion and the horsemen of Rohan against whom the Great Uruksh practice their skilled pikework, although it was also not unknown for squabbles to break out amongst the garrison of Dol Guldur and Saruman’s roaming patrols in the closing years of the Third Age. On several occasions, bemused Rohirim patrols would watch from a distance as two groups of Orcs fought with savage determination. More often than not, the surviving Orc faction would be so weakened that the Rohirim were all but guaranteed victory when they charged into the fray themselves.

Dol Guldur Shaman

Points value: 55

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<tr>
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Might: 1
Will: 4
Fate: 1

Wargear
A Dol Guldur Shaman carries a spear and wears armour.

Magical Powers

**Drain Courage.** Range 12’/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model’s Courage value each time.

**Sap Will.** Range 12’/28cm. Dice score to use: 4+. The victim’s Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by the Strengthen Will or Will of Iron magical powers.

**Terrifying Aura.** Dice score to use: 2+. This power enables the model to assume a terrifying aura. Once this power has been successfully cast, the model counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0 the terrifying aura is extinguished. See the Courage section of the rules for more about terror.

Great Uruk of Dol Guldur (Orc)

Points value: 7

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<tr>
<th>Great Uruk of Dol Guldur (Orc)</th>
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Wargear
The Great Urukhs of Dol Guldur wear crude armour and carry pikes.
BARAD-DÚR

Barad-dûr has become a warren of Orc dwellings, barracks, and refuges for creatures that are far foulers than anything ever seen in the light of day. It might be tempting to think that such a place would be amongst the safest of all Orc strongholds. Nothing could be further from the truth, for Sauron's chief lieutenant within the tower, an individual known as the Mouth of Sauron, has a dark temper, matched only in scope by his willingness to sacrifice Orcs for greater knowledge of the tower's blacker denizens. On one occasion, two hundred Orcs were sent to ascertain the nature of a dark presence that lurked in one of Barad-dûr’s towers. Not one returned; though the lieutenant of Barad-dûr noted that, although he was no nearer to the truth, clearly more than two hundred Orcs would be required next time. Without the Dark Lord’s patronage, the Mouth of Sauron would have long been slain by the Orcs.

There is little in the way of organisation amongst the Orcs of Barad-dûr, for many have been drawn from all corners of Middle-earth by its evil stench. Great Orcs, Uruk-hai, common Orcs, Goblins, Hobgoblins, and half-Orcs can all be found within the Dark Tower, all fighting for preferment and survival within the dank squalor of its lower levels. In order to enforce what little order there is within Barad-dûr, the Mouth of Sauron maintains the Dûrghaz-nar, an elite guard of Uruk-hai whose loyalty to Sauron is beyond question. Possessed of prodigious skill and ferocity, these Black Uruks are irreplaceable in their duty and fearsome in battle, whether their opponents be Orcs or Trolls. Fortunately for the Free Peoples, these warriors are few in number, for if all of Sauron’s armies were composed of such creatures, his shadow would have dominated the world long ago.

Dûrghaz-nar Warrior (Uruk-hai) 25pts

Dûrghaz-nar

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<th>Might: 1</th>
<th>Will: 1</th>
<th>Fate: 1</th>
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<td>4/-</td>
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Wargear

A member of the Dûrghaz-nar wears armour and carries a pike.

Special Rules

Elite of Barad-dûr. The members of the Dûrghaz-nar are unmatched in their dedication to Sauron. If the Mouth of Sauron (or Sauron himself) is alive and on the board, members of the Dûrghaz-nar do not need to make Courage tests.

The Mouth of Sauron (Man) Points value: 60

Mouth of Sauron

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<th>C</th>
<th>Might: 1</th>
<th>Will: 4</th>
<th>Fate: 1</th>
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Wargear

The Mouth of Sauron wears armour and carries a sword (hand weapon). At an additional points cost the Mouth of Sauron can ride a horse at a cost of 10pts.

Horse. The Mouth of Sauron rides a huge black horse to carry the word of his dark master to all the peoples of Middle-earth. Only the Mouth of Sauron can ride this evil beast — it will not permit any other creature to mount it. Rules for horses and riders are given in the main rules section.

Horse

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Magical Powers

Transfix. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat, his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat, he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Drain Courage. Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target — reducing a model’s Courage value each time.

Sap Will. Range 12"/28cm. Dice score to use: 4+. The victim’s Will value is reduced to 0. The effect lasts for the remainder of the battle — although it can be increased by the Strengthen Will or Will of Iron magical powers.

Terrifying Aura. Dice score to use: 2+. This power enables the model to assume a terrifying aura. Once this power has been successfully cast, the model counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0 the terrifying aura is extinguished. See the Courage section of the rules for more about terror.
THE SLAVE FIELDS OF NURN

A land with Mordor’s population requires a vast amount of food and nourishment to maintain, for even Orcs and Trolls cannot subsist off of dust, ash and malice. Just as the verdant fields of the south provide for Gondor, it is along the edges of Lake Nûnlen that Mordor’s hunger is satisfied. While northern Mordor is a wasteland of ash and smoke, guaranteed by Orodruin’s baleful presence, the lands to the south are surprisingly fertile. They can, and do, support thousands, if properly worked. Innumerable numbers of slaves work in the fields in the south, endlessly toiling so that the Dark Lord’s armies may have sustenance. Life is cheap in all of the dark land, but here in Nûn it is spent so carelessly as to provoke disbelief in all but those who are familiar with the ways of the great slave fields.

Amongst the broken and ailing mass of men, women and children in the south of Mordor, at least a dozen nationalities can be witnessed. Folk of Harad, Rhûn, Gondor and Khand, all captured in one of the endless and interminable Orcish raids, all work for the betterment of Mordor under the whip and lash of their overseers.

While it is true that there is a bullies’ viciousness deep within the character of every Orc, those creatures who oversee the slave fields of Nûnlen are more capricious and contemptible than most. Such is the hardship of the slaves’ life, their existence is a brief one – few survive more than a few months among the fields. In the eyes of the overseers, the slaves are akin to mayflies, dead in so short a time that their discomfort must be enjoyed while it lasts. Essentially, the Orcs of Nûn are cowards, unsurprising, as the most dangerous opponent they have ever faced is a slave-worker maddened by pain and grief, but like most bullies show scant regard for anything smaller or weaker than them.

Amongst their favourite sports are setting a slave loose into the plains before setting their pet wargs upon the scent. Bets and wagers are often placed upon how far the luckless slave will get before being brutally mauled or which beast will bring him down – almost anything that will provoke amusement. Naturally, brawls are not uncommon after the close of such a race, brought on by arguments over who won, and why. When this happens, the slaves cower fearfully in their filthy quarters for the loser of the brawl, if he survives, inevitably takes his fury out upon them with his cruel leather lash.

Nûnlen Overseer (Orc)

| Points value: 7 |

Nûnlen Overseer

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Wargear

Nûnlen Overseers wear crude armour and carry whips (count as a throwing weapon with a range of 2/4cm and a Strength of 1).

The Mouth of Sauron and two Dûrâhaz-nar warriors quell an uprising in the bowels of Mordor.
MINAS MORGUL

Unlike many of the Orc bands that lurk about Gondor's borders, the creatures of Imlad Morgul are organised and disciplined, though you would not tell it from their appearance, which is as tattered and varied as their cousins in the Ered Nimrais and the Ephel Dúath. The chief reason for this is the dominating leadership of a single Orc, Gothmog, lieutenant of Imlad Morgul. Trained and moulded by the Witch-king to be a general capable of matching the greatest that Gondor has to offer, Gothmog's tyrannical and near fanatical dedication to his master's cause knows no bounds. His drive has led him to shape the hosts of Morgul into an army the likes of which has not been seen since the days of Morgoth; an army which he intends to lead to claim the lands of Men as his own. As a general, he has proved to be a skilled and prodigious strategist, having spearheaded many assaults on the lands still held by Gondor. Amongst the warriors of Morgul, the bickering that mars so many gatherings of Orcs cannot be seen, for Gothmog settles all such squabbles with even-handed and brutal simplicity. Most remarkably amongst the denizens of Morgul are the Morgul Guard, the fiercest and boldest veterans of the Tower of Scenery whose armour and wargear is, more often than not, plundered from the still twitching corpses of their mannish opponents. Such discipline comes at a cost, for the Morgul Guard do not suffer lightly the presence of those that they see as 'lesser' Orcs — especially the Orc trackers of the Gorgoroth plateau. As Mordor's closest citadel to the disputed town of Osgiliath, the Orcs of Minas Morgul are almost constantly in conflict with the soldiery of Minas Tirith. It is they who contest the lands of Ithilien with the Rangers of Gondor — deadly and canny opponents, responsible for great losses amongst the Morgul host. It is the armies of Morgul that are called upon to do the bulk of the fighting in the run up to the Battle of the Pelennor Fields and they that drive Gondor's garrison from Osgiliath. It is Gothmog himself who takes command of many of the preliminary assaults, and he who also takes command of the army when the Witch-king falls in battle.

Morgul Guard (Orc)

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Wargear

- Morgul Guard wear crude armour. They may be given additional items at the following cost:
  - Hand weapon or two-handed weapon: free
  - Shield: 1 pt
  - Bow: 1 pt
  - Heavy armour: 1 pt
  - Spear: 1 pt

THE BLACK GATE OF MORDOR

Orcs are not noted for being exceptional warriors. However, in recent years, the armies of both Mordor and Minas Morgul have had companies of a stronger and bolder breed of Orc march within their ranks. Wherever these creatures are found, it is always there that the soldiers of Gondor are hardest pressed, for their ferocity and bloodlust is far beyond anything encountered in their kind, save perhaps in the half-breed Uruk-hai. It is they that keep a watch upon the great ebon gate that bars all entry into the Land of Shadow, a task that they carry out with determination born of pride. No name is there for this breed of Orc — indeed, they call themselves only after the land that they guard: the Morannon.

Morannon Orcs are shorter than Uruk-hai, but as strongly built as their cousins. Unlike lesser Orcs, they are clad in tough and serviceable armour, consisting of stout hauberks covered with overlapping iron plates. Unlike most Orcs, the guardians of the Morannon have mastered the rudimentary arts of smithing, though their efforts are adequate rather than exceptional or beautiful. Sauron clearly intends to make these Orcs into a fighting force as hardened and disciplined as Sauron's Uruk-hai, for Morannon Orcs can be found at the heart of any great battle. Many serve the Dark Lord's whims in the east, warring against tribes and kingdoms that have not yet submitted to his will, but most find their test in the savage and unrelenting battles for Osgiliath.

Morannon Orc

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<th>Morannon Orc</th>
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Wargear

Morannon Orcs carry crude hand weapons and wear heavy armour. They can be given the following equipment at additional cost:

- Shield: 1 pt
- Spear: 1 pt
GORGOROTH

The north of Mordor is a barren and dusty wasteland, coated with the ruinous debris scattered by the volcanic Mount Doom that sits in the centre of the giant plateau of Gorgoroth. By all standards, the plateau of Gorgoroth is a vile place to live, for the very air is a poisonous fume, prolonged exposure to which can sap a man of his health and will. Accordingly, there are very few of Sauron’s creatures that choose to live in this place. Indeed, only those Orcs assigned to garrison duty in the strongholds of the Morgai spend any time in this land. Most only pass through on their way to the slavefields in the south, or the Morannon in the north, dwelling in small makeshift towns of rough tents for no more than a few days at a time. Unsurprisingly perhaps, the temper of the Orcs forced to live on the plateau is fouler than normal. If there is no identifiable enemy close by, only the iron control of an Orc captain can ensure that the Orcs of Gorgoroth continue about their business without attacking their fellows.

Orc of Gorgoroth

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<th>Orc of Gorgoroth</th>
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Wargear

Gorgoroth Orcs wear crude armour and carry shields and spears. They may be given additional items at the following cost:

- **Hand weapon or two-handed weapon** free
- **Shield** 1 pt
- **Bow** 1 pt
- **Spear** 1 pt
- **Heavy armour** 1 pt

Special Rules

**Recalcitrant.** If a Gorgoth Orc cannot draw line of sight to an enemy model at the start of its Move phase, it becomes a Good model for the rest of the turn.

Gorgoroth is an inhospitable place, where the squalor eventually affects an Orc’s mentality
Mat Ward expands the rules presented in last month’s article, ‘Points Match’, with rules for playing competitive games in Mordor, the Land of Shadow.

Sauron’s chief stronghold for many thousands of years. Mordor lies in the east of Middle-earth, bordered by Gondor in the west and by Khand and Rhûn in the east. A land that has endured too long under the shadow. Mordor is a ruined and evil place. History does not tell of Mordor before Sauron began to dwell there at the start of the Second Age – no name from earlier times is known. In the years of Sauron’s power it became the most feared realm in Middle-earth, a shadow that could stretch across the face of the world. Even its name – literally translated as ‘the Black Land’ – is a title bestowed as a result of the Dark Lord’s evil nature.

Mordor itself is split into two distinct regions by branches of the Ered Lithui and Ephel Dúath. The northern region of Gorgoroth is a barren plateau where little grows, and that which does grow is twisted by the vile fumes that emanate from the dominant feature of Gorgoroth: Orodruin, Mount Doom. It is here, in the mountain’s volcanic fury, that Sauron forged the One Ring – an act that would bind Mount Doom to the fate of Middle-earth itself. In contrast, the plain of Nûn could almost be considered a fertile land – its soil enriched by the many rivers that empty into the inland sea of Nûnen, but even here there is something unwholesome about the air. The plains of Nûn are criss-crossed with a great network of roads that ultimately lead out of the black land, to the vassal nations in the east and the south. Day after day great convoys bearing slaves and supplies journey to the camps along the sea of Nûnen, where countless slaves toil to support the armies of the Dark Lord.

Mordor is ringed on three sides by forbidding mountains. Though primarily they form Sauron’s first line of defence, these mountains are also a cage to pen the disloyal and unwilling amongst his servants, as well the innumerable slaves and prisoners interred in the dungeons of Mordor. These silent borders are almost unassailable, for in addition to the substantial natural barrier presented by the towering spires of rock, many fell and foul creatures inhabit the tunnels and caverns beneath the peaks – creatures that even the Orcs dread an encounter with. The mountains of Mordor can only be breached at two points – two cursed and desolate chinks in the armour of Mordor.

The first, the pass of Cirith Ungol, winds through the Ephel Dúath to link the green land of Lhûn with the dusty wasteland that is the plateau of Gorgoroth. Though the route is navigable, passage through Cirith Ungol is by no means easy or safe. Orcs will not enter portions of the pass, fearful of the bloated presence of Shelob, last child of Ungoliant. This giant spider-creature preys upon anything that she pleases, afraid of nothing. Not even Sauron’s power is sufficient to cow her, though in truth she welcomes her presence in that forsaken place, guarding as she does the entrance to his land.

The second road into the Black Land is Cirith Gorgor, the haunted pass, located in the extreme north-west of Mordor, at the junction of the Ered Lithui and the Ephel Dúath. Cirith Gorgor is the only road down which an army can easily travel and is the only true weak point in Mordor’s western defences. This vulnerable spot is reinforced by the Morannon, the Black Gate of Mordor – a massive bastion of iron and steel that overlooks the morass of the Dead Marshes far below.

As the only true entrances to Mordor, both passes are watched with ceaseless vigilance. Above Cirith Gorgor sit the twin towers of Narchost and Carchost, whilst another tower whose name has been long forgotten rests beside Cirith Ungol. Ironically, these fortresses were built by Gondor in years past, after Sauron fell beneath the Last Alliance. Originally intended to watch Mordor and prevent the Dark Lord from rebuilding his strength, these aged but strong towers have been taken and corrupted. Now infested with Orcs they have been turned to a new purpose – to defend Mordor against their creators.