16TH - 17TH SEPTEMBER 2017
THE WAR OF THE RING

THRONE OF SKULLS

WARHAMMER WORLD EVENTS
Additional Army Bonuses

Here we present all of the Army Bonuses for all those Army Lists that were not included in The Hobbit: Motion Picture Trilogy™ There and Back Again.

Some of the Army Lists are much smaller than those found in the current sourcebooks so we have also provided a list of which models can be included in each Army List. Some of these will be different, so there may be a few surprises!

It is important to remember that you only gain the Army Bonus if EVERY model in your army is from the same Army List.

The Fellowship

Army Composition
This army may include: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf™ the Grey; Aragorn – Strider; Legolas™; Gimli son of Gloin; Boromir of Gondor; Bill the Pony and Sméagol.

Additional Rules
Unlike normal warbands, a Fellowship warband is comprised entirely of Heroes. Additionally, a Fellowship warband that contains Samwise Gamgee may also contain Bill the Pony.

Army Bonus
“You have my Sword” - As long as Frodo is alive and on the table (or escapes the board in scenarios where this applies), all models from ‘The Fellowship’ Army List gain the Fearless special rule. Additionally, ‘The Fellowship’ will never be considered Broken if Frodo is alive and on the table (or escapes the board in scenarios where this applies).

The Shire

Army Composition
This army may include: Frodo of the Nine Fingers; Samwise the Brave; Meriadoc, Captain of the Shire; Peregrin, Captain of the Shire; Paladin Took; Farmer Maggot; Lobelia Sackville-Baggins; Fredegar Bolger; Gandalf the Grey; Dúnedain; Bilbo Baggins™; Bandobras Took; Hobbit Militia; Hobbit Archers and Hobbit Shirriffs.

Army Bonus
“Fear! Fire! Foes!” - As long as your army contains Meriadoc, Captain of the Shire and Peregrin, Captain of the Shire, you can upgrade any number of models to be either Battlin’ Brandybucks or Tookish Hunters rather than just the models in their respective warbands.
**The Rangers of the North**

**Army Composition**
This army may include: Arathorn; Aragorn – Strider; Halbarad Dúnedain; Dúnedain; Rangers of the North and Rangers of Arnor.

**Army Bonus**
“He’s one of them Rangers, they’re dangerous folk they are” - A force that contains models solely from the Rangers of the North army list may take up to 100% of their Warriors with bows, even if this takes them beyond the bow limit. Rangers of the North and Dúnedain may lead warbands of up to 6 models.

**Númenor**

**Army Composition**
This army may include: Elendil, High King of *Gondor* and Arnor; Isildur; Captains of Númenor and Warriors of Númenor.

**Army Bonus**
“One by one the Free lands of *Middle-earth™* fell to the power of The Ring. But there were some who resisted” - Models from this Army List increase their Courage value by 1.

**Minas Tirith™**

**Army Composition**
This army may include: Aragorn, King Elessar; *Gandalf the White*; Denethor, Steward of *Gondor*; Boromir, Captain of the White Tower; Faramir, Captain of *Gondor*; Peregrin Took, Guard of the Citadel; Beregond; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Cirion, Lieutenant of Amon Barad; Knight of the White Tower; Captain of *Minas Tirith*; King of Men; Warrior of *Minas Tirith*; Knight of *Minas Tirith*; Ranger of *Gondor*; Citadel Guard; Guard of the Fountain Court; Osgiliath Veteran; Battlecry Trebuchet and *Gondor* Avenger Bolt Thrower.

**Army Bonus**
“You are Men of *Gondor*. Whatever comes through that gate, you will stand your ground!” - Models from this Army List increase their Courage value by 1.
**The Fiefdoms**

**Army Composition**
This army may include: Prince Imrahil of Dol Amroth; Forlong the Fat; Angbor the Fearless; Duinhir; Captain of Dol Amroth; Knight of Dol Amroth; Man-at-arms of Dol Amroth; Axemen of Lossarnach; Clansmen of Lamedon and Blackroot Vale Archers.

**Army Bonus**
For the White City!: All models from this Army List gain the ‘Dol Amroth for Gondor!’ special rule found in the Knight of Dol Amroth’s profile.

**The Dead of Dunharrow**

**Army Composition**
This army may include: The King of the Dead; Warriors of the Dead and Riders of the Dead.

**Army Bonus**
“The Dead do not suffer the living to pass” - The King of the Dead gains the Harbinger of Evil special rule. Additionally, warbands from this Army List, that contain between 8 and 12 models, do not need a Hero to be the captain of the warband. Instead, one of the Warriors within the warband takes on the role of the warband’s captain for the purpose of deployment.

**Arnor**

**Army Composition**
This army may include: Arvedui, Last King of Arnor; Malbeth the Seer; Captains of Arnor; Warriors of Arnor; Rangers of Arnor and Hobbit Archers.

**Army Bonus**
“Protect the King!” – Models from this Army List automatically pass Courage tests whilst within 6” of Arvedui, Last King of Arnor.
Rohan™
Army Composition
This army may include: Théoden, King of Rohan; Théodred, Heir of Rohan; Éomer, Marshal of the Riddermark; Éowyn, Shield Maiden of Rohan; Meriadoc, Knight of the Mark; Erkenbrand, Captain of Rohan; Gamling, Captain of Rohan; Hama, Captain of Rohan; Grimbold of Grimslake; Eorl the Young; Captains of Rohan; King’s Huntsmen; Warriors of Rohan; Riders of Rohan; Rohan Royal Guard; Rohan Outriders and Sons of Eorl.

Additional Rules
Riders of Rohan within this Army List do not count towards your force’s bow limit.

Army Bonus
“Ride for Ruin and the World’s Ending!” – Mounted models from this Army List gain +1 Strength on a turn in which they Charge.

Wildmen of Drúadan
Army Composition
This army may include: Ghân-buri-Ghân and Woses Warriors

Army Bonus
“Wild men have long ears and long eyes; know all paths” – Models from this Army List gain the Mountain Dweller special rule. Additionally, enemy models do not gain any benefits from the Stalk Unseen special rule, or any such special rules that give similar benefits, against models from this Army List. Additionally, warbands from this Army List, that contain between 9 and 12 models, do not need a Hero to be the captain of the warband. Instead, one of the Warriors within the warband takes on the role of the warband’s captain for the purpose of deployment.

Rivendell™
Army Composition
This army may include: Gil-galad; Elrond™; Glorfindel, Lord of the West; Erestor; Elladan & Elrohir; Arwen; Lindir of Rivendell; Círdan; Gildor Inglorian; Bilbo Baggins; High Elf Captains; High Elf Stormcallers; High Elf Warriors and Rivendell Knights.

Army Bonus
“Tangado haid, leithio i philinn!” – Whilst within 6” of the army’s leader, models from this Army List may re-roll failed To Hit rolls, when making shooting attacks, in a turn in which they did not move.
**Lothlórien**

**Army Composition**
This army may include: Galadriel™; Celeborn; Haldir; Rúmil; Galadhrim Captains; Wood Elf Captains; Galadhrim Stormcallers; Galadhrim Warriors; Galadhrim Knights; Guards of the Galadhrim Court; Wood Elf Warriors and Wood Elf Sentinels.

**Army Bonus**
"They say great Sorceress lives in these woods" – Models from this Army List gain the Resistant to Magic special rule.

**Fangorn**

**Army Composition**
This army may include: Treebeard and Ents

**Army Bonus**
"Don’t be Hasty!" – Ents from this Army List gain the Fearless special rule. Additionally, they are completely unaffected by any Magical Powers or special rules that would prevent them from moving or move them against their will (the only exception is that they will still take the hit from a Sorcerous Blast, but will suffer no further effects). Additionally, they are completely unaffected by the Nature’s Wrath and Wrath of Bruinen Magical Powers.

**The Misty Mountains**

**Army Composition**
This army may include: Gwaihir™ and Great Eagles.

**Army Bonus**
"The Eagles are coming!" – Models from this army list gain the Extra Attack and Knock to the Ground bonuses as if they were Cavalry. Additionally, models from this Army List gain a bonus of +1 to their Strength on a turn in which they charged.

**The Kingdom of Khazad-dûm**

**Army Composition**
This army may include: Durin, King of Khazad-dûm; Mardin; Balin, son of Fundin; Flói Stonehand; Dwarf Kings; King’s Champions; Dwarf Captains; Shieldbearers; Dwarf Warriors; Khazâd Guard; Iron Guard; Dwarf Rangers; Vault Warden Teams and Dwarf Ballistae.

**Army Bonus**
"The wealth of Moria™ lay not in gold or jewels, but in Mithril" – Models from this Army List may re-roll To Wound rolls of a 1 when fighting in close combat.
Thorin’s Company
Army Composition
This army may include: Thorin Oakenshield,™; Balin the Dwarf; Dwalin the Dwarf; Kili the Dwarf; Fili the Dwarf; Bifur the Dwarf; Bofur the Dwarf; Bombur the Dwarf; Ori the Dwarf; Nori the Dwarf; Dori the Dwarf; Oin the Dwarf; Gloin the Dwarf; Bilbo Baggins and Gandalf the Grey.

Additional Rules
Unlike other warbands, a Thorin’s Company warband is made up entirely of Heroes and can even extend beyond the normal model limits for a warband.

Army Bonus
“I would take each and every one of these Dwarves over an army from the Iron Hills, for when I called upon them they answered” – Models from this army may re-roll To Wound rolls of a 1 whilst within 3” of Thorin Oakenshield.

Barad-dûr
Army Composition
This army may include: The Dark Lord Sauron; The Witch-king of Angmar; Ringwraiths; Shelob; Orc Captains; Orc Shamans; Orc Taskmasters; Orc Drummers; Black Númenórean Marshalls; Mordor™ Troll Chieftains; Orc Warriors; Orc Trackers; Warg Riders; Black Númenóreans; Morgul Knights; Mordor Trolls; Mordor Siege Bows and Mordor War Catapults.

Army Bonus
“The power of the Ring could not be undone” – Warriors from this Army List gain a bonus of +1 To Wound when making strikes against enemy models that are outnumbered in a Fight.

Angmar™
Army Composition
This army may include: The Witch-king of Angmar; The Tainted; The Dwimorlaik; Gûlavhar, the Terror of Arnor; Buhrdûr, Troll Chieftain; Shades; Barrow-wights; Angmar Orc Captains; Angmar Orc Shamans; Wild Warg Chieftains; Angmar Orc Warriors; Angmar Warg Riders; Cave Trolls and Spectres.

Army Bonus
“If that fell kingdom should rise again, Rivendell, Lórien, The Shire, even Gondor itself shall fall” – Angmar Orcs within 3” of a Hero, that is also a Spirit, gain the Terror special rule.
**Mordor Army Composition**

This army may include: The Witch-king of *Angmar*; Khamûl the Easterling; The Dark Marshal; The Undying; The Shadow Lord; The Tainted; The Knight of Umbar; The Betrayer; The Dwimmerlaik; Ringwraiths; Shelob; Gothmog, Lieutenant of Morgul; The Mouth of *Sauron*; Shagrat, War Leader of Cirith Ungol; Shagrat, Captain of Cirith Ungol; Górbag, *Orc* Captain; Gríshnákh, *Orc* Captain; Kardûsh the Firecaller; *Orc* Captains; *Orc* Shamans; *Orc* Taskmasters; *Orc* Drummers; Morannon *Orc* Captains; Captains of the Black Guard; Black Guard Drummers; Black Númenórean Marshals; *Mordor Uruk-hai* Captains; *Mordor* Troll Chieftains; *Orc* Warriors; *Orc* Trackers; *Warg* Riders; Morgul Stalkers; Morannon *Orcs*; Black Guard of Barad-dûr; Black Númenóreans; Morgul Knights; *Mordor* Uruk-hai; Great Beasts of Gorgoroth; *Mordor* Trolls; *Mordor* Siege Bows and *Mordor* War Catapults.

**Army Bonus**

“Our enemy is ready, his full strength gathered” – Whilst you have more models on the board than your opponent, Warriors from this Army List gain +1 Courage and may re-roll 1s To Wound when making Strikes.

**Moria Army Composition**

This army may include: *The Balrog™*; Durbûrz, the Goblin King of *Moria*; Grôblog; Drûzhag, the Beastcaller; Ashrâk; *Moria* Goblin Captains; *Moria* Goblin Shamans; *Moria* Blackshield Captains; *Moria* Blackshield Shamans; Dragons; Cave Drakes; The Watcher in the Water; *Moria* Goblin Warriors; *Moria* Goblin Drums; *Moria* Blackshields; *Moria* Blackshield Drummers; *Warg* Marauders; *Moria* Goblin Prowlers; Bat Swarms; Cave Trolls and Dwellers in the Dark.

**Army Bonus**

“We cannot get out, they are coming” – Friendly *Moria* Goblins involved in a Fight where their opponent is trapped receive a bonus of +1 to their Fight value.
**Isengard**

**Army Composition**
This army may include: Saruman; Grima Wormtongue; Lurtz; Uglûk; Sharku; Vraskû; Mauhûr; Thrydan Wolfsbane; Uruk-hai Captain; Uruk-hai Shaman; Uruk-hai Drummer; Orc Captain; Dunlending Chieftain; Uruk-hai Scout; Uruk-hai Warrior; Uruk-hai Berserker; Feral Uruk-hai; Isengard Troll; Dunlending Warrior; Wild Man of Dunland; Warg Rider; Orc Warrior; Isengard Assault Ballista; Uruk-hai Demolition Team.

**Army Bonus**
“You do not know pain, you do not know fear!”
Models from this Army List do not start to take Courage tests for being broken until at least 66% of its models have been removed as casualties.

**The Easterlings**

**Army Composition**
This army may include: Khamûl the Easterling; Amdûr, Lord of Blades; Easterling Dragon Knights; Easterling Captains; Easterling War Priests; Easterling Warriors and Easterling Kataphrakts.

**Army Bonus**
“No quarter was asked…” Easterling models receive +1 Courage when their force is Broken. Additionally, in scenarios in which a dice is rolled to see when the game ends, so long as there is at least one Easterling Hero alive and on the battlefield, the Easterling player may chose to have the dice re-rolled if the scenario ends before they wish to.

**Variags of Khand**

**Army Composition**
This army may include: Khandish Kings; Khandish Chieftains; Khandish Warriors; Khandish Horsemen and Khandish Charioteers.

**Army Bonus**
The Khandish Hosts – A Khandish army may have 100% of its warriors armed with bows.
The Serpent Horde
Army Composition
This army may include: Suladân the Serpent Lord; The Betrayer; The Golden King of Abrakhân; Hâsharin; Haradrim Kings; Haradrim Chieftains; Haradrim Taskmasters; War Mûmaks of Harad; Haradrim Warriors; Haradrim Raiders; Serpent Guard; Serpent Riders; Watchers of Kârna and Abrakhân Merchant Guard.

Army Bonus
The Scorpion’s Sting – A Haradrim army may have 50% of its warriors armed with bows. Additionally, all Haradrim Warriors and Raiders may re-roll 1’s when rolling To Wound whether with shooting attacks or when making Strikes.

Far Harad
Army Composition
This army may include: Mahûd Kings; Mahûd Tribesmasters; War Mûmaks of Harad; Mahûd Warriors; Mahûd Raiders and Half Trolls.

Army Bonus
Warrior Pride – Mahûd Warriors that are within 6” of a friendly Mahûd Hero that is engaged in combat automatically pass all Courage tests they are required to make.

Corsairs of Umbar
Army Composition
This army may include: Dalamyr, Fleetmaster of Umbar; The Knight of Umbar; Corsair Captains; Corsair Bo’sun; Black Númenórean Marshalls; Corsairs of Umbar; Corsair Reavers; Corsair Arbalesters and Black Númenóreans.

Army Bonus
“The Corsairs are upon us! It is the last stroke of doom!” – Corsair models gain the Backstabbers special rule.
**Sharkey’s Rogues**  
**Army Composition**  
This army may include: Sharkey, Worm, Ruffians.

**Army Bonus**  
“You do what Sharkey says.” Sharkey’s Stand Fast! affects the entire battlefield. Additionally, a force that contains models solely from the Sharkey’s Rogues list may include Warbands of 10-12 Ruffians without the need for a Hero to lead them. In which case, nominate a single model within the Warband as the captain for the purposes of deployment etc.

**Goblin-town**  
**Army Composition**  
This army may include: The Goblin King; Grinnah; The Goblin Scribe; Gollum™; Goblin Captains; Goblin Mercenary Captains; Goblin Warriors; Goblin Mercenaries and Catapult Trolls.

**Army Bonus**  
“Down down down in Goblin-town” – Each Hero may increase their maximum warband size by six models.

**The Trolls**  
**Army Composition**  
This army may include: Bill the Troll; Bert the Troll and Tom the Troll.

**Army Bonus**  
“Hold his toes over the fire, make him squeal” You may include the Campfire in your army for without having to pay the points for it. Additionally, the three Trolls will treat the Campfire as a banner in addition to all other effects it would usually provide.

For this event only, if you include all three of the Trolls, you may still benefit from their Army Bonus so long as you only include models from one of the following Army Lists as allies: Azog’s Hunters, Dark Denizens of Mirkwood, Dark Powers of Dol Guldur, Desolator of the North, Goblin-town, Moria.