Welcome to Hero Battle Companies, Tournament Edition! This game is an update to Battle Companies that is meant to be played in one day as a tournament event! This version of the game is not designed to replace the original battle companies that Games Workshop or Jonathan Baker created, but instead to give a new way to play it. By using heroes and taking away some of the note-keeping complexities, this game is much faster and plays much more like a story of heroes.

This form of the game is also intended to be well balanced to allow for competitive play, but more importantly - it now feels more like a Narrative! Instead of having Generic forces such as Rohan, Gondor, Numenor, etc, we took the time to actually create companies from their respective areas and give them a drive and narrative purpose. Therefore, you will find that your faction may have separate win conditions or motivations behind certain actions.

Additionally, we wanted to streamline the Gold and Experience aspect since winners in the old Battle Companies format tended to dominate and stay on top as they never rolled on the wound chart and continued to get more powerful. This should not happen in this version of the game, and should keep everyone content with their company but while still rewarding winners in a unique way.

We took a lot of time to make sure that you feel like you are on an adventure with your company. We are sure you will love this version of the game!

- Devin Moreno
How to Play Hero Battle Companies

Gather Your Force: First, choose your Allegiance/Race/Faction, whose reference sheet will list the models you can use in your force (All reference sheets are below the core rules).

You may choose up to 50 points of only one faction listed at the bottom of this rules pack (e.g. Veterans of Gondor, King’s Champion, etc.). You should name each warrior individually and copy their profile details onto a record sheet. After being selected, all of your warriors now become Heroes instead of Warriors.

**Company Leader**
Select one of your models will be referred to as the General. Add the following to their profile:
1 Might, 2 Will, 1 Fate and the faction specific Epic Action.

*A General’s Standfast affects all Heroes

**Lieutenants**
Pick four more of your remaining models after selecting your General. Those four add a point of Might, Will and Fate to their stats.
If you have less than four, then every model you buy later up to four are all heroes with 1/1/1 for Might, Will and Fate.
*A Lieutenant’s Standfast only affects Recruits

**Recruits**
All models after the first four in the company are treated as Heroes from this point forward. Members purchased after the Lieutenants however, cannot gain any abilities or stat increases.

If your lieutenants die permanently, then one recruit steps up to replace him and becomes a lieutenant.

**Battle Company Limits**

- No warband may have more the 33% bows (unless you have a special rule to break this.)
- Your Rare Troops choices from your faction may not be more than 50% of your warband.
- Your Battle Company may never have more than 10 models in it unless specified otherwise.
How to Win

There are actually three winners in Hero Battle Companies Tournaments. The player that achieves one of these objectives by the end of Battle Companies wins that Quest.

Ties: If you win more than one in a tournament, then you pick one and forfeit the other.

Remember that you do not have to stay on a single Quest. You simply win whatever quest you have achieved at the end of Battle Companies.

A Quest for the Legends:
You win this objective if you have more Legendary Artifacts than any other player by the end of Battle Companies.

Tiebreaker: The player with the most Gold wins.

A Quest for Glory:
This is the standard game type. For every game that you win, you get a point of Fame. If you have more Fame than any other player going for this quest, then you win the game for this objective.

Tiebreaker: The player who killed the most Generals wins. Tally this throughout battle companies.

A Quest for Power:
You win this objective if you have killed more Generals than anyone else (tally this and tell a judge each time you accomplish this).

Tie Breaker: The player who won the most games wins

Challenges

Before any round begins, a player may ask nominate a player to challenge. If a player is challenged by only one player, then those two automatically fight.

If two or more players challenged the same player, then each player secretly nominates a number of gold to send spies looking for the player. After revealing the result, the one whom nominated the most Gold for spies is the one whom fights that player. If they nominated an equal number of gold, then it is a random roll off. Re-roll if the players roll the same result until one player wins the roll.

NOTE: You may not successfully challenge the same player more than once during Battle Companies as they now know you are after them. Use your challenges wisely.
**SCENARIO TABLE**

The Scenarios are played in the order as they are seen on the chart below. All Rounds are played on a 24 x 24 inch board.

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**TERMINOLOGY FOR SCENARIOS**

**Random Deployment (Maelstrom of Battle Chart):** To deploy “randomly”, Players roll a D6 to see who deploys their battle company first. The losing player rolls a D6 for each model and consults the chart below. The model moves onto the field from any point on the board edge described below. All models entering the field using random deployment may not charge on the turn that they arrive. Otherwise they act normally.

1 – Model doesn’t deploy this turn  
2 – Model deploys on a point on the East or West Board Edge of an opponent’s choice  
3 – Model deploys on a point on the North or South Board Edge of an opponent’s choice  
4 – Model deploys on a point on the East or West Board Edge of your choice  
5 – Model deploys on a point on the North or South Board Edge of your choice  
6 – Model deploys on any board edge of your choice

**End Table Deployment:** Players roll a D6 to see who deploys first. All models move onto the board from opposite board edges at the end of the players move phase.

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**REWARD FOR WINNING SCENARIOS**

At the end of each scenario, The Judge rolls a D3 to see what all the winners of the Scenario earn. After you roll a result, that result cannot be rolled again until the other results have been rolled:

**Example:** After game 2, the Judge rolls a 1-2, but this was rolled last game, therefore he rolls again and gets a 5, thus achieving the 5-6 result on the D3. Next game only a 3-4 will be possible, and after that game, the table is reset (allowing players to roll again on any result)

<table>
<thead>
<tr>
<th>REWARD TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2: +10 Gold</td>
</tr>
<tr>
<td>3-4: One Model gets Free roll on the Hero Advancement table</td>
</tr>
<tr>
<td>5-6: One Non-General Model gets free roll on Path Table</td>
</tr>
</tbody>
</table>
1 – Clash of Piquets
Deployment: Random Deployment using the Maelstrom of Battle Chart. Players move onto the battlefield during their move phase and may not charge the turn they arrive.
Win Condition: Game ends at the end of a turn when the first player reaches 25% of their original force.

2 – Kill the Messenger
Deployment: End Table Deployment on a 2x2 board. Each player nominates an opposing model to be the Messenger for the opposing player.
Win Condition: The Player who leaves opponents board edge with their messenger WITHOUT letting the opponents messenger leave wins. End the game when both messengers are either killed or left the field. If neither OR both players gets their messenger off the board then they both lose.

3 – The Raid
Deployment: End Table Deployment on a 2x2 board. Each player alternates placing Objective markers (4 total) on the board at least 3” from another marker but within 10” of the center of the board. Additionally place 3 Minas Tirith Warriors with a base profile in base contact with each objective marker.
Special Rules: At the end of each players turn, that player may move half of the Gondorian warriors who have not been engaged and have not already moved this turn. Additionally, if a player spends a full turn unengaged in base contact with an objective marker, they may remove the marker and are now considered to be carrying it. The objective counts as a light object and can’t be passed to another model.
Win Condition: The Game ends at the end of a turn when all Objective markers have been carried off the board edges. The player whom carries the most objective markers off the board wins.

4 – An Unwelcome Guest
Deployment: Place both players Battle Companies within 6” of the center of the board. Then each player takes turns deploying a Moria Goblin on any point of a board edge of their choice until 12 goblins have been placed on the board. After all goblins have been placed, the next player who would have placed a goblin instead randomly places a Cave Troll on a board edge using the Maelstrom of Battle Chart.
Special Rules: The Goblins always move after the players have moved, and the Cave Troll always moves last. The Goblins and Cave Troll must move toward and charge the closest model to them (moving around terrain the shortest distance). The two players are considered allies but are not affected by each others abilities or Heroic/Epic actions. All non-player Goblins and the Troll are considered allies to each other. The Troll can’t use Brutal Power attacks and Goblins strike models randomly (roll a die if multiple targets).
Win Condition: Whoever kills the Cave Troll is the winner and counts as killing an enemy General.

5 – A Fight in a Storm
Deployment: All models are randomly deployed using the Maelstrom of Battle chart.
Special Rules: All models most roll a D6 whenever they move or if they lose a fight. On a 1, they are knocked prone and may not get up this turn. Additionally roll a D3 at the beginning of Priority and add the effect to the turn.
1) Heavy Winds: Models may not fire missile weapons this turn
2) Lightning: Cavalry treat enemy models as having Terror
3) Thick Mud: Infantry are always considered Trapped when they lose a fight this turn
Win Condition: Game Ends when a player reaches 25% of their starting force.

6 – A Fel Hunt
Deployment: Players randomly deploy on a Board Edge using the Maelstrom of Battle Chart. Also place 7 Men of the Dead in base contact in the center of the map.
Special Rules: The Player with Priority may moves half of the Men of the Dead rounded up. The other player then moves the rest during their turn. Men of the Dead strike randomly.
Win Condition: Player who kills the most Men of the Dead Wins. The Game Ends at the end of a turn when one player cannot possibly beat the other player.

7 – Company Duel
Deployment: Both Players place their General and Lieutenants exactly 6” from their board edge in alternate order. Each player is allowed to select one model from their company to replace a Lieutenant if they choose.
Special Rule: Whenever a non-Lieutenant, Non-General model is killed, instead re-deploy it on any board edge of the controlling player’s choice.
Win Condition: The winner is the first player to kill the opposing General in Close Combat. You automatically win if the opposing player causes their own General to die.
**Critical Wounds**

On any phase a hero is killed, instead of removing him from play, keep him on the board until all rolls to wound against him have been made by all models attempting to wound him that phase.

Note how many Wounds the Hero was caused (not saved by Fate). If the Hero suffers 5 or more Wounds that phase, then that Hero must roll on the Critical wounds chart. If they suffer 10 or more Wounds, then they are automatically removed from the Battle Company.

Mounts killed during a game do not roll on the Injury Table. We just assume they get another one.

**Replacing Generals**

If at any point your General dies permanently, you may then pick a new General from your Lieutenants and he will receive the special rules for your faction.

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**Critical Injury Table**

Models roll a D6 and see what result they get on the following chart. They may use Fate to Increase or decrease a result rolled on this chart by 1 for each Fate point spent. However, Fate spent in this way is never recovered. Mark this on their stats.

1. **Dead** This Hero is removed completely from the Company. This is different from retiring, where the model is just placed to the side until healed.

2. **War-torn Gear.** The Hero loses one Armor, Heavy Armor, Dwarf Armor, Very Heavy Armor, or Shield option of any choice available. Otherwise they receive -1 Defense.

3. **Head Injury** This Hero receives -1 to his fight value. Place a marker next to him at all times to show this. A second Head Injury causes this hero to die.

4. **Arm Wound** This Hero has -1 Attack (place a marker next to him to show this). A second arm wound causes him to die.

5. **Scarred Memories** This model now treats all models as having Terror. Place a marker next to him to show this to your opponent. If the model has Terror already, then this model rolls 3D6 and picks the two lowest to charge that model.

6. **The Wounds of a Hero** The Hero dies and is completely removed from play, however he has become an inspiring legend to your faction. Your entire Battle Company gains +1 Courage for the remainder of Battle companies.

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*Designer’s Note*

You may notice that rolling on this chart is very difficult and hence dying is very difficult. This is purposeful since losing characters not only keeps losing players on a losing streak but was also difficult to keep track of (Arm wounds, leg wounds, etc). This method makes dying harder, but the chart is more brutal because of it.
**Hero Advancement**

At the end of every two games, all your General and Lieutenants may automatically take a free roll on one of the Hero Advancement tables shown below.

**Gaining Might or Wounds**

At the end of every 2 games, you may pick one model who you feel did exceptionally well in your company. That Hero may instead gain a point of Might or Wound rather than roll on the Advancement chart.

**Designer’s Note**

Tallying EXP the way the normal Battle Companies does it takes a lot of time and can make the game very unbalanced quickly. This problem was compounded further when asking players to tally Gold too. This method of removing EXP not only proved to be quicker but prevented a player from land-sliding in all their points.

Additionally, limiting Wounds and Fate, makes the game faster and a lot more fun since it only dragged scenarios on.

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**Fighting Advancement Table**

1 - 2 = **Attack**: The Hero's base Attack characteristic is increased by 1 to a maximum of 3.

3 - 4 = **Fight**: The Hero's base Fight characteristic is improved by 1 to a maximum of 6.

5 - 6 = **Strength**: The Hero's base Strength is increased by 1 to a maximum of 5.

**Shooting Advancement Table**

1 - 2 = **Shoot**: The Hero's base Shoot characteristic is improved by 1 to a maximum of 2+

3 - 4 = **Dexterity**: This Hero may fire +1 Shot a turn up to a maximum of +2 Shots.

5 - 6 = **Precision**: The Hero’s ranged weapon has +1 Strength to a max of +2 Strength

**Leader’s Advancement Table**

1 - 2 = **Inspiring**: This model counts as a banner for 2”. This is increased by 2” up to a maximum of 6” each time it is gained.

3 - 4 = **Fortitude**: This model gains +1 Courage and +1 Will to a max of 6 Courage and 3 Will

5 - 6 = **Heroics**: The Hero may call one additional Free Heroic/Epic Action a game up to a max of 3.
Choose your Path

How to Gain Epic Actions

At the end of every two games, select one Lieutenant or General to roll on one of the Path Charts below. Once a path is selected, that model cannot change his path again. If you roll a result you already have, then re-roll the dice.

How Epic Actions Work

All of the Paths grant Epic Actions rather than abilities in Hero Battle Companies. These actions work exactly in the same way as Heroic Actions, but use Will instead of Might. Additionally, you cannot call a Heroic Action and an Epic Action in the same phase.

If a player calls an Epic Action and another player calls a Heroic Action, then it is resolved the same way as if two Heroic Actions were called (rolling to see which goes first).

Designer’s Note on Epic Actions

The original Battle Companies has passive abilities the models earn. These however become overwhelming in a single tournament event as multiple models gain them in droves.

Instead we brought back Epic Actions from War of the Ring (this is where Heroic Channelling and Heroic March come from in Hobbit SBG). These provided a more entertaining experience as players call out leadership actions that affect the game in brand new ways.
1 - Epic Shot
This is called at the beginning of the Shoot Phase. You may fire D3 extra shots this turn.

2 - Epic Patience
This is called at the beginning of the Move Phase. This model may no longer move in the Move phase. If an enemy model moves more than half its movement within your LoS, you may immediately shoot at that enemy model at any point in the remainder of the enemy model’s movement. If you do this, your Hero may not shoot in the Shoot Phase.

3 - Epic Agility
This is called at the beginning of the Move Phase. This model is automatically considered to have rolled a 6 on all Jump, Climb, and Leap Tests. In addition, he moves through all difficult terrain as if it was clear.

4 - Epic Speed
This is called at the beginning of the Fight Phase. After Heroic Combats are resolved, this model may fire a single shot in the shoot phase even if it is engaged in combat. If firing into your own combat, you only roll an in the Way if other combatants besides this hero are involved.

5 - Epic Luck
This is called at the beginning of the Shoot Phase. This model automatically causes a wound for each To Hit roll of a 6 that it makes.

6 - Epic Disarm
This is called at the beginning of the Move Phase. This model may take a single shot at an enemy model. If it hits the intended target, that model is immediately considered unarmed until that model lies down and moves 1” as he attempts to find his weapon.

1 - Epic Dismay
This is called at the beginning of any Phase. All enemy Models within 6” may not respond to Heroic Actions called by another Enemy Hero.

2 - Epic Ruination
This is called at the beginning of the Move Phase. A target model within 12” must take a Courage test. That model takes a Strength 3 hit for each point they fail by. This Strength hit is resolved against that models Courage rather than their strength.

3 - Epic Intimidation
This is called at the beginning of the Move Phase. All models in 6” move 3” slower.

4 - Epic Dissuasion
This is called at the beginning of the Fight Phase. Enemy Models in a fight with this model receive –D6 to their Fight Value.

5 - Epic Cowardice
This is called at the beginning of the Fight Phase. This model immediately switches places with another friendly model within 6”.

6 - Epic Drain
This is called at the beginning of the Move Phase. All channelled spells cast within 12” are no longer considered channelled; and all spells require a +1 to the required dice roll to successfully cast. Additionally, models within 6” may not automatically pass courage tests.

1 - Epic Defense
This is called at the beginning of the Fight Phase. This model may only be wounded on a Natural 6 (no modifiers affected the roll).

2 - Epic Sacrifice
This is called at the beginning of the Fight Phase. Any Friendly model in the same fight as this model may pass any wounds they receive to this model for the remainder of the fight.

3 - Epic Foresight
This is called at the beginning of the Move Phase. All friendly models within 6” of this model now move last, regardless of Priority.

4 - Epic Visions
This is called at the beginning of the Move Phase. All enemy models within 6” re-roll successful To Wound Rolls for the remainder of the turn.

5 - Epic Declaration
This is called at the beginning of the move phase. Roll a 2D6 and add your courage value to the result. Other models must do the same and beat your result in order to move within 6” of your Hero. If one enemy model passes however, then this effect ends.

6 - Epic Mastery
This ability is used at the beginning of any phase. The next two Epic Actions that take effect this turn by an opposing model are now lost and the Will is wasted. (Remember that when two players call an Epic Action, it works like Heroic Actions. The player with Priority rolls a D6 to determine which takes effect first.)
1 - Epic Journey
This is called at the beginning of the Move Phase. This Hero and all other Friendly models within 3” are removed from the field and re-move onto the battlefield using the Maelstrom of Battle Chart (See Scenario Rules).

2 - Epic Restoration
This is called at the beginning of the Move Phase. This Hero restores a point of Will to another Hero in base contact.

3 - Epic Tranquility
This is called at the beginning of the Move Phase. This Hero may not be Charged. (Remember that Heroic Moves that resolve before this allow you to be charged)

4 - Epic Renewal
This is called at the beginning of the Move Phase. This model now ignores terrain and moves through it. He can also charge enemy models he didn’t see at the beginning of his move.

5 - Epic Affinity
This is called at the beginning of the Move Phase. A friendly Hero in Base contact with this hero gains a Free Point of Fate till the end of the game. You may not do this on the same model more than once a game.

6 - Epic Alliance
This is called at the beginning of the Fight Phase. Roll a D3+1. You may add that amount of dice to Win the Fight this model is involved in. These extra dice can’t be altered by Might

**Designer’s Note on Using Epic Actions**
Remember that Epic Actions work exactly like Heroic Actions but use Will instead.

Therefore, they can be cancelled in the same way that Heroic Actions can be. If you call an Epic Action in the move phase and then someone’s Heroic Action causes you to be charged, then your Epic Action is lost.

This creates some tactical decisions when calling out Heroic and Epic Actions, and also limits the power of Epic Actions despite many seeming quite strong.
GOLD

Battle Companies receive 30 Gold at the end of every 2 games. You may use Gold to purchase Reinforcements or purchase additional equipment for your Heroes. Gold may be spent immediately or stored up for later use.

REPLACING SELLING ITEMS
No item can be sold or used to reduce the cost of another item bought.

ORIGINAL PROFILES
No Model may buy equipment from their original profile once they have entered a Battle Company.

<table>
<thead>
<tr>
<th>RARE ARTIFACTS (Only a General may purchase - Max of 2 Items per General)</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor of Gondolin (+2 Def, Magic Resistance – This replaces your armor)</td>
<td>20 Gold</td>
</tr>
<tr>
<td>Mithril Coat (+3 Defense – this replaces your armor)</td>
<td>30 Gold</td>
</tr>
<tr>
<td>Crown of the Morgul (Your model now has 3 attacks)</td>
<td>40 Gold</td>
</tr>
<tr>
<td>Elven Blade</td>
<td>10 Gold</td>
</tr>
<tr>
<td>Great Bow (Str 4 Bow)</td>
<td>20 Gold</td>
</tr>
<tr>
<td>Morgul Blade (One time use per game, instant death)</td>
<td>10 Gold</td>
</tr>
<tr>
<td>Horn of Zirak-Zigil (+1 Courage, causes Terror)</td>
<td>20 Gold</td>
</tr>
<tr>
<td>Assassin’s Dagger (Dagger that causes 2 wounds after Fate fails to save)</td>
<td>10 Gold</td>
</tr>
<tr>
<td>Drums (May Call Advance! to increase move of everyone in 12” by 3” faster. They may not charge)</td>
<td>10 Gold</td>
</tr>
<tr>
<td>Familiar (1 extra attack at fight/str 1. This can exceed the max attacks for a character)</td>
<td>15 Gold</td>
</tr>
<tr>
<td>Map of Middle Earth (You may add or subtract any Reserve Roll you take by 1)</td>
<td>5 Gold</td>
</tr>
<tr>
<td>Smoke Bombs (throwing weapon, range 6”, str 1, causes transfix unless they spend a Will)</td>
<td>15 Gold</td>
</tr>
</tbody>
</table>
**Legendary Artifacts**

You may pay 30 Gold and roll 2 dice to on the following chart to see what Legendary Artifact you find. To roll on the chart, first roll a single die. The first die selects the first number on the chart below. Each number has two entries for both 1-3 and 4-6. To see which you receive, roll the second die to determine that result.

**Stealing Legendary Artifacts**

You may steal a Legendary Artifact in either of the following ways:

1) Challenge to player with the artifact, kill the Hero Carrying it, and win the battle.
2) If an enemy Hero carrying the artifact rolls a 1 on the Critical Injury table after a game
3) If you roll for an Artifact that is already claimed, then you must fight that player. If you win the match or kill the hero with the artifact, then you may steal it.

**Casting Spells with Legendary Artifacts**

Spells cast from Legendary Artifacts may always use a free point of Will to Cast.

**Legendary Artifacts**

1 -- 1-3 = Cursed Ring of Men (This hero gains Harbinger of Evil and may cast Transfix on a 5+)
1 -- 4-6 = Herald’s Banner (This is a 3” banner and increases the Fight of those affected by 1)
2 -- 1-3 = Star-Glass Phial (This model can Blinding Light on a 4+ or Aura of Dismay on a 6+).
2 -- 4-6 = Circlet of Kings (You may Auto Cast Nature’s Wrath once per game as if it was a 6+)
3 -- 1-3 = Cursed Blade (This blade re-rolls failed rolls to Wound)
3 -- 4-6 = Westernesse Sword (This sword always wounds on a 4+)
4 -- 1-3 = Durin’s Axe (Two handed Axe that does not suffer the -1 penalty and may re-roll a single die in a Fight)
4 -- 4-6 = Elven Ring (you may cast a Fortify Spirit on a 4+ or Strengthen Will on a 6+)
5 -- 1-3 = Palantir (You automatically gain Priority once a game)
5 -- 4-6 = Ancient Staff (The may cast Sorcerous Blast on a 5+)
6 -- 1-3 = Cursed Armor of Udun (Copy Fight, Strength, Attacks characteristics before modifiers)
6 -- 4-6 = Maiar’s Ring (You may cast Compel on a 5+ and Chill Soul on a 5+)

**Note on Legendary Artifacts**

Legendary Artifacts are the only way to use Magic in Hero Battle Companies. This was meant to make Magic feel more rare and special, and also limit the amount of it being used in games.
**Core Troops**
- Warrior of Rohan
- Rider of Rohan
- Outrider

**Rare Troops**
- Son of Eorl
- Westfold Redshield
- Helmingas

**General Epic Action - Epic Charge**
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, all your models within 6” are now considered armed with Lances.

**Faction Special Rule – Rise of the Fourth Marshall**
Your leader is eager to rise through the ranks and become a leader in his Eored by showing valor in battle. Every time your General Charges an enemy model, all your models gain +1 Strength when they charge.

**A note about Bows** In Battle Companies games, only Riders of Rohan holding bows are considered to be equipped with them and they do count towards your bow limit. Riders of Rohan that are not equipped with bows may deduct one point from their point cost.

**Sons of Eorl may not be promoted to General.**

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**Core Troops**
- Ithilien Guards (See Warrior of Minas Tirith)
- Ithilien Rangers (See Ranger of Gondor)

**Rare Troops**
- Knight of Minas Tirith
- Osgiliath Veterans

**General Epic Action – Epic Stand**
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, all friendly Minas Tirith models within 6” will automatically pass Courage tests, may use a free point of Fate, and count as under the effects of a banner as long as the hero remains stationary. If the hero moves for any reason during the turn, then the ability ceases to work. This effect lasts till the end of the turn.

**Faction Special Rule – Masters of Ambush**
The veterans of Gondor make safe the lands of the surrounding area against much larger numbers. You may hold half of your available company rounded down in reserve instead of deploying them. At the beginning of any movement phase, after priority is rolled, you may place them anywhere on the board that is not in LOS of an enemy model. Your General may not use this ability. If at any point, you do not have models on the board, then your army is considered destroyed and you lose the scenario.

*Osgiliath Veterans treat the General as “Boromir”*
A new company created by Tolkien, designated by Elessar of the 4th Age. This group was led by Beregond to protect Faramir, the Prince of Ithilien. In Tolkien’s next book, code named “A New Shadow”, this company was led by Borlas, the son of Beregond, to investigate the cult of Herumor. This was the center focus for the book that was never written…..

Core Troops
Warrior of Minas Tirith
Citadel Guard

Rare Troops
Knight of Minas Tirith
Elite Company Guard (Fountain Court Guard)

General Epic Action – Epic Loyalty
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, nominate a friendly model within 3”. Anytime the General takes a Wound, instead that nominated model takes the wound instead.

Faction Special Rule – Love before Duty
Beregond put loyalty to Faramir before his duty to the Citadel Guard. This trend continues in the White Company. Before a Scenario starts, nominate one non-Lieutenant member of their company to be placed adjacent to their General regardless of the Scenario deployment type or rules. Additionally this nominated model now counts as under the effects of a banner and may never move outside of 3” from where the General is or where the general dies (place a marker for the place of death).

Herald of the Fiefdoms

General – Knight of Dol Amroth

Core Troops
Men at Arms
Axemen of Lossarnach
Clansmen of Lamedon

Rare Troops
Knight of Dol Amroth
Hunter of Anfalas (Ranger of Gondor)
Rider of Pinnath Gelin (Citadel Guard)
Blackroot Vale Archers

General Epic Action – Epic Battlecry
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, your General now counts as a 12” Banner and gains Fearless

Faction Special Rule – Honor of the Fiefdoms
The many Fiefdoms are ruled by many factions that would want to all display their show of Honor. Fiefdom’s do not give 1/1/1/ of Might, Will and Fate to the first five of your company. Instead, they give 1/1/1 to the first time you add each unit type to the Company. Men at Arms are an exception to this rule and do not gain the 1/1/1. In this way, you can have Seven models start with Might, Will and Fate, rather than 5. If one dies permanently via the Hero Injury Chart, he can never be replaced.
"A little apart the Rangers sat, silent, in an ordered company, armed with spear and bow and sword. They were clad in cloaks of dark grey, and their hoods were cast now over helm and head. Their horses were strong and of proud bearing, but rough-haired… As a special corps of officers charged with patrolling Eriador, the Rangers would represent the rightful King."

Core Troops:
- Ranger of Arnor
- Ranger of the North (Starts with 2/2/2 M/W/F)

Rare Troops:
- Hobbit Archer
- Knight of Old Armor (Warrior of Arnor)

General Epic Action – Epic Ambush
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, friendly models charging enemy models within 12” of your General, may charge them without needing line of sight to do so. Additionally, if an unengaged friendly model within 12” is charged, they may take a single bow shot at the charging model once that model is within 1” of them.

Faction Special Rule – Masters of Ambush
The veterans of Gondor make safe the lands of the surrounding area against much larger numbers. You may hold up to half of your company rounded down in reserve instead of deploying them. At the beginning of any of your movement phases, you may place them anywhere on the map that is not in LOS of an enemy model. Your General may not use this ability. These models count as dead until they are deployed.

*Rangers of the North always start with 2/2/2 for M/W/F regardless of when they are added to your Battle Company

** Rangers of the North do not count toward the Bow limit

Core Troops:
- Warrior of Numenor
- Black Numenorian

Rare Troops:
- Knight of Numenor (Morgul Knight Profile)

General Epic Action – Epic Dominance
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, all friendly models within 6” gain +1 Fight.

Faction Special Rules – The Search for Immortality
The leadership of the King’s Men fear death and search longingly for anything that would grant Immortality. Your Battle Company gain +1 to Wound against all models carrying a Legendary or Rare Wargear Item.

Note on King’s Men
This is the second group from Numenor. The Faithful are the one’s everyone is used to (Elendil, Isildur), but The King’s Men are the ones that eventually became the Black Numenonians and denounced the Gift of Mortality.
“Under the command of King Thranduil, Mirkwood Elves are constantly wary of the growing evil in the world and hence their hunt for Gollum. But Thranduil is certainly not without flaw. If the elf-king had a weakness it was for treasure, especially for silver and white gems; and though his hoard was rich, he was ever eager for more, since he had not yet as great a treasure as other elf-lords of old.”

Core Troops
Mirkwood Warrior
Wood Elf Warrior

Rare Troops
Mirkwood Ranger
Mirkwood Cavalry
Wood Elf Sentinel

General Epic Action – Epic Hunt
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Shoot Phase, all friendly models within 6” may shoot as if they did not move.

General Special Rules – The Hunt
At the beginning of the match, you may nominate a model in the opposing player’s army to “Hunt”. If you kill this model, then your army counts as under the effects of a banner and a Warhorn for the rest of the match. If your opponent is considered your ally for the mission, then nominate a model not controlled by either player for that match to be hunted.

**Elven heroes may increase their Fight value to 7, instead of 6 like other races.

**Change the text of Mirkwood Cavalry to reference the General of your Battle Company instead of Thranduil. Your Battle Company still has a 33% bow limit.

The Noldor Exiles

Core Troops
Kings Guard (see Gil-Galad Profile)
Silmaril Guard (Guard of the Galadhrim Court)
Noldor Exile (See Gildor Inglorian’s Profile)

Rare Troops
Noldor Knight (Rivendell Knight)
Noldor Scout (Galadhrim Knight)

General Epic Ability – Epic Hatred
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, all combats within 6” that include one of your models now skip the Duel Roll to determine a winner. Both models simply strike with their base number of attacks (+1 attack if they charged as Cavalry). Models do not Knock opponents to the ground as a result of this but apply all other modifiers.

Faction Special Rule – The Oath of Feanor
The Noldor Exiles will stop at nothing to accomplish their mission and kill any Man, Elf, Orc, or other who gets in their way. The Noldor Exiles count as an Evil Army for shooting and must always charge a model with a legendary artifact if able.

**Elven heroes may increase their Fight value to 7, instead of 6 like other races.
**Core Troops**
Galadhrim Warrior
Galadhrim Knight

**Rare Troops**
Mirkwood Sentinel
Guard of the Galadhrim Court

**General Special Rule – Epic Light**
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, this model automatically casts the Blinding Light Magical Power (This cannot be Channelled). Additionally, roll a D6 for all enemy models within 2” of your General. On a 4+, that model is “Set Ablaze!” as described in the main rulebook.

**Faction Special Rule – Valinor Telepathy**
Elves of the Light may re-roll any result rolled on the Eldar’s Path. Additionally, their Heroic Actions affect 12” rather than 6”

**Elven heroes may increase their Fight value to 7, instead of 6 like other races**

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**Core Troops**
Dwarf Warrior
Dwarf Rangers

**Rare Troops**
Khazad Guard
Vault Warden Team

**General Epic Action – Epic Combat**
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, roll a single D3. Your General gains +D3 Attacks and –D3 Fight Value

**Faction Special Rule – The Life’s Guard**
Your Company is merely your Heralds to protect your back and watch your excellence. All members of your Battle Company in base contact with your General may spend their Fate on behalf of your General.

**Vault warden may not be your General or Lieutenants. Nor may they roll for the advancement table or gain experience.**
**Erebor Expeditionaries**

<table>
<thead>
<tr>
<th>Core Troops</th>
<th>Rare Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Erebor Warrior</td>
<td>Iron Hills Warrior</td>
</tr>
<tr>
<td>Grimhammer</td>
<td>Iron Guard</td>
</tr>
<tr>
<td>Dwarf Ranger</td>
<td>Iron Hills Goat Rider</td>
</tr>
</tbody>
</table>

**General Epic Action – Baruk Khazad!**

Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the any Phase, add the following effects to all weapons on Friendly models within 6”

- **Spear** – You may support with up to 2 attacks rather than one
- **Shield** – When Shielding, You may instead Triple your dice (rather than double)
- **Bow** – You may re-roll failed rolls to Hit
- **Axes** – You only receive -1 Defense when using Piercing Strike if you lose combat. (you still get +D3 Strength)
- **Hammer** – You receive +1 to Bash even when not using Two-hand. If you do use it Two-handed, then you get +2

**Faction Special Rule – Riches Beyond Measure**

At the beginning of Battle Companies, choose a Legendary Wargear from the chart (See page 9). You now automatically gain that Wargear for your General.

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**Shire Bounders**

<table>
<thead>
<tr>
<th>Core Troops</th>
<th>Rare Troops</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hobbit Militia</td>
<td>Hobbit Sheriff</td>
</tr>
<tr>
<td>Hobbit Archer</td>
<td>Battlin Brandybuck (See Merry’s Profile)</td>
</tr>
<tr>
<td></td>
<td>Hound Dog (Grip, Fang, and Wolf’s Profile for 5 points)</td>
</tr>
</tbody>
</table>

**General Epic Action – Epic Fireworks**

Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Shoot Phase, your Hero now makes a special shooting action that fires 12”. If the target is hit, then the target and all models within 2” of the target, must run their full movement speed directly away from your General, moving around terrain the shortest distance.

**Faction Special Rule – Traps**

Hobbits know their opponents are much bigger than them, and use traps to even the odds. Before Deployment, you may set down 3 Trap Markers (25mm base) anywhere on the field but at least 6” from another Trap Marker. When an opponent moves within 3” of the Marker, you may roll a D6. On a 4+, remove the marker and the trap generates one of the following effects of your choice:

- **Firecrackers** – The model that triggered the trap is Transfixed
- **Pit** – The model that triggered the trap suffers a Strength 4 hit.
- **Snare** – The model that triggered the trap is now knocked Prone and moved 3” of your choice.

**A note about Shire Battle Companies**

Hound Dogs cannot be a General or Lieutenant, and also can’t carry equipment. Additionally this faction may have 15 models rather than 10.
Core Troops:
Warrior of Dale
Erebor Warrior
Iron Hills Warrior

Rare Troops:
Laketown Guard
Laketown Militia
Knight of Dale (Knight of Minas Tirith)

General Epic Action – Epic Precision
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Shoot Phase, all friendly models receive +1 to wound against models when shooting with a shooting weapon.

Faction Special Rules - Weapons of the Dwarves
Dale’s weapons are made by their Dwarven Allies. Hence as long as a Dwarf is in the Company, you may always purchase weapons from your original profiles instead of the Standard Armory. Additionally, all Men in your army count as under the effects of a banner when supporting a Dwarf with a spear or being supported in combat by a Dwarf with a spear.

*Your general only can be a Warrior of Dale or Knight of Dale

Core Troops:
Laketown Militia

Rare Troops:
Laketown Guard
Accountant (Alfrid profile)

General Epic Action – Epic Wealth
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, all your models add 1 to their Fight value as they are paid to fight harder.

Faction Special Rule – Just Good Business
Once per turn, when an enemy model declares a charge (against any model, friendly or foe), you may force that model to take a Courage test and you may spend Might or Will to decrease their result by 1 for each point spent. If they fail the test, then they cannot charge exactly as if they failed a Terror test.

*Laketown Militia may become your Lieutenant or your General. Additionally you may have only five Laketown Guard and you may always have up to 10 Laketown Militia in a Battle Company regardless of the size of your company.

*Note on Accountant* - You may only have one Accountant, and he may not be your Lieutenant or your General. And he cannot use his special rule on anyone but your General.
The Wardens of Carrock

Core Troops
- Beorning Warrior (Dundlending Warrior Profile)
- Woodsmen (Ranger of Arnor Profile)

Rare Troops
- Decendent of Beorn (Abrakhan Merchant Guard Profile with Two Handed Axe)

General Epic Action – Epic Transformation
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, this model may now only strike a single model in his combat. Additionally, he gains +1 Strength, +1 Fight, +1 Courage, +1 Attack, and +1 Movement speed. You may spend an extra point of Will to increase this to +2 in each stat-line above instead.

Faction Special Rule – Brutal Vengeance
Beornings guard a treacherous pass from all travelers and are extremely vengeful of anyone who harms their dwindling people. Your models receive +1 Strength against models that killed one of your models earlier during the scenario.

Mordor Raiders

"The scum tried to knife me, kill him!"

Core Troops
- Mordor Orcs
- Warg Rider
- Mordor Uruk-Hai

Rare Troops
- Morannon Orc
- Black Guard
- Orc Tracker

Nemesis Epic Action – Epic Betrayal
Select a non-general model in your company to be your Nemesis. This model gains this Special Heroic Action and may spend a Will point to use it. The General and the Nemesis must be in base contact to use this. When called at the beginning of the Fight Phase, the Nemesis will duel the General as if they are enemy models. If the General wins, he counts as having the Fury Spell (Uruk Hai) active until the end of the next turn. If the Nemesis wins, he counts as a 6” Banner and grants +1 Fight value to all other Orcs until the end of the turn. Neither strike blows after winning combat.

Faction Special Rule – I’ll Show Him up!
Your General gains +1 Attack and your Nemesis gains +1 Fight. Additionally for the rest of the match, whenever the Nemesis or General slays an enemy model, the other gains +1 to their Fight Rolls when rolling to see who wins a Fight in their combat phase.
"It is a foolish and perilous thing, besides being a wrong deed forbidden justly by the appointed Rulers of Arda, if the Living seek to commune with the Unbodied, though the houseless may desire it, especially the most unworthy among them. To call on them is folly. To attempt to master them and to make them servants of one own's will is wickedness. Such practices are of Morgoth; and the necromancers are of the host of Sauron his servant.

Core Troops
Dul Guldur Orcs (See Necromancer Profile)
Rhudaur Hillmen (Dunlending Warrior)
Orc Tracker

Rare Troops
Spectre
Men of the Dead
Morgul Stalkers

General Epic Action – Epic Tribute
Your General gains this Special Heroic Action and may spend a Will point to use it. If called at the beginning of the move phase, he can cause D6 wounds on a friendly model within 3”. If he does so, then he gains a free point of Might and your choice of either Harbinger of Evil or Terror.

Faction Special Rules – Master the Unbodied
Whenever a Non-Spirit member of this Battle Company dies, you may roll a D6. On a 6, place a Men of the Dead or Spectre model where that model died. This Spirit now permanently replaces that model in your battle company. If that non-spirit member suffered a Critical Death, then he becomes a spirit on a 3+ instead.

Faction Note - *Morgul Stalkers, Spectres, and Men of the Dead cannot be “purchased” as your General

"... newcomers and gangrels that began coming up the Greenway last year ... Some were just poor bodies running away from trouble; but most were bad men, full o’ thievery and mischief. ...”

Core Troops
Ruffian
Wildman of Dunland

Rare Troops
Hound Dog (Grip, Fang and Wolf’s Profile for 5 points)
Orc Trackers
Dunlending Warrior

General Epic Action – Epic Drinking
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, any friendly models within 3” of your General takes a chug of his Barliman’s brew. Roll a D3 for each model. This model gains that much Courage, Attacks, and Fate; and then loses that much movement speed and Fight Value.

Faction Special Rules – Full o’thievery and mischief....
The Ruffians are little more than men trying to make a living and adjusting to their orcish features. Men and Orcs in the Ruffian Faction (not Dogs) may use one weapon of any warrior they kill until the end of the game. Afterward they discard it (returned to the owning player), not knowing its true value.

*** Hound Dogs may not be your General or purchase abilities on the Paths
Mirkwood Hunters

Core Troops
- Fell Wargs
- Mirkwood Spiders
- Giant Spider

Rare Troops
- Venomback Spiders
- Giant Bats

General Epic Action – Epic Hunger
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, all friendly models within 6" that charge may knock models to the ground if they win a fight exactly as though they are Monstrous Mounts.

Faction Special Rule – Feral Creatures
The fell creatures of Ungoliant and Draugluin have no interest in Gold or power. Only hunger drives them. Mirkwood Hunters cannot purchase from the Armories. Additionally they have a Points Pool from which they can purchase more warriors and Legendary Artifacts from. Everytime they cause a model to roll on the Critical Wound chart, they gain 15 Gold.

**This Faction may still steal Legendary Items and wield them as normal.

Giant Bats may not be your General or Lieutenants

Saruman’s Butchers

Core Troops
- Uruk Hai Warrior
- Uruk Hai Butchers (Black Guard of Barad-Dur profile)

Rare Troops
- Feral Uruk Hai
- Mauhur’s Marauder
- Uruk Hai Berserker

General Epic Action – Epic Butchery
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, all friendly models in your General’s Fight roll double the attacks when rolling to Wound (this stacks with dice for trapping).

Faction Special Rule – You know no Fear, you know no Pain!
Your force only takes tests for Broken at 66%. Additionally when your models are killed, you may roll a D6. On a 5+, instead keep that model in play until the end of the next Fight Phase, in which case that model is then removed. Continue to stack how many wounds he receives for the Critical Wound Chart during that next turn.

Faction Notes: Uruk-hai Berserkers and Feral Uruk Hai can never be your general or Lieutenants. Additionally, Berserkers and Feral Uruk Hai may never be equipped with new Armor or carry a shield.
The Dragon Knights are a mysterious order of warrior adepts who devote themselves to perfecting the art of war. Only those who pass a series of deadly tests are inducted into the order and taught the secrets of Rhun’s most ancient arts.

Core Troops
Easterling Warrior
Kataphract

Rare Troops
Black Dragon Warrior
Black Dragon Kataphract

General Epic Action – Epic Stance
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, you may spend two free points of Might to Win a Combat or cause wounds. Your General must be in a fight by himself to use this ability.

Faction Special Rules – Challenge of Champions
If one of your models kills an enemy General, he immediately regains a single point of Might expended earlier in the battle.

The Serpent’s Sting

Core Troops
Haradrim Warrior
Warrior of Abrakhan
Warrior of Karna

Rare Troops
Serpent Guard
Serpent Rider
Watcher of Karna

General Epic Action – Epic Poison
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, the next wound he makes this turn causes Instant Death (if not saved by Fate) and will cause the victim to roll on the Critical Injury Chart.

Faction Special Rules – Serpent Strike
Enemy models wounded by Men in your Battle Company must roll a D6 at the end of each turn. On a 1, that model takes another wound. This effect ends at the end of each Scenario.
General Epic Action – Epic Display
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Fight Phase, all friendly models in your fight gains +1 to their roll to win the fight.

Faction Special Rule - Perilous Hubris
When your General is in Combat, counts as a banner to all friendly models within 6" and automatically pass all Courage tests.

**A note about Far Harad Battle Companies**
The Half Trolls of Far Harad are rightfully feared for their combat prowess. However, their only interest lies in crushing their enemies, rather than tactics or strategy. Because of this blind violence, Half Trolls may not be promoted to your General or Lieutenants. Additionally, they may not roll on Paths or the Advancement table.

Core Troops
Mahud Warrior

Rare Troops
Camel Raider
Half Troll of Far Harad

General Epic Action – Epic Doubt
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, he may have an opposing model within 6" of your General take a Courage test on 3D6 and picking the two lowest results. If he fails, that model may do nothing further this turn and may not strike blows if they win combat.

Faction Special Rule – Surety you Crave? Sauron gives none!
The Black Numenorians are a nameless and political foe shrouded in secrecy and fear. Every time an opponent fails a courage test caused by one of your models, keep track of it via a tally. If the Tally gets to 4 or more, then all your models gain +1 Fight. If the tally gets to 8 or more, then the enemy company is considered Broken.
### Corsair Slavers

**Core Troops**
- Corsair Warrior
- Corsair Reaver

**Rare Troops**
- Corsair Arbalester
- Abrakhan Guard

**General Epic Action – Epic Smoke Screen**
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, you may pick a point anywhere within 6” of your General. All models both Friendly and Enemy, except your General, within 3” of that point must roll a 4+ or count as Transfixed unless they spend a point of Will (each model must spend will to ignore it for themselves).

**Faction Special Rule – Raiding Tactics**
Models in this faction have the Backstabbers special rule while your General is still alive.

**A note about Corsair Reavers**
Mad with bloodlust, Corsair Reavers may not be promoted to Generals or Lieutenants. Additionally if they start their move outside of 3” to any Lieutenant or General, they must pass a Courage test or they must move toward and attack the closest model (enemy or friendly).

### Moria Slavers

**Core Troops**
- Goblin Warrior
- Gundabad Warrior

**Rare Troops**
- Goblin Prowler
- Warg

**General Epic Action – Epic Handling**
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase, the Cave Troll in your army is automatically considered under your control and acts as if it is under the effects of a Heroic Move (but it does not need to stay within 6” of the General).

**Faction Rule – They have a Cave Troll**
This Faction automatically has a Cave Troll Included in the list. This model may not gain roll on Paths, advancement table, or be your General. This model is always under control of the player who lost Priority unless the total combined strength of all models you control within 3” of the Troll is equal to 12 or more. This Troll may not perform Brutal Power Attacks unless you have 3 Fame.

Your General must only move toward and attempt to charge your Cave Troll if it is under your opponent’s control. If your General dies, another model must be nominated to replace him for that round. (The opponent now counts as Killing a General but this only happens once a game).

*A Warg may not be your General.*
Core Troops
Hunter Orc
Fell Warg

Rare Troops
Gundabad Orc Warrior
Orc Tracker

**General Epic Action – Epic Chase**
Your General gains this Special Heroic Action and may spend a Will point to use it. When called at the beginning of the Move Phase. This Epic Action acts like a special Heroic March that allows you to charge but only if you move toward and attempt charge the nominated model that you chose with the Hunt Masters special rule below (you may not charge other models).

**Faction Special Rule – Hunt Masters**
At the beginning of each round, nominate a model that you are hunting. Your models may charge this model without needing line of sight to do so; your models receive +1 to their rolls to wound that model, and your models ignore special rules in that model’s profile.

**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