

Harad and Umbar

Heroes of Harad and Umbar

*If your force only consists of Haradrim (No Corsairs or Muhad), then you have a 50% bow limit

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
The Knight of Umbar	5/-	4	8	1	1	6	3/14/2	(Armored Horse, Fell Beast) (Armored Fell Beast) (Horned Fell Beast, Horse)	
<p>Terror, Harbinger of Evil, The Will of Evil Armor of the Sundered Land. The Knight of Umbar only loses a point of Will for having been in a fight if he loses the fight (ie: he doesn't win the roll to see which side loses the fight). (FAQ)Combat Mimicry. The Knight of Umbar may copy any combination of the Attack, Strength, Fight or Courage Characteristics of any hero he is in combat with. He does not need to adopt all statistics. Magic: Transfix 12" 4+, Compel 12" 5+, Sap Will 12" 5+, Black Dart 12" 5+, Drain Courage 12" 3+</p>									
The Betrayer	5/-	4	8	1	1	6	2/14/2	Heavy Armor (Armored Horse, Fell Beast) (Armored Fell Beast) (Horned Fell Beast , Horse)	
<p>Terror, The Will of Evil, Harbinger of Evil, Bane of Kings. This unit can re-roll all failed to Wound Rolls. (FAQ)Master of Poison. All models with Poisoned Weapons, Poisoned Arrow, Poisoned Dart, and Poisoned Blades special rule within 6" of the Betrayer must re-roll failed rolls on a 1 or 2, rather than 1 Magic: Transfix 12" 4+, Compel 12" 4+, Sap Will 12" 5+, Black Dart 12" 5+, Drain Courage 12" 3+</p>									
Dalamyr	5/3+	4	4	3	2	4	1/1/3	Throwing Daggers	
<p>Smoke Bombs. These are throwing weapons with a Strength of 1. If hit and not killed, the target must expend a Will point or be stunned by the fiery detonation for the rest of the turn, exactly as if subject to a Transfix magical power. If Dalamyr ever rolls a 1 to hit with a Smoke Bomb, his supplies have run out and he cannot use them for the remainder of the battle. Bane of Kings. This unit can re-roll all failed to Wound Rolls. Stalk Unseen. A Hâsharin always counts as wearing an Elven cloak. Preternatural Agility. A Hâsharin can never be trapped whilst still standing.</p>									
The Golden King	4/-	4	5	4	4	4	2/6/2	2H Sword, Banner(No penalty)	
<p>Chop! This model does not receive the penalties for using a two-handed weapon. Riches beyond Renown. The Golden King may expend any number of will if an enemy hero takes a Courage test within 12". The enemy's Courage is reduced by 1 for every point of Will the Golden King expends. Note that the Golden King can wait for the Courage test dice to be rolled before deciding whether or not to expend his Will. If both players wish to alter the result, then they must both secretly indicate how much they wish to alter it by (minimum 1) and reveal simultaneously.</p>									
Suladan	5/-	4	5	3	3	5	3/3/1	Armor (Horse, Bow)	
<p>Ascendant The range of Suladân's Stand Fast! rule is 12"/28cm rather than 6"/14cm Poisoned Arrows. This model re-rolls 1s when rolling to Wound with a shooting attack</p>									
Hasharin	5/-	4	4	3	2	4	1/1/3	Throwing Knife , Blowpipe	
<p>Bane of Kings. This unit can re-roll all failed to Wound Rolls. Stalk Unseen. A Hâsharin always counts as wearing an Elven cloak. Preternatural Agility. A Hâsharin can never be trapped whilst still standing</p>									
Haradrim Cheiftain	4/4+	4	5	2	2	4	2/1/1	Armor (Horse, Warspear, Bow, Spear)	
<p>Poisoned Arrows</p>									
Haradrim King	5/4+	4	5	2	2	5	2/2/1	Armor (Bow, Horse, Spear) (Warspear)	
<p>Poisoned Arrows</p>									
Harad Taskmaster	4/-	4	5	2	2	3	2/1/1	Whip, Armor	
<p>Whips of the Masters: Each time a Taskmaster or a Harad hero within 6" of him, attempts a Heroic action, roll a D6. On a 4+ the action is free. Whip. This counts as a Throwing Weapon with a range of 2" and a Strength of 2.</p>									

Muhad King 5/3+ 5 5 2 2 4 2/2/1

Poisoned dart. The poisoned blowpipe can be fired in the Shooting phase like a bow with a range of 12"/28cm and a Strength of 2. Every time a 1 is rolled on the roll to wound from a blowpipe shot, the player must re-roll it.

Blowpipe. A blowpipe is a shooting weapon with a range of 12" and a strength of 2. A Model must give up half its move during the move phase if it wishes to shoot in the subsequent shoot phase.

War Camel 0/- 4 4 0 1 2

Impaler. When a model riding a War camel charges into combat, the camel inflicts a strength 4 hit on one enemy model in base contact as soon as the charge is complete.

Muhad Tribemaster	4/3+	5	5	2	2	3	2/1/1	Armor (Camel, Shield, Warspear) (Blowpipe)
--------------------------	------	---	---	---	---	---	-------	---

Poisoned Darts

Corsai Bo'Sun	4/4+	4	4	2	2	3	0/0/1	Throwing Weapons (2H Axe, Crossbow, Shield, Bow, Spear)
----------------------	------	---	---	---	---	---	-------	--

Commanding Bellow. All Corsair Captains and Corsairs treat the Bo'sun as a banner

Corsair Captain	5/4+	4	4	2	2	4	2/1/1	Throwing Weapons (2H Axe, Crossbow, Shield, Bow)
------------------------	------	---	---	---	---	---	-------	---

Mumakil	4/-	9	7	3	10	2	2/1/1	
Howdah	0/-	-	9	-	5	-		

Gnarled Hide 40pts, Rappelling Lines -25pts, Foul Temper -20pts, Rocks - 20pts, Tusk Weapons - 20pts

Muhad Beastmaster Chieftain*	4/3+	4	5	2	2	5	3/2/2	
-------------------------------------	------	---	---	---	---	---	-------	--

*This Unit is only purchased with a Mumakil

Master of the Mûmak. The Mahûd Beastmaster Chieftain replaces, in all respects, the Mûmak's Commander, except that he always stands on the bi-forked wooden platform at the front of the Mûmak. In such a position, the Mahûd Chieftain receives less cover against incoming missile fire than models in the howdah. The howdah only counts as in the way of an enemy shot only if some part of it is physically between the shooter and the Mahûd Beastmaster Chieftain. The mumakil uses the courage of the Muhad Chieftain.

Warriors of Harad and Umbar

Name/Special Rules	Pts							M/W/F	Wargear
		F	S	D	A	W	C		
Haradrim Warrior Poisoned Arrows	3/4+	3	4	1	1	3		Armor (Spear, Bow, Horn, Banner) (Upgrade to Abrakhan) (Upgrade to Karna)	

*Warriors of Akraban have 4 Courage

*Warriors of Karna have 3+ Shoot Value

Haradrim Raider Poisoned Arrows	3/4+	3	3	1	1	3		Armor, Horse (Warspear, Banner) (Bow, Abrakan Raider)
---	------	---	---	---	---	---	--	--

*Abrakan Raiders have 4 Courage

Serpent Guard Poisoned Blades	4/4+	3	4	1	1	3		Spear, Armor
---	------	---	---	---	---	---	--	--------------

Serpent Rider Poisoned Blades	4/4+	3	4	1	1	3		Warspear, Armor, Horse
---	------	---	---	---	---	---	--	------------------------

Watcher of Karna	4/3+	3	4	2	1	3		Armor (Bow)
-------------------------	------	---	---	---	---	---	--	-------------

Steely Nerve. A Watcher of Kârna attempting to charge a Terror-causing enemy receives a +2 bonus to his Courage for its Courage test.
Resistant of Magic, Poisoned Arrows

Abrakhan Merchant Guard	4/-	4	4	1	1	3		2H Sword
--------------------------------	-----	---	---	---	---	---	--	----------

Chop! This model does not receive the penalties for using a two-handed weapon.

Muhad Warrior Poisoned Darts	3/3+	4	5	1	1	2		Armor, Shield, (Spear) (Blowpipe, Banner)
--	------	---	---	---	---	---	--	--

Mahud Raider Poisoned Darts	3/3+	4	5	1	1	2		Armor, Shield, Camel (Warspear) (Blowgun, Banner)
---------------------------------------	------	---	---	---	---	---	--	--

Impaler. When a Mahûd Raider (or any Mahûd riding a camel) charges into combat, the camel immediately inflicts a single Strength 4 hit on one enemy model in base contact.

Half Troll of Far Harad Terror	5/6+	5	6	2	2	2	Armor (2H Weapon)	
Corsair of Umbar	4/4+	3	3	1	1	3	Throwing Knives (Shield, Boarding Pike, Bow)	
Corsair Arbalist Pavise. If the bearer of the pavise is not in base contact with an enemy model, he receives +3 Defense. If the model is in combat, he is able to use the rules for shielding but does not receive the Defence bonus.	4/-	3	3	1	1	3	Crossbow, Pavise	
Corsair Reaver	5/-	3	4	2	1	3	Armor	
Black Numenorian Terror	4/4+	3	6	1	1	4	Shield, Heavy Armor (Banner) (War Horn, Castellan) (Venomblade Knight)	
*Castellans have 5 Fight								
*Venomblade Knights have poisoned blades special rule, which re-roll 1s when rolling to wound in Close Combat.								
Fell Beast	-	5/-	6	6	2	3	3	Fly, Feral
Horned Fell Beast	-	5/-	7	6	2	3	3	Fly, Feral
Armored Fell Beast	-	5/-	6	7	2	3	3	Fly, Feral

The Eastern Kingdoms

Heroes of the Eastern Kingdoms

*Easterling Warriors have a 50% bow limit

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Easterling Captain	4/4+	4	6	2	2	4	2/1/1		Heavy Armor, (Shield, Pike, Bow) (Horse, Armored Horse, Elven Blade)

Amdur, Lord of Blades	6/-	4	6	2	2	4	3/1/1		Elven Blade, Heavy Armor (Armored Horse)
-----------------------	-----	---	---	---	---	---	-------	--	---

Blood or Glory. If this model kills an enemy hero in a fight, he immediately regains a might point spent earlier in battle.

Herald of Victory. Easterlings treat Amdur as a Banner

Unyielding Combat Stance. Whenever this model is knocked down, roll a D6 – on a 4+ he keeps his balance and remains standing.

(IND) Dragon Knight	6/-	4	6	3	2	4	2/0/0		Heavy Armor (Armored Horse)
---------------------	-----	---	---	---	---	---	-------	--	-----------------------------

Shield of Blades. The Dragon Knight can shield despite not being equipped with a shield.

Blood and Glory. If Amdur kills an enemy Hero in a fight, he immediately regains a single Might point expended earlier in the battle.

Unyielding Combat Stance. Whenever this model is knocked down, roll a D6 – on a 4+ he keeps his balance and remains standing

Khamul, the Easterling	5/-	4	8	1	1	6	2/12/2		Heavy Armor (Horse, Armored Horse) (Fell Beast) Armored Fell Beast (Horned Fell Beast)
------------------------	-----	---	---	---	---	---	--------	--	--

Terror, Essence Leech, Harbinger of Evil, The Will of Evil

Magic: Transfix 12" 4+, Compel 12" 5+, Sap Will 12" 4+, Black Dart 12" 6+; Drain Courage 12" 3+

War Priest	3/-	3	5	1	2	4	1/3/1		Spear, Heavy Armor, (Armored Horse)
------------	-----	---	---	---	---	---	-------	--	-------------------------------------

Magic: Fury 3+, Blade Wrath 2+

Bladewrath. Select a single friendly Hero within range. Any blows the chosen model strikes in combat this turn are resolved at strength 6.

Fury. This magical power works in the same way as the Fury spell more commonly used by Orc-kind, however it instead affects all models from the Eastern Kingdoms range, including Heroes.

Khandish Cheftain	5/4+	4	5	2	2	4	2/1/1		Armor, Elven Blade, (Chariot, Horse) (Bow)
-------------------	------	---	---	---	---	---	-------	--	---

Khandish King	6/4+	4	6	2	2	5	2/1/1		Armor, Elven Blade (Chariot, Horse) (Bow)
---------------	------	---	---	---	---	---	-------	--	--

Commanding Presence. All Khandish treat the Khandish King as a Banner

Khandish Chariot. This is a steed that moves 10"/24cm a turn. It follows all the normal rules for monstrous mounts, with the following exceptions:

1) The chariot may not jump obstacles that form a physical barrier, such as hedges, fences or rocks. It may attempt to cross such obstacles as streams or gullies if the controlling player wishes, but if a 1 is rolled on the Jump test, the chariot is automatically destroyed and the rider is thrown.

2) Chariots allow greater freedom of movement, and make for much more stable fighting platforms than other steeds. A model in a chariot may move their full distance and still shoot a bow. In addition, a model riding a chariot may use a two handed weapon if they wish, and may carry both a bow and a two-handed weapon. If they become dismounted, they must abandon either their bow or their two-handed weapon.

(FAQ) 4) Chariots may not perform Brutal Power Attacks

Warriors of the Eastern Kingdoms

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Easterling Warrior	3/4+	3	5	1	1	3			Heavy Armor (Shield, Bow) (Pike, Banner, Black Dragon)

Phalanx. Easterlings can use Pikes and Shields at the same time.

Black Dragon. Have Fight and Courage of 4

(FAQ) *Easterling Warriors have a 50% bow limit rather than a 33% rule

Easterling Kataphract	3/-	3	6	1	1	3			Heavy Armor Shield, Armored Horse) (Banner, War Drum) (Upgrade to Black Dragon)
-----------------------	-----	---	---	---	---	---	--	--	---

Phalanx. Easterlings can use Pikes and Shields at the same time.

Advance! If the Kataphract is equipped with the Drum, at the start of the Move phase (after any Heroic actions have been called and executed) the Drummer can sound the advance. If he does so, all friendly Easterling and Khandish units within 12"/28cm of the Drummer increase their Movement value by 3"/8cm for that turn, though they may not charge.

Black Dragon. Have Fight and Courage of 4

Khandish Warrior	4/4+	3	4	1	1	3	Armor, 2H Axe or Bow, (Horse)
Khandish Charioteer	3/4+	3	4	1	1	3	2H Axe, Armor, Chariot (Bow)
Chariot	-	3/-	0	6	0	3	0
Khandish Warrior	4/4+	3	4	1	1	3	Armor, Bow, Horse

Isengard

Heroes of Isengard

	Pts	F	S	D	A	W	C	M/W/F	Wargear
Saruman	5/-	4	5	1	3	7	3/6/3	2H Staff, (Horse)	
<p>Palantir. Saruman carries a stolen palantir, an ancient seeing stone that allows him to spy on his enemies and form his plans accordingly. Once per game Saruman may decide to automatically win priority.</p> <p>Voice of Command. Such is the fear that Saruman inspires in his followers that they will often to the last man if his eye is upon them. The Range of Saruman's stand fast rolls is 12".</p> <p>Staff of Power Magic: Terrifying Aura 2+, Sorcerous Blast 12" 5+, Compel 3+ 12" ; Transfix 12" 4+</p>									
Grima Wormtounge	2/-	3	3	1	1	2	0/0/0	(Horse)	
<p>Wormtounge. Grima starts on the field in the enemy's deployment zone attached to an enemy warband. As long as Saruman is on the field and alive, Grima is treated as an allied model to all players. He may not be targeted for any reason, even by spells like strengthen will; although he can be affected by effects that do not target him like Sorcerous Blast or Area Effect. All Enemy Heroes within 6" of Grima must spend 2 points of Might for each one they intend to use. If they cannot, then the Might is lost.</p>									
Lurtz	5/3+	5	5	2	2	4	3/1/1	Armor, Shield, Orc Bow	
Ugluk	5/4+	5	5	2	2	4	3/1/1	Armor	
<p>Head Taker. Uglúk is unshakably loyal to Saruman and thinks nothing of setting about his followers to make an example of them and keep order in the ranks. Instead of rolling the dice to make a Courage test when the Evil force is Broken, Uglúk can remove any Evil model in base contact from play. If he does this Uglúk is considered to have passed his Courage test and his Stand Fast! has a range of 12"/28cm</p>									
Shaman	4/-	4	4	1	2	4	1/3/1	Spear (Armor)	
<p>Magic: Fury 3+ 6", Transfix 5+ 12"</p>									
Uruk Captain	5/-	5	5	2	2	4	2/1/1	Armor (Crossbow, Orc Bow) (Shield, Heavy Armor, 2H Weapon)	
Vrasku Expert Shot	5/3+	5	5	2	2	4	3/1/1	Crossbow, Armor	
Sharku	4/-	4	5	2	2	3	3/1/1	Armor, (Warg, Shield)	
Mauhur	5/4+	5	5	2	2	4	3/1/1	Armor	
<p>* If your army includes Mauhur, any number of Uruk Hai Scouts can be upgraded to Mauhur's Marauders at the cost of +1 per model. Maradurs move at 7 rather than 6 and can move through woodland terrain without penalty.</p>									
Uruk Drummer	4/-	4	4	1	1	3	0/0/1	Drum	
<p>Advance! When the order to press forward is sounded, the Drummer beats out the signal, causing Orcs to quicken their pace. At the start of the Move phase (after any Heroic actions have been called and executed) the Drummer can sound the advance. If he does so, all friendly Orc units within 12"/28cm of the Drummer increase their Movement value by 3"/8cm for that turn, though they may not charge.</p>									
Thrydan Wolfsbane	4/-	5	5	2	2	4	3/2/2	2H Axe, Armor, (Horse)	
<p>Mighty Blow. For each successful to wound roll in close combat, Thrydan inflicts 2 wounds rather than 1. Fate rolls can be made against these wounds as normal.</p> <p>Lord of Dunland. The range of Thrydan's Stand Fast is 12".</p>									
Dunelending Cheiftain	4/5+	5	5	2	2	4	2/3/1	Armor (Bow, Shield 2H Weapon)	
Sharkey and Worm	4/4+	4	4	1	2	4	1/4/1	2H Staff	
Worm	-	2/4+	3	3	1	1	2	0/0/0	

Magic: Immobilise 12" 2+, Terrifying Aura 2+

Broken Loyalties. If Sharkey is reduced to one wound and has no Fate remaining, Worm comes under the control of the opponent and must move toward and attack Sharkey if possible. If Sharkey is slain, worm returns to normal again.

Orc Captain	4/5+	4	5	2	2	3	2/1/1	Armor (Orc Bow, Shield, Warg)	
			<u>Warriors of Isengard</u>						
	Pts	F	S	D	A	W	C	M/W/F	Wargear
Uruk Hai Warrior	4/4+	4	5	1	1	3			Heavy Armor (Shield, Pike) (Crossbow, Banner)
Uruk Berserker	4/-	4	6	2	1	7			2H Sword
Feral Uruk-Hai	4/-	4	5	2	1	5			Armor
Orc Warrior	3/5+	3	4	1	1	2			Armor, (Shield, Spear) (Banner, Orc Bow, 2H Weapon)
Uruk Scout	4/-	4	4	1	1	3			Armor (Shield, Orc Bow, Banner)
Warg Rider	3/4+	3	4	1	1	2			Armor, Warg (Orc Bow, Shield)
Warg	-	4/-	4	4	1	1	2		(Throwing Spear, Banner)
Isengard Troll	6/5+	6	8	3	3	4			Heavy Armor, Shield (Spear)
Terror, Throw Stones 8" Str 6									
Wild Man of Dunland	3/4+	3	3	1	1	3			(2H Axe)
Dunlending Warrior	3/4+	4	4	1	1	3			Armor (2H Axe, Bow, Banner, Shield)
Ruffian	3/4+	3	3	1	1	2			(Bow, Whip)
Demolition Bomb	-/-	-	10	0	4	0			(Flaming Brand)
Sappers	4/4+	4	5	1	1	3			Heavy Armor
Alchemical Fury. When lit roll a dice: on a 1 it's a dud and gets removed as a casualty, on a 2-5 there is an instant reaction and everything within 2" of the model including terrain takes D6 wounds regardless of defense value and all terrain is destroyed, on a 6 then there is a titanic explosion and everyone within 2" takes 2D6 wounds.									
Ballista	-/-	9	10	-	4	-			(Superior Construction) (Engineer Captain, Flaming Ammunition) Uruk Warrior Crew)

Piercing Shot. If shooting a battlefield the target, when hit moves back 2D6 inches from the ballista and all models it runs into are struck with a strength 6 hit and are knocked to the ground if they have a strength of 5 or less. If the propelled model hits an obstacle or siege target then it stops.

Accurate. Scatters 3" rather than 6"

Raise the Ladders. The Assault Ballista can attempt to raise a ladder to the enemy battlements within range during the shoot phase. To do this, the player must first nominate a point on the battlements within range and which at least one crew member and the machine have line of sight to. Roll to hit as usual- if a hit is scored you may raise a single ladder within 6" of the wall with the max amount of warriors riding the ladder as it ascends.

War Mûmak of Harad

Awesome Presence. Mûmakil cause Terror. A Mûmak also counts as a banner to friendly models (though not to itself!).

Fearless! The Mûmak always passes Courage tests for charging a terrifying creature.

Deployment

The Crew. The Commander and up to 12 models from the following list may be deployed in the howdah:

Haradrim Warriors

Serpent Guard

Watchers of Kârna

Mahûd Warriors

Half Trolls of Far Harad

The Move Phase

Ponderous Bulk. Mûmakil may not cross obstacles more than 2"/4cm tall, neither may they jump, climb, lie down, or defend barriers. Mûmakil may not enter difficult terrain other than water features (including swamps, rivers, etc).

Moving the Crew. Crew models can move around the howdah, including climbing up/down to other levels, as described in the main rules manual. Models in the howdah may not lie down, and if knocked to the ground will stand up as quickly as possible to avoid being jeered by their comrades. Models deployed in the howdah may not voluntarily leave as long as the Mûmak is alive.

The Commander. While the Commander is aboard the Mûmak, any Heroic moves he calls will affect the Mûmak, even though the Mûmak's base is more than 6"/14cm from the Commander. The Mûmak is never affected by Heroic moves called by Heroes other than its Commander. If the Commander is killed, another model in the howdah may take control of the beast. From that point on he will be unable to make shooting attacks and must move to the top position as quickly as possible.

Magical Powers and the Mûmak. The Mûmak is immune to the effects of all Transfix, Immobilise, Command and Compel magical powers – or indeed any other magical powers or abilities that would prevent it from moving normally. These spells can, however, be directed against the model controlling the Mûmak – in this case the Mûmak

will be affected instead. A Sorcerous Blast can inflict damage on the Mûmak or the howdah but cannot move them. If a model in the howdah is hit by a Sorcerous Blast, it is damaged as normal but not moved. Instead, the controlling player rolls a D6. On a 1-3 the model is knocked to the ground in the howdah. On a roll of 4-6 the model falls to the ground below and takes falling damage (see 'The Mûmak and Damage').

Trample. When you want to move the Mûmak, rotate its base on the spot, 'aiming' the model in the direction you want it to travel. While rotating, the Mûmak may touch models or terrain. In the case of models, move them out of the way by the shortest possible route. In the case of terrain, move the Mûmak away just enough to complete its rotation. After the Mûmak has been 'aimed', move the model up to 8"/20cm directly forward, ignoring enemy models' control zones. If the Mûmak moves into contact with one or more models whilst moving forward, it will Trample them, automatically inflicting three Strength 9 hits on each model. Cavalry models suffer three hits on both the rider and the mount. If the rider survives and his mount is slain, the rider is thrown and, after testing on the Thrown Rider chart, is placed in base contact with the Mûmak. If the mount survives and the rider does not, the mount is removed as a casualty. If a contacted model is slain by the Trample, the Mûmak can continue to move. The

Mûmak will Trample other models along its way until it either reaches the end of its 8"/20cm move, or it fails to slay an enemy. If an enemy model survives the Trample, the Mûmak stops (exactly like a charging model would) and will fight the enemy as normal in the Fight phase. If the enemy wins priority and charges the Mûmak, it can pin it in place and prevent it from moving as normal. If the Mûmak moves into contact with a friendly model, the controlling player can choose to either Trample it in order to continue moving if the Mûmak manages to kill the model, or to stop.

If the Mûmak moves into contact with a fortification, it will inflict three Strength 9 hits, but if the fortification is Defence 9 or 10 the Mûmak will suffer three Strength 9 hits as well.

The Shooting Phase

Shooting at the Mûmak. Any models deployed in the howdah, the Mûmak and the howdah itself are all considered to be separate battlefield targets and so may be targeted freely by magical powers, shooting attacks, etc. Note that siege engine or volley fire shots that scatter from the crew or the howdah may always be assigned to the Mûmak, and vice versa, even though the base of the Mûmak is more than 6"/14cm away. Note that models with throwing weapons may elect to cast their weapons at the howdah or its occupants before completing a charge against the Mûmak.

Shooting from the Mûmak. Models in the howdah are not considered part of the combat if the Mûmak is fighting and so do not themselves fight in the combat and remain free to shoot if they wish. Models in the howdah may shoot regardless of how far the Mûmak has moved, providing they have not themselves moved more than half their Move or climbed.

The Mûmak in Combat

Irresistible Force. If a charging Mûmak wins a fight, all of its opponents are knocked to the ground (even monstrous mounts).

Immovable Object. A Mûmak cannot be knocked to the ground (even by other Mûmakil!) or otherwise moved against its will, and never backs away if it loses a fight – its opponents must always back away, even if they win! As a result of this, a Mûmak can never be trapped.

The Mûmak and Damage

Wounding the Mûmak. If the Mûmak is wounded, there is a chance it will Stampede in the next turn (see below). If the Mûmak is killed, the crew suffer falling damage, an additional Strength 9 hit and are placed in base contact with the Mûmak. Once the fate of the crew is resolved, remove the Mûmak.

Stampede! Every time a Mûmak suffers a wound, the model controlling it (or the Mûmak itself if all the Haradrim are gone) must take a Courage test. Similarly, a Courage test must be taken at the start of the Evil Move phase if there are no models left on the howdah. If any of these tests are failed, the Mûmak will Stampede at the start of the next Evil Move phase, after any Heroic moves have been resolved (it will not Stampede if it has been charged). When a Mûmak Stampedes it follows all of the normal rules, with two exceptions: it must always move full distance, and its direction of move is determined by the Good player, not the Evil player! When choosing the Mûmak's move direction, the Good player is free to set it so it will Trample Good models, and may even direct it off the table if he wishes, in which case the Mûmak counts as a casualty. If one Mûmak Stampedes into another, both animals take three Strength 9 hits, but their howdahs remain unaffected. In the turn during which the Mûmak Stampedes, models in the howdah may not move or shoot they just hang on for dear life! Additionally, at the end of the Stampede movement, the Evil player must roll a D6 for each model in the howdah – on a roll of 1 the model falls to the ground below, suffering falling damage as normal. At the end of the Movement phase, the Mûmak returns to the control of the Evil player.

Destroying the Howdah. If the howdah is reduced to 0 Wounds, it is destroyed and the crew tumble to the ground below – all the crew suffer falling damage. Surviving models are placed in contact with the Mûmak's base.

Mûmak Upgrades

Gnarled Hide

This Mûmak is blessed with an exceptionally tough and hardy hide that is proof against all but the strongest blows. The Mûmak has Defence 8, rather than 7.

Rappelling Lines

Models in the howdah may attempt to dismount the Mûmak during the Move phase, after the Mûmak has moved. Rather than making a Climb test, roll a D6 for each model wishing to dismount. If the result is a 1 the unfortunate individual has lost his grip and tumbles to the ground below, suffering falling damage as normal. Place the model in base contact with the Mûmak, at a point as close as possible to the position it occupied on the howdah. If it is impossible to place the model in base contact with the Mûmak, it remains in the howdah and may not dismount this turn. Models that dismount may use the movement to charge into combat (although they must take any terror tests before they test to see if they fall). Models that dismount may not make a Shooting attack in the same turn.

Foul Temperament

Some Mûmakil are never truly tamed, and rage against their indenturement at every opportunity. Such ill-temper makes them truly fearsome beast in combat, but reduces the control their handlers can exert. The Mûmak has its Attacks value increased to 4. Courage tests taken for determining whether or not the beast Stampedes suffer a -1 penalty.

Rocks!

Chunks of rubble and stone are stacked about the Mûmak's howdah for the crew to hurl onto their foes. If they do not move, models in the howdah may make a Strength 6 Shooting attack with a range of 8"/20cm.

Sigils of Defiance

Models in the howdah have the Magic Resistance special rule. In addition, each time a model in the Mûmak's howdah suffers a wound, roll a D6. On the roll of a 6, the wound is ignored, exactly as if a point of Fate were expended.

Tusk Weapons

Some Haradrim attach spikes, wooden spars and other lethal implements to the tusks of the Mûmakil in order to make it even more difficult for victims to escape its onslaught. A Mûmak with tusk weapons inflicts four Strength 9 hits when Trampling, rather than the normal three.