

# Minas Tirith

## Heroes of Minas Tirith

Name	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>King Ellessar</b> <b>Mighty Hero.</b> He may expend 1 point of Might per turn without reducing his Might store.	6/3+	4	5	3	3	6	3/3/3	Heavy Armor, Anduril (Armored Horse)	
<b>Andúril, Flame of the West.</b> When fighting with Andúril, Ellessar never needs to roll more than 4+ to score a wound, regardless of the opponent's Defence (this rule has no effect against targets that have Batter Points instead of Wounds).									
<b>Faramir, Captain of Gondor</b> (FAQ) <b>Woodland Creature</b>	5/3+	4	5	2	2	5	3/2/2	Armor (Horse, Heavy Armor) (Bow, Armored Horse) (Lance, Shield)	
<b>Boromir, Captain of the White Tower</b> Horn of Gondor	6/-	4	6	3	3	6	6/3/3	Heavy Armor, Horn of Gondor (Lance, Horse, Shield) (The Banner of Minas Tirith)	
<b>The Banner of Minas Tirith.</b> The Banner of Minas Tirith counts as a banner. In addition, all friendly models from the Minas Tirith army within 3"/8cm receive a +1 bonus to their Fight value. Boromir also receives this bonus, although other Heroes do not. Unlike other banner bearers, such as Boromir's skill in battle he suffers no -1 penalty to his dice roll when determining who wins the combat, although he gains no benefit from carrying a shield or a lance.									
<b>Peregrin, Guard of the Citadel</b>	3/3+	2	4	1	1	4	1/1/2	Armor, (Elven Cloak, Pony)	
<b>Madril, Captain of Ithilien</b> <b>Master of Ambush.</b> In scenarios where the Good player can roll for additional forces to arrive (such as those that use the Reinforcements rule) he receives a +1 bonus to the dice rolls if Madril is on the board. If Madril is not on the board and is waiting to arrive as part of the reinforcements, he may only apply this bonus to his own roll to arrive.	4/3+	4	5	2	2	4	3/1/1	Armor, Bow	
(FAQ) <b>Woodland Creature</b>									
<b>Damrod, Ranger of Ithilien</b> (FAQ) <b>Woodland Creature</b>	4/3+	4	5	1	1	4	1/1/1	Armor, Bow	
<b>Denethor, Steward of Gondor</b> <b>Broken Mind.</b> At the start of every turn, before players roll for priority, the Good player must take a Courage test for Denethor. If the test is failed, Denethor is controlled by the Evil player as if he was one of his models until the end of the turn. Good models cannot target Denethor with missile fire, magical powers that cause damage and cannot strike blows against him if they defeat him in a fight.	5/-	4	5	2	2	5	0/3/0	Armor	
<b>Beregond of Gondor</b> <b>Bodyguard.</b> At the start of the game choose one Hero of Gondor. As long as this Hero is on the table, this unit will automatically pass all Courage tests he has to take. If the Hero is killed or leaves the table, This unit reverts to the normal rules for Courage.	4/3+	4	6	1	1	4	1/1/1	Heavy Armor, Elf Bow (Horse)	
<b>Cirion, Lieutenant of Amon Barad</b> <b>Boldest of the Bold.</b> When attempting to charge an enemy that causes Terror, Cirion receives a +2 bonus to his Courage.	4/4+	4	6	2	2	4	3/1/1	Heavy Armor, Shield	
<b>Captain</b>	4/4+	4	5	2	2	4	2/1/1	Heavy Armor (Bow, Shield ) (Horse, Lance)	
<b>King of Men</b>	5/4+	4	5	2	2	5	2/2/1	Armor (Armored Horse) (Heavy Armor, Lance) (Shield, Horse)	
<b>Knight of the White Tower</b> <b>White Sword of Gondor.</b> A White Armor is a two handed weapon. Additionally each wound inflicted by this Armor (after Fate Rolls) causes two Wounds, instead of one.	5/4+	4	6	2	2	4	1/1/1	Heavy Armor, White Sword of Gondor	

**Warriors of Minas Tirith**

Name	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Warriors of Minas Tirith</b>	3/4+	3	5	1	1	3			Heavy Armor (Shield, Spear, Bow) (War Horn, Banner) (Ithilien Guard upgrade)
*Ithilien Guards – do not treat woods and areas of woodland or forest terrain as difficult terrain									
<b>Knights of Minas Tirith</b>	3/-	3	5	1	1	3			Heavy Armor, Lance, Horse (Shield) (Banner)
<b>Ranger of Gondor</b>	4/3+	3	4	1	1	4			Armor, Bow (Spear) (Ranger of Ithilien upgrade)
*Ithilien Rangers – do not treat woods and areas of woodland or forest terrain as difficult terrain									
<b>Citadel Guard</b>	4/4+	3	5	1	1	3			Heavy Armor, (Longbow) (Spear) (Horse)
Bodyguard.									
<b>Guard of the Fountain Court</b>	4/-	3	6	1	1	3			Dwarf Armor, Spear (Shield, Banner)
Bodyguard									
<b>Osgiliath Veterans</b>	3/4+	3	5	1	1	4			Heavy Armor (Shield, Spear, Bow)
<b>Loyal to the Captains.</b> So long as an Man at Arms is within 6"/14cm of either Boromir or Faramir (or both) he receives a bonus of +1 to its Fight value.									
<b>Trebuchet</b>	-/-	-	10	0	4	0			(Superior Construction ) (Siege Veteran) (Siege Captain) (Flaming Ammunition)
<b>Crew</b>	3/4+	3	5	1	1	3			Armor
Indirect Fire, Area Effect, Wallbreaker									
<b>Bolt Thrower</b>	-/-	7	7	-	3	-			(Swift Reload) (Siege Veteran) (Flaming Ammunition) (Siege Captain)
<b>Accurate.</b> These machines are easier to aim than catapults and other heavy Siege Engines. When firing an Avenger at a Battlefield target the shot will only Scatter 3"/8cm rather than 6"/14cm.									
<b>Rapid Fire.</b> An Avenger Bolt Thrower fires D6 shots each turn rather than one. Resolve each shot individually, rolling to hit, to scatter, and to wound for each before proceeding with the next. Shots from an Avenger Bolt Thrower do not kill Battlefield targets outright nor knock them to the ground. The usual restrictions on targeting apply. In addition, the second and following shots must be targeted at models within 3"/8cm of the first target.									
<b>Short Range.</b> An Avenger Bolt Thrower has a Range of 24"/56cm rather than the normal 48"/112cm.									
<b>Crew</b>	3/4+	3	5	1	1	3			Armor

# The Fiefdoms

<u>Heroes of the Fiefdoms</u>									
Name	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Forlong the Fat</b>		4/-	5	6	2	3	4	3/1/1	Heavy Armor, Spear, (Horse)
<b>Angbor the Fearless</b>		4/-	4	5	2	2	5	2/3/1	2H Sword, Armor
<b>Duinhur of Blackroot Vale</b>		5/3+	4	5	2	2	3	2/1/1	Spear, Bow, Armor,
<b>Pathfinder.</b> Duinhur moves through boulders, scree and other similar areas of difficult terrain without penalty.									
<b>Go for the Eyes!</b> When Shooting, Duinhur can re-roll failed to wound rolls against monsters and his attacks cause D3 wounds, rather than 1 on wounds									
<b>Prince Imrahil</b>		6/-	4	7	3	3	6	3/3/3	Heavy Armor, Shield (Armored Horse) (Lance)
<b>The Lineage of Númenor.</b> The range of Prince Imrahil's Stand Fast! is 12"/28cm rather than 6"/14cm. Additionally, Prince Imrahil counts as a Banner to all Warriors of Dol Amroth within 12"									
<b>King of the Dead</b>		4/-	4	8	1	2	7	0/6/3	Armor
Terror, Blades of the Dead,									
<b>The Dead and the Living.</b> only the Army of the Dead may use the King's 'Stand Fast!'									
<b>Drain Soul.</b> An enemy that suffers a wound from the King of the Dead is automatically slain regardless of the number of wounds on its profile.									
<b>Captain of Dol Amroth</b>		4/4+	4	7	2	2	4	2/1/1	Heavy Armor (Lance) (Armored horse)
Dol Amroth of Gondor!									
<u>Warriors of the Fiefdoms</u>									
Name	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Knight of Dol Amroth</b>		4/4+	3	6	1	1	4		Heavy Armor, Shield, (Armored Horse) (Lance, Banner, Horn)
<b>Dol Amroth for Gondor!</b> Knights of Dol Amroth always count as being within 3"/8cm of a banner if Prince Imrahil is within 12"/28cm									
<b>Axeman of Lossarnach</b>		4/-	3	5	1	1	3		Heavy Armor, 2H Axe (Banner)
<b>Set to Recieve.</b> An Axemen of Lossarnach may use his axe as either a spear or a two-handed weapon.									
<b>Clansman of Lamedon</b>		4/-	3	4	1	1	5		2H Sword, Armor
<b>The Honour of Lamedon.</b> Clansmen of Lamedon always count as being within the area of effect of a banner if Angbor the Fearless is within 6"/14cm.									
<b>Man at Arms of Dol Amroth</b>		4/-	3	5	1	1	3		Heavy Armor (Pike, Banner)
<b>Blackroot Vale Archer</b>		3/3+	3	4	1	1	2		Armor, Bow (War Horn, Banner)
<b>Dead-Eye Shot.</b> When Shooting, this model can re-roll failed To Wound rolls against Monsters									
<b>Man of the Dead</b>		3/-	3	7	1	1	6		Armor (Banner, Shield, Spear)
Terror,									
<b>Blades of the Dead.</b> When determining what number the Dead need to wound their opponents, use the opponent's Courage rather than its Defense on the Wound chart.									
<b>Rider of the Dead</b>		3/-	3	7	1	1	6		Horse, Shield, Armor
Horse		0/-	3	4	0	0	3		
Terror, Blades of the Dead									

# Rohan

## Heroes of Rohan

Name	Pts	F	S	D	A	W	C	M/W/F	Wargear
(IND) <b>King's Huntsman</b> <b>Master Archer.</b> Models with this rule only fail an In the Way roll on the roll of a 1. Each time this model slays a Hero or Monster, he restores his Might to its starting value.	3/3+	4	5	1	2	4	2/1/1	Elf Bow, Armor	
<b>Captain of Rohan</b> Expert Rider	4/4+	4	4	2	2	4	2/1/1	Armor, (Heavy Armor, Bow) (Horse, Shield, Throwing Spears)	
<b>Grimbold of Grimslade</b> * Any number of Warriors of Rohan can be upgraded to be Helmingas at the cost of +1 point per model. Helmingas have Strength 4 rather than 3	4/-	4	5	2	2	4	2/1/1	Armor, 2H Axe	
<b>Eomer, Marshall of the Riddermark</b> Expert Rider	5/-	4	6	2	2	6	3/2/2	Heavy Armor, (Shield, Horse) (Throwing spear, Bow)	
<b>Eomer, Knight of the Pelennor</b> <b>Expert Rider, Devastating Charge.</b> If Eomer Charges, he is strength 5 until the end of the turn.	5/-	4	7	3	3	5	3/3/3	Heavy Armor, Shield, (Armored Horse)	
<b>Eowyn, Shieldmaiden of Rohan</b> Expert Rider	5/-	3	3	1	1	5	2/2/2	(Throwing Spear, Shield) (Heavy Armor, Horse)	
<b>Meriadoc, Knight of the Mark</b> Expert Rider	4/4+	4	4	2	2	4	2/1/1	Armor, (Horn of the Riddermark) (Elven Cloak, Pony, Shield)	
<b>Gamling</b> Expert Rider	4/-	4	6	2	2	4	2/1/1	Heavy Armor (Horse) (Royal Banner of Rohan)	
<b>Royal Banner of Rohan.</b> This counts as a banner as normal. In addition, if a Rohan hero, except Gamling himself, starts his turn within 3" of this banner and has 0 Might, then he automatically gains a point of might. This ability can be used once every turn									
<b>Theoden, King of Rohan</b> Expert Rider	5/-	4	5	2	2	5	2/0/2	Armor (Armored Horse, Heavy Armor)	
<b>Erkenbrand</b> Expert rider	5/4+	4	7	2	2	4	3/1/1	Heavy Armor, Shield, (Horse)	
<b>Horn of the Hammerhand.</b> This horn adds +2 courage rather than +1									
*If your army includes Erkenbrand, you can upgrade any number of Riders of Rohan to Westfold Redsheids at the cost of +1 point. Westfold Redsheids are Fight 4 rather than 3									
<b>Hama</b> <b>Expert Rider.</b> Models that are expert riders can re-roll the dice on the Jump chart when jumping an obstacle while mounted. In addition, when mounted they benefit from the +1 Defence from their shield even while carrying a bow. If they dismount or are thrown, they must immediately discard either their bow or their shield (in which case their Defence is reduced by 1 point). <b>King's Man.</b> If the Good Force includes Theoden, Hama automatically passes all courage tests as long as Theoden is alive and on the board.	4/4+	4	6	2	2	4	2/1/0	Heavy Armor (Horse)	
<b>Theodred</b> Expert Rider	5/4+	4	6	2	2	5	3/3/0	Heavy Armor, (Throwing Spears) (Horse, Shield, Bow)	
(FAQ) <b>Eorl the Young</b>	5/4+	4	7	2	2	5	3/2/2	Felarof (Moves 12"), Heavy Armor, (Shield, Throwing Spear)	
<b>Legendary Hero.</b> To represent his formidable leadership and prowess in battle, the Good player may roll a dice when Eorl first spends a point of Might each turn. On a 1-3 there is no effect. On a 4-6 the Good player need not reduce Eorl's Might score – the Might point was effectively 'free'. This only applies to the first point of Might Eorl spends each turn.									
<b>Felarof</b>	-	0/-	3	5	0	1	3		

**Warriors of Rohan**

<b>Name</b>	<b>Pts</b>	<b>F</b>	<b>S</b>	<b>D</b>	<b>A</b>	<b>W</b>	<b>C</b>	<b>M/W/F</b>	<b>Wargear</b>
<b>Warrior of Rohan</b> Expert Rider	3/4+	3	4	1	1	3			Armor (Throwing Spear) (Shield, Bow, Horn, Banner)
<b>Rider of Rohirrim</b> Expert Rider	4/4+	3	5	1	1	4			Bow, Shield, Armor (Banner) (Throwing spear, Horn)
<b>(FAQ)*Riders of Rohan do not count toward the bow limit</b>									
<b>Rohan Royal Guard</b> Expert Rider	4/4+	3	6	1	1	3			Heavy Armor, Shield, (Banner) (Throwing Spear, Horse)
<b>Bodyguard.</b> At the start of the game choose one Hero of Rohan. As long as this Hero is on the table, this unit will automatically pass all Courage tests he has to take. If the Hero is killed or leaves the table, This unit reverts to the normal rules for Courage.									
<b>Son of Eorl</b> Expert Rider	4/-	4	6	2	1	4			Heavy Armor, Shield,
<b>Pureblood Steed</b>	-	0/-	3	5	0	1	3		(Moves 12")
<b>Outrider</b> Expert Rider	3/3+	3	4	1	1	3			Armor, Bow, (Horse)
<b>Vanguard.</b> Outriders can use a friendly Hero's Stand Fast! regardless of range									

# Arnor

Name	Pts	Heroes of Arnor							M/W/F	Wargear
		F	S	D	A	W	C			
<b>Ardvedui, Last King of Arnor</b> The King of the North. Arvedui's Standfast has a range of 12"	5/4+	4	6	2	2	5	3/2/0	Heavy Armor		
<b>Malbeth the Seer</b> Gift of Foresight. Everytime a Good model within 6" of Malbeth suffers a Wound, roll a D6. On a roll of a 5+, the Wound is prevented, exactly as if a point of Fate had been expended.	3/4	4	5	1	2	5	1/2/1	Armor		
<b>Arathorn</b>	5/3+	4	5	3	2	5	3/2/1	Bow, Armor, Sword		
<b>Captain of Arnor</b>	5/4+	4	6	2	2	3	2/1/1	Heavy Armor (Bow, Shield)		
<b>Aragorn, Isildur's Heir</b> Mighty Hero. He may expend 1 point of Might per turn without reducing his Might store. Master of the Wilderness. Aragorn may move through difficult terrain without penalty. Also Warriors and Heroes of Arnor and Gimli can move through difficult terrain without penalty if within 6" of Aragorn. Chieftain of Forgotten Arnor. Warriors and Heroes of Arnor and Legolas, and Gimli, all count as being in range of a banner when within 3" of Aragorn.	6/3+	5	4	3	3	6	3/3/3	Bow, (Enchanted Cloak)		
<b>Elladan and Elrohir*</b> *This is actually two units with the exact same profile Twin Elven Blades. Because of their exceptional martial training, the two brothers may, when fighting on foot only, use their Armors in three different ways. At the start of the Fight phase, the Good player must declare whether he is attacking with two Armors(gains an attack (for a total of three), if he is attacking with a single Armor(counts as armed with a two-handed Armor) or if he is defending(counts as Shielding) Unbreakable Bond. If one of the twins is killed, the other will be driven mad by grief and charge the enemy with fury, abandoning all thoughts of self-preservation. To represent this, immediately after the death of one of the twins, the surviving one's Strength is increased to 5, but his Defense is reduced to 4. He will always pass any Courage test he is required to take. In addition, he will always move as fast as possible towards the model that killed his brother and will always charge it if possible (even if it means having to make a heroic move). If that model is killed, the surviving twin will then move as fast as possible and charge towards the closest visible enemy for the rest of the game.	6/3+	4	5	2	2	6	3/2/2	Armor, Elven Blades (Horses) (Elf Bows, Heavy Armor) (Enchanted Cloaks)		
<b>Halbarad</b> The Banner of Arwen Evenstar. The Banner of Arwen Evenstar counts as a banner with 6" of area effect and all Good units within 6" automatically passes any courage test they are required to take. Halbarad may still use his bow if carrying his banner.	5/3+	4	5	2	2	6	3/2/1	Armor, Bow, (Spear, Banner of Arwen) (Horse)		
<b>(IND) Ranger of the North</b> (For every Ranger of the North you pick, you may have 4 Rangers of Arnor with Bows that ignore the bow limit)	4/3+	4	5	1	1	5	1/1/1	Armor, Bow, (Horse, Spear)		
<b>(IND) Dunedain</b>	4/3+	4	4	1	1	5	1/1/1	Armor, Bow, (Spear)		
Name	Pts	Warriors of Arnor							M/W/F	Wargear
		F	S	D	A	W	C			
<b>Ranger of Arnor</b>	4/3+	3	4	1	1	3		Armor, Bow (Spear)		
<b>Warrior of Arnor</b>	4/4+	3	4	1	1	2		Heavy Armor, Shield, Spear (Banner)		

# Numenor

## Heroes of Numenor

	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Isildur</b>	6/-	4	7	3	3	6	3/1/2	Very Heavy Armor (Horse, Shield)	

**The Ring.** The bearer of the ring may choose to put on the ring at any time during its movement phase. If it does so, remove it immediately from combat if it has been charged. The bearer is now invisible and may move through all models as if they were not there although it may not stop on them. The bearer may not charge nor be charged while in this state. Additionally, it may not be targeted by magic or any other ranged weapon. Ringwraiths are an exception to this and may charge this model as normal.

Every turn that the ring is on, roll a dice at the beginning of the movement phase. On a 1 or 2, the model is controlled by an opposing player with the highest priority. The Ringbearer may attempt to take off the ring during the movement phase but must pass a courage test to do so.

<b>Elendil, High King</b>	7/-	4	7	3	3	6	3/3/1	Narsil, Very Heavy Armor (Horse, Shield)	
<b>Narsil.</b>	Elendil may call a Heroic Fight without using a point of Might								

<b>Captain of Numenor</b>	5/4+	4	5	2	2	4		Armor (Horse, Shield, Bow) (Lance, Heavy Armor)
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## Warriors of Numenor

	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Warriors of Numenor</b>	4/4+	3	4	1	1	3		Armor (Shield, Spear, Bow, Banner)	

# Garrison of Dale, City of Men

## Heroes of Garrison of Dale, City of Men

	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Girion, Lord of Dale</b>	5/3+	4	5	2	2	5	2/2/1	Armor, Sword, (Bow)	

**Dead Eye Shot.** When targeting an enemy model with the Fly special rule, Girion Lord of Dale may re-roll the dice to Hit and To Wound with any missile weapon.

<b>Captain of Dale</b>	5/4+	4	5	2	2	4	2/1/1	Sword, Armor (Shield)
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## Warriors of Garrison of Dale, City of Men

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear
<b>Warrior of Dale</b>	4/4+	3	4	1	1	3		Sword, Armor (Spear, Shield, Bow)	

# The Army of Laketown

## Heroes of the Army of Laketown

	Pts	F	S	D	A	W	C	M/W/F	Wargear
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### Master of Laketown

4/4+ 4 4 2 2 3 2/2/2 unarmed

**Moneybags.** The Master of Laketown can choose to expend a single point of Might at the start of the Fight Phase. If he does so, any Laketown Guard Captains or Laketown Guard within 6" receives a bonus of +1 to their Fight value until the end of the phase.

**Dragon-sickness.** At the Start of the game, your enemy may select a single Hero to be the bearer of a large sum of gold. If the Master of Laketown is ever in base contact with the bearer at the end of the move phase, he must pass a Courage test or be removed as if he had just lost his last wound.

### Alfred the Counsellor

3/3+ 3 3 1 1 3 0/3/1 unarmed

**Dubious Counsel.** Alfred can choose to expend any number of Will points at the start of the Priority phase, before any dice are rolled. For each point of Will he expends, he may nominate a single friendly Hero within 6" and roll a D6. On a roll of 2-5, the nominated Hero gains a point of Might. On a roll of a 6, the nominated hero instead gains D3 might .On the roll of a 1, the nominated Hero loses D3 Might and Alfred gains a point of Might. Might gained in this way can take the chosen Hero's store of Might points beyond its initial level.

### Bard the Bowman

5/3+ 4 4 3 3 6 3/2/2 Great Bow, Dagger

**Rapid Fire.** If Bard the Bowman hits a target with a shooting attack, he may take another shot at a target within 3" of it (it may even be the same target). If that shot is also a hit, he may shoot again to a maximum of 3 shots total.

**The Black Arrow.** Once per game, Bard the Bowman can fire his lucky Black Arrow instead of shooting normally. If you choose to do so, declare that he is firing his Black Arrow before rolling to Hit. When shooting the Black Arrow, Bard the Bowman re-rolls a failed To Hit roll and any failed In the Way tests. Furthermore, if this shot hits, the target model automatically suffers 1 Wound. Bard the Bowman can fire his Black Arrow as part of his Rapid Fire Special Rule.

### Bard the Bowman, Girion's Heir

5/3+ 4 4 3 3 6 3/3/3 Sword (Armor, Horse, Windlance)

#### The Windlance

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The Windlance follows all of the rules for a Siege Engine with the Superior Construction upgrade as described in The Hobbit: An Unexpected Journey™ rules manual. Bard the Bowman, Girion's Heir counts as the Siege Engine's only crew. Note that this means that he cannot move the Windlance, though unlike normal crew, he can choose to move more than 6" away from it even if it has not yet been destroyed. Provided that he is in base contact with the Windlance and is not engaged in combat, Bard the Bowman, Girion's Heir can fire the Windlance every turn. Bard the Bowman, Girion's Heir may use his Might to influence To Hit, To Wound and Scatter table rolls made for the Windlance

**The Black Arrow.** Once per game, Bard the Bowman, Girion's Heir can fire his Black Arrow instead of shooting the Windlance normally. If you choose to do so, declare that he is firing his Black Arrow before rolling to Hit. When shooting the Black Arrow, Bard the Bowman, Girion's Heir re-rolls a failed To Hit roll and any failed In The Way tests. Furthermore, do not roll on the Scatter table when firing the Black Arrow – a successful To Hit roll against a Battlefield target automatically counts as a Dead On! result.

**Saviour of Lake-town.** By felling the mighty Dragon Smaug, Bard the Bowman earns the undying loyalty and respect of his people. Bard the Bowman, Girion's Heir's Stand Fast! rule has a range of 12". Furthermore, all Laketown Militia and Lake-town Militia Captains within 12" of Bard the Bowman, Girion's Heir receive a +1 bonus to their Fight value and count as being in range of a banner.

## Heroes of the Army of Laketown

	Pts	F	S	D	A	W	C	M/W/F	Wargear
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### Laketown Guard Captain

4/4+ 4 5 2 2 3 2/1/1 Sword, Armor

### Laketown Militia Captain

3/4+ 4 5 2 2 4 2/1/1 Spear, Armor, (shield)

## Warriors of the Army of Laketown

	Pts	F	S	D	A	W	C	M/W/F	Wargear
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### Laketown Guard

3/4+ 3 4 1 1 2 Sword, Armor (Bow, Spear)

### Laketown Militia

2/4+ 3 4 1 1 3 Axe, Armor (Bow, Shield, Spear)