

# Mordor

## Heroes of Mordor

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Sauron, The Dark Lord</b> Terror, Ancient Evil	9/-	8	10	3	5	7	3/6/*	Heavy Armor (The One Ring)	
<p><b>Unstoppable!</b> Every time Sauron wins a fight, he can choose to strike at the enemy three times as normal or sweep his mace around in a deadly arc. If Sauron chooses the second option, all enemies that have taken part in the fight (those in base contact and even those supporting friendly models with spears or pikes) suffer one strike from the Dark Lord.</p> <p><b>The Lord of the Rings.</b> Sauron can use 1 point of Will per turn without reducing his own will store.</p> <p><b>The One Ring.</b> Everytime Sauron is removed as a casualty, he can roll a dice. On a roll of 2 or more, the power of the Ring sustains him and he is left on the table with 1 Wound remaining. If Sauron has the Ring, then no Good model can have it. If Sauron does not have the Ring ad a Good model is carrying it, that model is automatically removed as a casualty if he puts the Ring on.</p> <p><b>Magic:</b> Transfix 18" 2+, Compel 18" 3+, Drain Courage 18" 2+, Sap Will 18" 3+, Chill Soul 18' 4+</p>									
<b>The Necromancer</b> Terror, Ancient Evil, Will of Evil, Drain Soul	7/4+	6	8	1	1	6	3/25/*	Armor	
<p><b>He cannot yet take physical form.</b> The Necromancer can use Will as Fate.</p> <p><b>Magical Powers:</b> Drain Courage: 2+ 12", Transfix 2+ 12", Compel 3+ 12", Sap Will 4+ 12", Chill Soul 5+ 12"</p> <p>If your army includes the Necromancer, all of your Orc Captains can be upgraded to become Dol Guldor Captains which have fight 5/4+. Additionally all of your Mordor Shamans can become Dol Guldur Shamans which have the Wither magical power below. Additionally, you may upgrade your Orc Warriors to have Fight 4/4+ at the cost of +2 points per model.</p> <p>Wither. Range 12". Cast: 5+. The victim immediately has its Strength reduced by 1 for the remainder of the game.</p> <p><i>Note: As the Necromancer is in fact Sauron, you cannot include both him and Sauron the Dark Lord in your force</i></p>									
<b>Mouth of Sauron</b> Terror	4/-	4	4	2	2	4	1/4/1	Armor, (Armored Horse)	
<p><b>Magic:</b> Sap Will 12" 4+, Transfix 12" 3+, Drain Courage 12" 2+, Terrifying Aura 2+</p>									
<b>Ringwraith</b> Terror, Harbinger of Evil, Will of Evil	5/4+	4	8	1	1	6	0-2/7-14/0-2	Heavy Armor, (Horned Beast, Horse) (Armored Beast, Fell Beast)	
<p><b>Might/Will/Fate.</b> When buying a Ringwraith for your force, decided how many extra points of Might/Will/Fate to give him, up to a maximum shown in the profile. Each extra point of Might Will, or Fate costs an extra 5 points.</p> <p><b>Magic:</b> Drain Courage 12" 2+, Sap Will 12" 3+, Transfix 12" 3+, Compel 12" 4+, Black Dart 12" 5+</p>									
<b>The Witch King of Angmar</b> Might/Will/Fate, The Will of Evil, Harbinger of Evil, Terror	5/-	4	8	1	1	6	0-3/10-20/0-3	Armor (2H Flail) (Crown of Morgul) (Morgul Blade, Horse) (Fell Beast, Armored Beast) (Horned Fell Beast, Armored Horse)	
<p><b>Magic:</b> Transfix 12" 3+, Compel 12" 4+, Your Staff Is Broken 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+</p> <p><b>Crown of the Morgul.</b> Increase the Witch King's stats to 3 attacks.</p> <p><b>The Morgul Blade.</b> The Morgul blade can only be used once. The Evil player must declare he is using the Morgul blade before rolling to Wound. An enemy that suffers a wound from a Morgul blade is automatically slain regardless of the number of Wounds on its profile. Heroes can use fate to avoid this as normal.</p>									
<b>Khamul, the Easterling</b> Terror, Harbinger of Evil, Will of Evil	5/-	4	8	1	1	6	2/12/2	Armor (Horse, Armored Horse, Fell Beast) (Armored Fell Beast, Horned Fell Beast)	
<p><b>Essence Leech.</b> If Khamûl causes a wound, he instantly regains a point of Will for each wound caused (unless that wound is 'saved' with a point of Fate). This ability cannot be used to take his Will above 12. In addition, Khamûl may expend a single point of Will at the start of the Fight phase (before heroic combats are resolved) to increase either his Strength, Fight, or Attacks value by one for the remainder of the Fight phase. He may only expend a single point of Will in this way each turn.</p> <p><b>Magic:</b> Transfix 12" 4+, Compel 12" 5+, Sap Will 12" 4+, Black Dart 12" 6+; Drain Courage 12" 3+</p>									

<b>The Shadow Lord</b>	5/-	4	8	1	1	6	2/14/2	Armor (Horse, Fell Beast, Armored Fell Beast, Horned Fell Beast)
<b>Terror, Harbinger of Evil, Will of Evil</b>								
<b>Pall of Darkness.</b> Any shooting attack directed against the shadow Lord or any model within 6" of him will only hit on a Score of 6 Magic: Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+; Drain Courage 12" 2+								
<b>The Undying</b>	5/-	4	8	1	1	6	2/20/0	Heavy Armor (Horse, Fell Beast) (Armored Fell Beast, Horned Fell Beast)
<b>Terror, Harbinger of Evil, Will of Evil</b>								
<b>Arcana Leech.</b> The Undying regains one Will point for each magical power successfully cast by other Heroes within 6" <b>Eternal Willpower.</b> The Undying may expend Will points in the same manner as Fate points. Magic: Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+; Drain Courage 12" 2+								
<b>The Dwimmerlaik</b>	5/-	4	8	1	1	6	0/16/2	Heavy Armor, 2H Weapon (Horse) (Armored Horse, Fell Beast, Armored Fell Beast, Horned Fell Beast)
<b>Terror, Harbinger of Evil, Will of Evil</b>								
<b>Sap Fortitude.</b> Whenever an enemy Hero spends a point of Might, Will, or Fate within 12" of the Dwimmerlaik, roll a D6. On a 4+, an extra point of the same type must be spent or the deed is cancelled and the Might, Will, or Fate already committed is lost. Magic: Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+; Drain Courage 12" 2+								
<b>The Dark Marshal</b>	6/-	4	8	1	1	6	2/12/2	Armor (Armored Horse, Fell Beast, Horse) (Armored Fell Beast, Horned Fell Beast)
<b>Terror, Harbinger of Evil, Will of Evil</b>								
<b>Rule Through Fear.</b> All Evil Warriors (Not Heroes) within 6" of the Dark Marshal count as though they are within range of a banner. Magic: Magic: Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+; Drain Courage 12" 2+								
<b>The Tainted</b>	5/-	4	8	1	1	6	1/12/1	Armor (Horse, Fell Beast, Armored Fell Beast, Horned Fell Beast)
<b>Terror, Harbinger of Evil, Will of Evil</b>								
<b>Seeping Decay.</b> At the start of the Fight phase, roll a D6 for each model(friendly and enemy) in base contact with the Tainted. On the roll of a 6, they suffer a wound. <b>Miasmatic Presence.</b> Warriors within 6" of the Tainted may not use a Hero's Stand Fast! Nor may they take part in Heroic Moves Magic: Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+; Drain Courage 12" 2+								
<b>The Knight of Umbar</b>	5/-	4	8	1	1	6	3/14/2	Armor (Armored Horse, Fell Beast, Horse) Armored Fell Beast, Horned Fell Beast)
<b>Terror, Harbinger of Evil, Will of Evil</b>								
<b>Armor of the Sundered Land.</b> 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). <b>Combat Mimicry.</b> The Knight of Umbar may copy the Attacks, Strength, Fight or Courage Characteristics of his opponent instead of his own. He does not need to adopt all the statistics. Magic: Transfix 12" 4+, Compel 12" 5+, Sap Will 12" 5+, Black Dart 12" 5+, Drain Courage 12" 3+								
<b>The Betrayer</b>	5/-	4	8	1	1	6	2/14/2	Armor (Armored Horse, Fell Beast, Horse) (Armored Fell Beast, Horned Fell Beast)
<b>Terror, Harbinger of Evil, Will of Evil</b>								
<b>The Bane of Kings.</b> The Betrayer's Armor re-rolls all failed to wound rolls. <b>Master of Poisons.</b> All models with the Poisoned Arrows, Poisoned Darts, or Poisoned Blades Special Rules within 6" of the Betrayer must re-roll failed to wound rolls on a 1 and 2 rather than just 1. Magic: Transfix 12" 4+, Compel 12" 4+, Sap Will 12" 5+, Black Dart 12" 5+, Drain Courage 12" 3+								
<b>Fell Beast</b>	-	5/-	6	6	2	3	3	Fly, Feral
<b>Horned Fell Beast</b>	-	5/-	7	6	2	3	3	Fly, Feral
<b>Armored Fell Beast</b>	-	5/-	6	7	2	3	3	Fly, Feral
<b>Shagrat, War Leader of Cirith Ungol</b>	5	5	7	3	3	4	3/3/3	Heavy Armor, Shield of Cirith Ungol Shield of Cirith Ungol. Shagrat gains the Knock to the Ground rule when charging exactly if he were a cavalry model.

**Castellan of Dul Guldur** 5/- 5 7 2 1 6 0/12/0 Heavy Armor (Morgul Blade)  
 Terror

**The Will of the Evil.** Castellans may use their Will in the same manner as Fate points. However, during the game a Castellan must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that a Castellan in base contact with an enemy model must fight – they cannot choose not to fight! Once a Castellan suffers 1 Wound or has 0 Will remaining, it is banished and removed as a casualty.

**Automatons.** Castellans may not call Standfests or heroic actions

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<b>Gorbag, Orc Captain</b>	4/-	4	5	2	2	3	3/1/1	Armor, (Shield)
<b>Grishnakh, Orc Captain</b>	4/-	4	5	2	2	3	3/1/1	Armor, (Shield)
<b>Shagrat, Captain of Cirith Ungol</b>	5/-	5	5	2	2	4	3/1/1	Armor, (Shield)

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**Gothmog, Lieutenant of Morgul** 5/- 4 6 3 3 5 3/3/3 Heavy Armor (Warg, Shield)

**Master of Battle.** If an enemy hero calls a Heroic Action within 6" of Gothmog, Gothmog may choose to call that same Heroic action without expending a point of might. He cannot call Heroic Shoot or Heroic Move if he already has been engaged that turn.

**(FAQ)Kardush the Firecaller** 3/5+ 3 4 1 2 3 1/3/1 Armor, Spear

**Heart of Darkness.** At the start of any Priority phase (before any dice are rolled) Kardûsh's can drain the life essence from a nearby Orc to replenish his own sorcerous powers. Remove one of your Orc models (within 6"/14cm) of Kardûsh as a casualty. Kardûsh regains D3 Will points (this cannot take his total beyond 3).

**Shadow Pawn.** At the start of any Priority phase (before any dice are rolled) Kardûsh's controlling player can remove him as a casualty to restore D6 Will to a single Ringwraith within 6"/14cm (this cannot take the Ringwraith's total beyond its starting value).

Magic:

**Flameburst.** Range: 6"/14cm. Dice score to use: 3+. Fire leaps from Kardûsh's outstretched palm to strike a nearby foe. The target suffers a Strength 6 hit.

**(IND) Shelob** 7/- 7 7 1 6 4 0/6/0

Terror

**Movement.** Shelob can move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, where she has to jump as normal.

**Venom.** Shelob re-rolls all failed to wound rolls

**Pounce.** When Charging, Shelob counts as a Monstrous Mount, and therefore gets both bonuses that cavalry models get (Extra attack and Knock to the Ground). As usual with Monstrous Mounts, these bonuses are not lost if Shelob is engaged by enemy cavalry, but are lost if she is engaged with an enemy monstrous mount.

**Hunting Instinct.** If Shelob ever suffers a wound, she must take a courage test. If she fails, remove her from the game.

**Gollum** 4/4+ 4 4 2 2 4 1/0/1

Cave Dweller

**Hunt for the Precious**

Gollum can be included in any Mordor force if the ringbearer is included on the opposing side. He is automatically positioned on the table once both sides have placed all their models. He is placed 6" from the ringbearer

So long as the Ringbearer is alive, no enemy model can harm Gollum in any way. Enemy models are allowed to charge Gollum and fight, but will strike no blows if they win. Once the Ringbearer is slain, this rule is removed.

Gollum is always controlled by the player who has priority. Regardless of which side controls him, Gollum must always move within 6" of the Ringbearer if possible. If it is impossible, then he must move as close as he can.

If Gollum attacks and kills the ringbearer, then he is removed from the game.

**Mordor Uruk Hai Captain** 4/- 5 6 2 2 3 2/1/1 Armor, (2H Weapon, Shield)  
(Orc Bow)

**Cave Drake** 6/5+ 7 7 3 6 4 1/3/1

**Resistant to Magic, Terror,**

**Swift and Lithe.** Cave Drakes move over difficult terrain like normal terrain.

**Gaping Maw.** If you win a fight with your Cave Drake, you can either strike as normal or attempt to swallow a single man-sized (or smaller) model in the same fight. In which case, make a single roll to wound against your target – if successful, then the victim is automatically removed as a casualty. Fate can be used to stop this from happening as normal.

**Cornered Beast.** If the Cave Drake is defeated in a fight, check to see if it is trapped. If this is the case, all models, friendly and enemy, within 1" suffer a strength 4 hit.

**Dragonic Charge.** Cave Drakes move 8" and count as a Monstrous Mount.

<b>(IND) Spider Queen</b>	6/-	6	4	2	3	4	2/3/0	
<b>Terror, Venom.</b> This unit must re-roll each failed "To Wound" roll								
<b>Pounce.</b> The Spider Queen is treated like a Monstrous Mount when charging.								
<b>Progeny.</b> During any point in her move, a Spider Queen can expend a Will Point to put one unit of Broodlings anywhere within 3" of her. This new unit can charge and act normally upon arrival. Broodlings have a move speed of 6". She may summon multiple broodlings in a single turn provided she has sufficient Will remaining.								
<b>Movement.</b> The Spider Queen can move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, where she has to jump as normal.								
<b>Broodlings</b>	-	2/-	3	3	1	1	2	Sword
<b>Movement</b>								
<b>Dragon</b>	7/2+	7	7	4	7	4	3/3/3	(Breathe of Fire, Fly, Wyrmtongue)
<b>Terror, Resistant to Magic</b> (this unit moves 6")								
<b>Survival Instinct.</b> Whenever this model is wounded, it must take a courage test. If it fails, then remove it as a casualty.								
<b>Dragonic Charge.</b> Dragons count as a Monstrous Mount.								
<b>Upgrade up to 2 of the Following:</b>								
<b>Breathe Fire.</b> Some Dragons exhale great gouts of flame that can easily consume any who fight them. Each time a Dragon breathes fire, it expends a point of Will. Treat the Dragon's fiery breath as a bow with a range of 12"/28cm. If the shot hits, the target and any model (Good or Evil) within 2"/4cm suffer a Strength 10 hit (Fate rolls may be taken as normal). Any model that suffers a wound caused by Dragon breath is automatically slain								
<b>Tough Hide.</b> The skin of this Dragon is almost impenetrably dense or otherwise protected from harm. Its Wounds and Defense are 9, rather than 7.								
<b>Fly.</b> This unit moves 12" and ignores all terrain.								
<b>Wyrmtongue.</b> The greatest and most powerful Dragons of old were devious and cunning individuals, able to deceive and bewitch their foes. A Dragon with this ability can cast a spell using one dice, without reducing his Will store. The controlling player can choose to increase the number of dice rolled by reducing the Dragon's Will store in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details):								
Transfix. Range 12"/28cm Dice score to use: 3+								
Compel. Range 12"/28cm Dice score to use: 4+								
Sap Will. Range 12"/28cm Dice score to use: 4+								
<b>Mordor Orc Drummer</b>	4/-	4	5	1	1	3	0/0/1	Armor
<b>Advance!</b> 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.								
<b>Mordor Orc Taskmaster</b>	4/-	4	5	2	2	3	2/1/1	Whip, Armor
<b>Whip of the Masters.</b> Any hero, including the Taskmaster, within 6" who calls a Heroic Action must roll a D6. On a 4+, the action does not cost a point of might and is free.								
<b>Mordor Orc Shaman</b>	3/-	3	5	1	2	3	1/3/1	Heavy Armor, Spear (Warg)
Magic: Fury 3+, Transfix 12" 5+								
<b>Black Guard Captain</b>	5/-	5	7	2	2	4	2/1/1	Heavy Armor, Shield
<b>For the Dark Lord!</b> Whilst at least one Ringwraith or Sauron himself is alive on the battlefield, a Captain of the Black Guard is treated as being Courage 6.								
<b>Black Guard Drummer</b>	4/-	5	5	1	1	4	0/0/1	Heavy Armor, War Drum
<b>Advance!</b> 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 units within 12"/28cm of the Drummer increase their Movement value by 3"/8cm for that turn, though they may not charge.								
<b>Mordor Orc Captain</b>	4/5+	4	5	2	2	3	2/1/1	Armor (Warg, Orc Bow, Shield)
<b>Morannon Orc Captain</b>	4/4+	5	6	2	2	3	2/1/1	Heavy Armor, (2H Weapon, Shield)
<b>Troll Chieftain</b>	7/5+	7	8	3	3	4	2/1/1	Armor
Terror, Throw Stones								
<b>Black Numenorian Marshal</b>	5/4+	4	6	2	2	5	2/1/1	Heavy Armor, (2H Weapon, Shield) (Armored Horse)

<b>Mordor Uruk-hai Captain</b>	5/4+	5	5	2	2	4	2/1/1	Armor, (2H Weapon, Shield) (Orc Bow)
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Name/Special Rule	Pts	Warriors of Mordor						M/W/F	Wargear
		F	S	D	A	W	C		
<b>Orc Warrior</b>	3/5+	3	4	1	1	2		Armor, (Shield, Spear) (Banner, Orc Bow, 2H Weapon)	
<b>Morannon Orc</b>	3/-	4	5	1	1	2		Heavy Armor, (Spear, Shield, Banner)	
<b>Mordor Troll</b> Terror, Throw Stones	7/5+	7	7	3	3	3		Armor (War Drum)	
<b>Mordor Uruk-Hai</b>	4/4+	4	4	1	1	3		Armor, (Shield, 2H Weapon) (Orc Bow, Banner)	
<b>Morgul Stalker</b> <b>Shadow Haunters.</b> Morgul Stalkers always count as though they are equipped with Elven cloaks	3/-	4	4	2	1	3		Armor	
<b>Warg Rider</b>	3/5+	3	4	1	1	3		Armor, Warg (Orc Bow, Shield)	
<b>Warg</b>	3/-	4	4	1	1	2		(Throwing Spears, Banner)	
<b>Orc Tracker</b>	3/4+	3	3	1	1	2		Orc Bow, (Warg)	
<b>Black Guard of Barad-dur</b>	4/4+	5	6	1	1	3		Heavy Armor, Shield, (Banner)	
<b>Black Numenorian</b> Terror	4/-	3	6	1	1	3		Heavy Armor, Shield (War Horn, Banner)	
<b>Morgul Knight</b> Terror	4/-	3	6	1	1	3		Lance, Heavy Armor, Armored Horse, Shield (Banner, War horn)	
<b>Spectre</b> Terror, Spectral Blades, A Fell Light is in Them	2/4+	3	5	1	1	6		Heavy Armor	
<b>Giant Spider</b> <b>Movement.</b> Giant Spiders can climb on any surface, regardless of angle. Therefore they can move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps. <b>Venom.</b> Giant Spiders re-roll 1s when rolling to wound.	4/6+	5	3	2	2	3			
<b>Great Beast of Gorgoroth</b> Terror	3/6+	6	7	3	4	2		9 Orcs with Orc Bows, one orc driver	
<b>Battle Platform.</b> The battle platform holds nine Orc Warrior passengers. The Orc Warriors can shoot even if the Great Beast has moved its full speed, and can shoot (and be shot at) if the Great Beast is engaged in combat. If the passengers are shot at, the firer doesn't need to randomize to see who is hit (as he would normally for passengers, but must treat the battle platform as being in the way. If the Great Beast's controller is slain, one of the passengers immediately takes his place, abandoning his bow to do so. The Great Beast cannot carry any passengers other than those travelling on the battle platform and they cannot dismount while the Great Beast lives. If the Great Beast is slain, roll on the Thrown rider table for each orc remaining.									
<b>Dead Weight.</b> If the Great Beast is slain in a Fight, the remaining passengers and all models within 2" each suffer a strength 6 hit on a roll of a 4+ instead of taking fall damage.									
<b>Slam.</b> If the Great Beast charges into combat with one or more enemy models, each foe contacted automatically suffers a Strength 6 hit. If those models are all slain, the Great Beast can continue to move.									
<b>Only counts as One.</b> The Great Beast and its crew count as a single model in a warband, and a single model for working out the number of bows in your force.									

<b>Mordor Catapult</b>	0/-	10	10	0	4	0	
<b>Mordor Engineer</b>	3/4+	3	4	1	1	2	Armor

**Indirect Fire.** A War Catapult always follows the rules for Volley Fire, giving it a range of 18"-96".

**Area of Effect.** If the catapult scores a hit against a battlefield target, all models within 2" of the target take a Strength 6 hit.

(Flaming Ammunition, Orc Engineer Captain, Troll, Severed Heads, Seige Veterans, Orc Engineer crew )

The Catapult may replace any Orc Warrior crew with Black Numenorians with Heavy Armor and Shields

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<b>Mordor Seige Bow</b>	0/-	9	10	0	3	0	None
<b>Mordor Engineer</b>	3/5+	3	4	1	1	2	Armor

Piercing Shot, Accurate

(Flaming Ammunition, Orc Engineer Captain, Additional Crew)

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# Azog's Hunters

\*This race has a 50% bow limit

## Heroes of Azog's Hunters

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Azog</b>		7/5+	5	5	3	3	5	3/3/1	2H Mace (White Warg)
<b>White Warg</b>	-	5/5+	4	5	2	2	4	3/1/1	
<b>Burly</b>									
<b>I Am The Master!</b> When rolling to wound an enemy Hero, Azog always wounds his foe on a 3+.									
<b>(White Warg)</b>									
<b>Raging Beast.</b> When Azog dismounts, The White Warg automatically passes its courage test to stay and fight. Additionally it will automatically pass all Courage tests.									
<b>Pack Master.</b> Only Wild Wargs, Fell Wargs, and Warg Chieftains may use the White Wargs Stand Fast rule or benefit from his heroic actions.									
<b>Deadly Union</b> As long as Azog is mounted upon the White Warg, you can expend either Azog's or the White Warg's stores of Might, Will and Fate as if they shared the same profile (though you should still mark down which of the two actually expended each point).									
<b>Azog, Lieutenant of Sauron</b>		7/5+	5	5	3	3	5	3/3/3	2H Mace, (White Warg)
<b>White Warg</b>	-	5/5+	4	5	2	2	4	3/1/1	
<b>Burly</b>									
<b>I Am The Master!</b> When rolling to wound an enemy Hero, Azog always wounds his foe on a 3+.									
<b>General of the North.</b> Azog, Lieutenant of Sauron's Stand Fast! rule has a range of 12" and, unlike other Heroes' Stand Fast! rolls, can affect other Heroes.									
<b>(White Warg)</b>									
<b>Raging Beast.</b> When Azog dismounts, The White Warg automatically passes its courage test to stay and fight. Additionally it will automatically pass all Courage tests for the rest of the battle.									
<b>Pack Master.</b> Only Wild Wargs, Fell Wargs and Wild Warg Chieftains may use the White Warg's Stand Fast! rule or benefit from its Heroic Actions.									
<b>Deadly Union</b> As long as Azog is mounted upon the White Warg, you can expend either Azog's or the White Warg's stores of Might, Will and Fate as if they shared the same profile (though you should still mark down which of the two actually expended each point).									
<b>Fimbul</b>		5/5+	4	5	2	2	4	3/1/1	Armor, Orc Bow (Fell Warg)
<b>Expert Rider.</b>									
<b>Hunt Master.</b> Fimbul ignores the penalties suffered by Cavalry models attempting to move in difficult terrain.									
<b>(FAQ)Narzug</b>		4/4+	4	5	2	2	4	3/1/1	Armor, Orc Bow, (Fell Warg)
<b>Lethal Aim.</b> Each turn Narzug may spend a single might point without reducing his store to modify either his To Hit Roll, an In the Way Roll, or a To Wound Roll.									
<b>Yazneg</b>		4/5+	4	5	2	2	4	3/1/1	Armor, Heavy Axe (Fell Warg, Lance)
<b>Expert Rider.</b>									
<b>The Price of Failure.</b> If your army contains both Azog and Yazneg, and the two are in base contact at the beginning of the movement phase, instead of rolling the dice to make a Courage test when the Evil force is Broken, you can remove Yazneg from play. If you do so, Azog is considered to have automatically passed his Courage test and his Stand Fast Has a range of 12". Furthermore, if Yazneg is removed from play in this way, then whilst Azog is still alive, all Hunter Orcs, Hunter Orc Captains, Fimbul the Hunter, and Narzug re-roll failed Courage tests.									
<b>Bolg</b>		7/5+	5	7	3	3	5	3/3/1	2H Pick
<b>Burly</b>									
<b>Bringer of Death.</b> Every time that Bolg slays an enemy model, take note of it. Once he has killed two or more enemies, he causes Terror. Once he has killed five or more enemies, he also gains the Harbinger of Evil special rule. Once he has killed ten or more, he may spend a single Might point each turn without depleting his Might store.									
<b>Bolg, Castellan of Mount Gundabad</b>		7/5+	5	7	3	3	5	3/3/3	2H Pick, (Fell Warg)
<b>Burly</b>									
<b>Bringer of Death.</b> Every time that Bolg slays an enemy model, take note of it. Once he has killed two or more enemies, he causes Terror. Once he has killed five or more enemies, he also gains the Harbinger of Evil special rule. Once he has killed ten or more, he may spend a single Might point each turn without depleting his Might store.									
<b>Ancient Enemies.</b> Bolg, Castellan of Mount Gundabad re-rolls To Wound rolls of 1 when making Strikes against Elves and Dwarves									
<b>Hunter Orc Captain</b>		4/5+	4	5	2	2	3	2/1/1	Armor, (2H Weapon, Orc Bow) (Fell Warg)
<b>Many Blades.</b> When fighting on foot, a Hunter Orc Captain receives +1 attack.									

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**Gundabad Orc Captain** 4/5+ 5 6 2 2 4 2/1/1 Heavy Armor, (Shield)  
**Ancient Enemies.** Gundabad Orcs re-roll 1s when attempting to wound Dwarves and Elves.

**Warriors of Azog's Hunters**

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Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
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<b>Fell warg</b>	3/-	4	4	1	1	2			Armor
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**Fell Sight.** A Fell Warg does not require line of sight to its enemy to Charge it.

\*Fell Wargs may be fielded without a Hero to lead them if you choose. In this way they have no force organization.

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<b>Hunter Orc</b>	3/5+	4	4	1	1	2			Armor (Heavy, Orc Bow, Horn) (Fell Warg, Banner)
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**Many Blades.** When fighting on foot, a hunter orc receives +1 attack

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Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
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<b>Gundabad Orc</b>	3/5+	4	5	1	1	3			Heavy Armor, (Spear, Shield)
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**Ancient Enemies.** Gundabad Orcs re-roll 1s when attempting to wound Dwarves and Elves.



# The Desolation of Smaug

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## Heroes of the Desolation of Smaug

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
<b>Smaug</b>	8/2+	9	9	4	20	6	3/6/0		

Ancient Evil, Fearless, Fly, Resistant to Magic, Terror.

**Magic:** Compel 12" 4+, Transfix 12" 3+, Sap Will 12" 4+

**Breathe Fire:** Smaug must expend a point of Will to Breathe Fire. Treat Smaug's fiery breath as a bow with a range of 18". If the shot hits, the target and all models (Good or Evil) within 2" of the target suffer from the Set Ablaze special rule, though the immediate hit these models suffer is Strength 10 instead of Strength 9. Fate rolls may be taken as normal to prevent

Wounds, but any model that suffers a Wound from Smaug's fiery breath is automatically slain.

**Desolator of the North:** Smaug may expend a single point of Will every turn without depleting his own store. Furthermore, Smaug re-rolls To Wound rolls of 1 when making Strikes against Dwarves.

**Immovable Object:** Smaug cannot be knocked to the ground or otherwise moved against his will, and never backs away if he loses a Fight – his opponents must back away, even if they win! As a result of this, Smaug can never be Trapped.

**Missing Scale:** If a model rolls a 6 To Hit Smaug with a shooting attack, then makes a successful roll To Wound, Smaug suffers a number of Wounds equal to the Strength value of the missile weapon used by the shooting model.

**Unstoppable Momentum:** Few creatures exist in Middle earth that can stand before Smaug's draconic might! If Smaug Charges into combat and wins the ensuing Fight, all his opponents are Knocked to the Ground, regardless of their size (except a War Mûmak of Harad!). Furthermore, should Smaug choose to make a Barge Brutal Power Attack, any models forced to Back Away also suffer a Strength 9 hit.