

Moria

Heroes of Moria

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
Moria Shaman	2/-	3	4	1	2	3	1/3/1	Spear, Armor	
Cave Dweller. This unit automatically gets a 6 on all jump and climb tests. Additionally, this unit may climb surfaces of any height. Magic: Fury 3+, Transfix 12" 5+									
Gundabad Shaman	2/5+	3	4	1	2	4	1/3/1	Armor	
Ancient Enemies. This unit re-rolls scores of 1 when attempting to wound Dwarves or Elves. Cave Dweller Magic: Tremor 2D6" 5+, Shatter 12" 3+ Shatter. Pick an enemy model within sight of the Shaman. The victim has all of its weapons destroyed and is considered unarmed for the remainder of the game. Tremor. When this spell is cast, roll 2D6 and measure a straight line from the Shaman in any direction equal in distance to the amount rolled. All models that touch this line receive a strength 6 hit and are knocked to the ground. One model affected can attempt to resist this power in the usual manner.									
Goblin Captain	3/5+	4	5	2	2	3	2/1/1	Armor (Orc Bow +5, Shield +5)	
Cave Dweller. This unit automatically gets a 6 on all jump and climb tests. Additionally, this unit may climb surfaces of any height.									
Gundabad Blacksheild Captain	3/-	5	6	2	2	4	2/1/1	2H Sword, Heavy Armor	
Ancient Enemies. This unit re-rolls scores of 1 when attempting to wound Dwarves or Elves. Cave Dweller									
Durburtz	4/5+	4	6	2	2	4	3/2/2	Heavy Armor	
Cave Dweller Iron Fist. Durburtz has a standfast range of 12"									
Druzhag, the Beast Caller	3/5+	3	4	1	2	4	2/5/2	Armor	
Master of the Dark Wild. All Bats, Wargs, and Spiders within 12" of Druzhag use his courage instead of their own. Magic: Bestial Fury 3+, Enrage Beast 12" 3+ Bestial Fury. This spell is Fury but affects all Spiders, Wargs, and Bat Swarms within 6" of the caster. Enrage Beast. This power can be used against a single Bat, Warg, or Spider model. If the power is successfully used, the target becomes enraged – its Fight, Strength, Attacks and Courage are increased by 3 until the end of the fight phase. The enraged model suffers a Strength 10 hit at the end of the phase to represent the severe exhaustion brought on by its efforts.									
Groblog	3/5+	4	6	2	2	3	3/1/1	Armor, Mithril Crown	
The Mithril Crown. While Groblog is alive Goblins pass the Fate save provided by Fury on a 5+ instead of just the roll of a 6. CaveDweller									
Ashrak	2/5+	3	4	1	2	3	1/3/1	Armor, 2H Staff	
Cave Dweller Death-touch. Any model who wounds, or is wounded by Ashrak in a fight must roll a D6 – on a 4+, they are Paralysed exactly as if they had failed to resist the Paralyse Magical power. Poison-blood. If your force includes Ashrak, you can upgrade any number of Giant Spiders to Venom-back Spiders at a cost of +2 per model. If a venom- back Spider fails to wound an enemy, it must re-roll the dice. Magic: Fury 3+, Transfix 12" 5+									
(IND) 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. Dragonoid Charge. Cave Drakes move 8" and count as a Monstrous Mount.									

(IND) Spider Queen 6/- 6 4 2 3 4 2/3/0

Terror, Venom. This unit must re-roll each failed "To Wound" roll

Pounce. The Spider Queen is treated like a Monstrous Mount when charging.

Progeny. The Spider Queen may expend a point of Will at any time during her move phase to place 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. Broodlings spawned in this way are not counted when working out if a force is broken.

Movement. Giant Spiders can climb on any surface, regardless of angle. Giant Spiders can therefore move at full speed over any type of terrain and ignore all obstacles except for water features and gaps such as chasms, ditches, and other spaces, which they have to jump as normal.

Broodlings - 2/- 3 3 1 1 2 Sword
Movement

Balrog 10/3+ 9 9 4 10 7 0/10/0 Fiery Lash

Terror, Resistant to Magic

Ancient Evil. All Good models within 18" of this unit suffer a -1 penalty to their courage value until they move out of range. This is not cumulative with the Goblin Drum.

Fiery Lash. The Balrog has a whip that counts as a throwing weapon with a range of 6" and a strength of 7.

Warg Chieftain 5/5+ 6 5 2 3 3 1/3/1

Packlord. Only Wargs may use this model's Stand Fast! Rule or benefit from its heroic actions

Dragon 7/2+ 7 7 4 7 4 3/3/3 (Breathe of Fire, Fly, Wyrmtongue)

Terror, Resistant to Magic (Tough Hide)

(this unit moves 6")

Survival Instinct. Whenever this model is wounded, it must take a courage test. If it fails, then remove it as a casualty.

Dragon Charge. Dragons count as a Monstrous Mount.

Upgrade up to 2 of the Following:

Breathe Fire. 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

Tough Hide. The skin of this Dragon is almost impenetrably dense, or otherwise protected from harm. Its Wounds and Defense are 9, rather than 7.

Fly. This unit moves 12" and ignores all terrain.

Wyrmtongue. 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+

The Watcher in the Water 6/3+ 6 6 6 6 2 1/5/1

Terror, Resistant to Magic, Harbinger of Evil

From the Deep. When you deploy your army, do not place the Watcher in the Water on the Board – instead keep it to one side. At the start of each turn, before rolling for priority, announce if you would like the Watcher to arrive, and then roll a D6. On a score of a 3+, it is ready to enter play. Once you have declared that you would like the Watcher to arrive, you must roll at the start of each turn thereafter until it is available. When the Watcher enters play, immediately place it anywhere on the battlefield – it can displace models. Move any displaced miniatures by the shortest possible distance so that they are separated 1" away from the Watcher (or as close as space will allow). In this situation, players take it in turns to reposition his own displaced models, with the player that controls the Watcher in the Water going first. This may create some strange situations, but represents the Watcher bursting up from below the ground and scattering warriors with it's shocking arrival.

The Watcher may not charge in the turn that it arrives.

Tentacles. In the shoot phase, the Watcher can make D6 shooting attacks. These have a range of 6" and strength of 3, and never require "in the way" rolls. Any model hit by a tentacle, but not slain is dragged into base contact with the Watcher by the shortest possible route, even over the heads of other models. Models moved in this way do not count as having charged. If there is no space, then it is not moved at all. The Watcher can make these special attacks even if it is in base contact with an enemy model.

Many Tentacles. As the Watcher is wounded, it loses one attack for each Wound it loses.

Water Dweller. The Watcher in the Water is not slowed when entering a water feature and always counts as having rolled a 6 on a Swimming chart. Also, it doubles its movement in water terrain while its base is wholly within a water feature.

Warriors of Moria

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
Goblin Warrior		2/5+	3	4	1	1	2		Armor (Shield, Spear, Bow)
Cave Dweller. This unit automatically gets a 6 on all jump and climb tests. Additionally, this unit may climb surfaces of any height									
Goblin Prowler		3/4+	3	4	1	1	2		Armor, Throwing Weapons (2H Axe, Shield, Orc Bow)
Backstabbers. When striking trapped models, Moria Goblin Prowlers receive +1 on their rolls to wound – this bonus is cumulative with the bonus for two handed weapons									
Cave Dweller. This unit automatically gets a 6 on all jump and climb tests. Additionally, this unit may climb surfaces of any height									
Gundabad Blackshields		2/5+	4	6	1	1	3		Heavy Armor, Shield (Spear)
Ancient Enemies, Cave Dweller									
Goblin Drummers		3/5+	3	3	1	1	2		Armor
Drum		-	-/-	-	10	-	3	-	
Drums in the Deep. At the beginning of the game, deploy the Moria Goblin Drum model following the instructions of the scenario like any other Evil model and place the Drummers in base contact with it. The drum can be carried by one or two Drummers. If carried by two models, it moves at full pace. If carried by one model it moves at half speed. Drummers carrying a drum cannot carry other burdens such as ladders. A Drummer who is carrying the drum at the start of his move cannot charge that turn. A Drummer can drop the drum at any point in his move – but is still not allowed to charge that turn.									
A Drummer carrying the drum will automatically drop it to fight if he is charged or slain. If all Drummers are slain, the drum is dropped immediately. The drum can be picked up by Drummers in contact with it. Once picked up, it cannot be moved further that turn.									
For the Drum to have an effect, at least one Drummer must start the turn in base contact with it and must not move or be engaged in combat. As long as all these conditions are met, the Drum has the following two effects:									
<ul style="list-style-type: none"> • In all fights within 18"/42cm of the drum which include at least one Moria Goblin, the Evil player can re-roll any one of the dice he rolled when determining who wins the fight. You must stick with the result of the re-roll (you can never re-roll a dice more than once). • All Moria Goblins on the battlefield (including Heroes) add +1 to their Courage value and all Good models on the battlefield subtract -1 from their Courage value. 									
The Drum can be shot at normally by the Good side, and it has Defense of 10 and 3 Wounds. If brought to 0 wounds, the model is destroyed – leave the Drum in place, but it cannot be played any more. The Drum model has no control zone and if a Good model spends a full turn in base contact with the drums without doing anything else (ie, not shooting, using magical powers or fighting in combat), the Drum is automatically destroyed as described above. For the purpose of counting the total number of models in the Evil force, only the Drummers count and not the Drum itself.									
Gundabad Drummers		2/5+	3	4	1	1	2		Heavy Armor
Ancient Enemies, Cave Dwellers,									
Doom! Doom! In all fights within 18" of the Drum bearer which include at least one Goblin, the Evil player can re-roll any one of the dice he rolled in the same way as if there was a banner nearby. Additionally, all Goblins on the battlefield add +1 to their courage and all Good models suffer a -1 penalty to their courage value. This is not cumulative with other penalties.									
Run and Drum! This drum is considered to be playing and in effect as long as the two models is in base contact with each other.									
Take up the Drum. Should the Gundabad Drummer or Drum ever be slain, any other Gundabad Blackshield Goblin within 1" may immediately replace the slain model. Models that are already engaged in close combat cannot take up the wargear. If there are no models available, then the equipment is lost in the maelstrom of battle.									
Giant Spider		4/6+	5	3	2	2	3		
Venom. This unit must re-roll each score of 1 on the "To Wound" roll									
Movement. Giant Spiders can climb on any surface, regardless of angle. Giant Spiders can therefore move at full speed over any type of terrain and ignore all obstacles except for water features and gaps such as chasms, ditches, and other spaces, which they have to jump as normal.									
Bat Swarm		1/5+	3	3	2	4	2		
Fly, Blinding Swarm. Creatures attacked by Bat Swarms are blinded by their numbers and unpredictable movement. The fight value of any enemy model in base contact with the Bat Swarm is halved rounded down.									
Dweller in the Dark		7/3+	5	5	3	3	7		
Resistant to Magic, Terror									
Murderous Power. Whenever a Dweller slays an enemy model, it remains a single wound suffered previously. This cannot take him above its starting total. This ability is not used when performing Brutal Power Attacks									
Wild Warg		3/-	4	4	1	1	2		

Cave Troll	6/5+	6	6	3	3	3	(Troll Chain, Spear)
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Terror

Throw Stones. If this Troll does not move at all, it can declare that its “stooping for a stone”. In the subsequent Shoot phase, he can throw it, providing that he is not engaged in combat. This works like a Crossbow with a range of 12” and a strength of 8

Troll Chain. This is treated as a throwing weapon with a range of 3” and a strength of 4

Warg Marauder	3/5+	4	5	3	3	3	Armor, Orc Bow
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Terror

On the Hunt. The Warg Marauder can always fire two Orc bow shots, even if it has moved its full movement or is locked in a fight.

Angmar

Heroes of Angmar

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
The Witch King of Angmar Might/Will/Fate, Terror Magic: Transfix 12" 3+, Compel 12" 4+, Your Staff Is Broken 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+	5/-	4	8	1	1	6	0-3/10-20/0-3	(Two Hand Flail) (Morgul Blade) (Crown of Morgul) (Horse, Fell Beast, Armored Fell Beast, Horned Fell Beast)	

Crown of the Morgul. Increase the Witch King's stats to 3 attacks

Will of the Evil (Ringwraiths). During the game a Ringwraith must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that a Ringwraith in base contact with an enemy model must fight – they cannot choose not to fight! Once a Ringwraith suffers 1 Wound or has 0 Will remaining, it is banished and removed as a casualty.

Harbinger of Evil. All enemy models within 6" of this unit has -1 courage

The Tainted	5/-	4	8	1	1	6	1/12/1	(Horse, Fell Beast, Armored Fell Beast, Horned Fell Beast)
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Terror, Harbinger of Evil, Will of Evil

Magic: Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+; Drain Courage 12" 2+

Miasmatic Presence. Warriors within 6" of the Tainted may not use a Hero's Stand Fast! Nor may they take part in Heroic Moves.

Seeping Decay. 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.

The Dwimmerlaik	5/-	4	8	1	1	6	0/16/2	Heavy Armor, 2H Sword (Horse) (Armored Horse, Fell Beast) (Armored Fell Beast, Horned Fell Beast)
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Terror, Sap Fortitude, Harbinger of Evil, Will of Evil

Magic: Transfix 12" 3+, Compel 12" 4+, Sap Will 12" 3+, Black Dart 12" 5+; Drain Courage 12" 2+

Barrow Wight	3/-	3	7	1	1	3	0/5/0	Heavy Armor
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Magic: Paralyze: 6" 4+

Paralyze. The affected model is immediately paralyzed. A paralyzed model is knocked to the ground and may do nothing until it recovers. If engaged in close combat, the victim rolls no dice and automatically loses the fight. At the end of the Fight phase, the controlling player must roll a dice for each friendly model that is paralyzed, on a roll of a 6 the model recovers and is immediately stood up. Friendly models that spend the Fight phase in contact with a paralyzed model without doing anything else can attempt to revive them. To do so, they roll a dice and need to obtain a 6. Heroes can use might to modify these rolls.

Shade	1/-	1	8	1	3	1	0/3/0	
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Chill Aura. A Shade is a terrifying supernatural creature whose mere presence can sap vigor from the living. Any enemy model within 6"/14cm of a Shade suffers a -1 on its roll to win a Fight (this is cumulative with other such penalties, such as for wielding a two-handed weapon).

Blades of the Dead

Gulavhar	6/4+	8	5	*	4	*	3/3/0	
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Resistant to Magic, Terror, Fly

Immortal Hunger. At the end of a turn in which Gulavhar slays a model, he regains a single Wound lost earlier in the battle.

Strength of Body, Strength of Will. Gulavhar always has an Attacks and Courage value equal to his remaining Wounds.

Buhrdur	6/4+	6	6	3	3	4	3/1/1	
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Terror, Throw Stones

Warriors of Angmar

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
Orc Warrior	3/5+	3	4	1	1	2			Armor (Shield, Spear, 2H Weapon) (Banner, Orc Bow)

Spectre	2/-	3	5	1	1	6	Heavy Armor
Terror							
A Fell Light is in Them. At any point in its move, a spectre may choose a single enemy model within 12". The targeted model must pass a courage test or it will make its full move under the control of you. The model may not be moved out of combat, enter another models zone of control or perform any action that would cause it harm.							

Orc Tracker	3/4+	3	3	1	1	2	Orc Bow, (Warg)
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Warg Rider	3/5+	3	4	1	1	3	Armor, Warg (Orc Bow, Shield)
Warg	-	4/-	4	4	1	1	(Throwing Spears)

Cave Troll	6/5+	6	6	3	3	3	(Troll Chain, Spear)
Terror							
Throw Stones. If a Troll does not move at all, it can declare that its "stooping for a stone". In the subsequent Shoot phase, he can throw it, providing that he is not engaged in combat. This works like a Crossbow with a range of 12" and a strength of 8							
Troll Chain. This is treated as a throwing weapon with a range of 3" and a strength of 4							

Goblin Town

Heroes of Goblin Town

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
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The Goblin King 6/5+ 5 5 3 3 3 3/2/1 2H Weapon

Terror, Burly, Cave Dweller, Resistant to Magic

Relentless Advance. When the Goblin King charges into combat, he can pass through friendly Goblins when he moves. Each Goblin he moves through suffers a strength 3 hit. Any Goblin that he ends his move on is automatically removed as a casualty.

Blubbery Mass. Everytime the Goblin King is wounded, roll a D6. ON a 3+ the wound is ignored. Magical powers, Glamdring, Orcrist and Sting ignore this ability.

Goblin Projectile. In the Shoot phase, if there is a Goblin in base contact with the Goblin King and neither are engaged in combat, the Goblin King may make a shooting attack with a range of 12". Remove the goblin from play, roll to Hit and take any in the way tests as normal. The shot is strength 8 and will automatically knock any model it hits to the prone.

Grinnah 3/5+ 4 4 2 2 3 3/1/1 Scourge – throwing str 2, range 2"

Cave Dweller, Chattering Hordes

Swap with me. Grinnah is a special heroic action that Grinnah can use at the start of any phase. It enables him to swap places with a friendly Goblin except the Goblin Scribe with 3". This does not count as moving. If there is no space, the move is ignored.

The Goblin Scribe 1/5+ 2 2 1 1 3 0/1/1

Always More where that came from! At the end of his move phase, the Goblin Scribe may opt to take a courage test. If he passes, you may move D3 (+1 for each point that he passes his test by) extra Goblin Warriors onto the Board – from an edge chosen by the controlling player.

Immobile. The Goblin Scribe is automatically trapped if he loses a fight. Only friendly models may move him. He counts as a heavy object.

Goblin Captain 3/5+ 4 4 2 2 3 2/1/1 (2H Axe)

Cave Dweller

Chattering Hordes. This model can always support another model with the Chattering Horde special rule as if it has a spear.

Gollum 5/4+ 4 4 2 2 4 1/0/1

Cave Dweller

The Precious. Unless there is another ringbearer is in play, Gollum has the ring. If the ringbearer is slain in a fight involving Gollum, then add the ring to Gollum's wargear.

Strangler. Gollum is does not suffer penalties for being unarmed.

Warriors of Goblin Town

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Goblin Warrior 2/5+ 3 3 1 1 2 (2H Axe)

Cave Dweller

Chattering Hordes. This model can always support another model with the Chattering Horde special rule as if it has a spear. When supporting they cannot use special strikes, though they may still use two handed bonuses.

The Trolls

Heroes of the Trolls

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
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William (Bill)	7/5+	7	7	3	3	4	3/1/1	Magic Purse, (Campfire)
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Magic Purse. Enemy models never double their attacks when making strikes against Bill if he is Trapped in a fight. (This is a magical item that warns Bill of danger.)

Campfire. After forces are deployed but before the first turn begins, place the campfire anywhere on the board on your deployment area. If Tom, Bill or Bert are within 6" of the campfire, they receive the Resistant to Magic special rule and +1 Courage.

Special rules

Terror, Throw Stones

Keep em for Later. If a Troll wins a fight, he may choose one man sized model (including mounted models, hobbits, and dwarves) from the fight and place him on the ground. This happens as a power attack (you cannot strike blows for winning combat) The model counts as being paralyzed. This can be used as many times as he wants.

Mince em Fine. When Bill wins a fight, he may perform this move instead of striking. Choose a loser in the fight – that model and Bill roll a D6 and add their strength value. If Bill wins, the victim suffers a number of Wounds equal to the difference.

Bert	6/5+	6	6	3	3	3	1/3/1	
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Terror, Throw Stones, Keep em for Later (See William)

Roast em slowly. When Bert wins a fight, he may perform this action instead of striking and if there is a fire within 6" of him. Choose a losing model in the fight and place it touching the fire. That model is immediately Set Ablaze.

Lingering Cold. During a fight that involves Bert, before making a Duel roll, Bert may expend a point of Will to halve the fight value of a single foe in base contact.

Tom	7/5+	7	7	3	3	4	2/1/1	
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Throw Stones, Terror, Keep em For Later

Squash em to Jelly. When Tom wins a fight, he can perform this special attack instead of striking. Every enemy model involved in the fight except those supporting models suffer a strength 7 hit. Any who survive are knocked to the ground.

Denizens of the Dark

*You may make a single warband from the Denizens of the Dark without a captain to lead them or you can have them be led by the Spider Queen. This warband can be limitless in size.

Warriors of the Trolls

Name/Special Rule	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Mirkwood Spiders	2/5+	5	3	2	2	2		
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Venom, Woodland Creature

Spider Webs. A Mirkwood Spider can shoot a web in the Shoot phase. This is treated as a missile weapon with a range of 6". If a Mirkwood Spider hits its target, do not roll to wound. Instead the model is Paralyzed as described in the Hobbit: An Unexpected Journey Strategy Battle Game Rules Manual. A model hit by a Spider Web can choose to expend a Fate point in the same manner as if it had just suffered a Wound in order to dodge the attack. If successful, the model is not paralyzed.

Fell Warg	3/5+	4	4	1	1	2		
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Fell Sight. The Fell Warg may charge models even if it did not have line of sight at the beginning of it's move.