From the Corsairs of Umbar to the Watchers of Kârma, the many tribes of Harad comprise a diverse number of peoples. Perhaps the only thing they have in common is a great sense of resolve.

Harad is a truly diverse place, covering more land than any other realm in Middle-earth. As a consequence, its people are often as similar to one another as Men of Dol Amroth are to Men of Minas Tirith but often as different as the Men of Minas Tirith are from the Men of Dunland.

Here, we take a closer look at these diverse lands, united under the rule of the Lords of Umbar. Also included are some profiles and conversion ideas for troops and Heroes from those lands that you can use in your games of The Lord of The Rings. These rules are not official – so please remember to get your opponent’s permission before you use them in a game!
The Merchant Guard of Abrakán

Often described as being the greatest of all the trading cities in the south and perhaps in all of Middle-earth, Abrakán is a shining beacon of opulence. As it sits on the junction of the great Annum and Harad roads, it is not difficult to see why the town has become a trade center, for great riches have flowed along these routes and into Abrakán for many long centuries. Historically, such wealth has made Abrakán’s ruler a very influential and independent man; after all, every man has his price. While well-placed bribes have often gone a long way to maintaining the safety of the merchant city, the elders of Abrakán have long taken care to have thick walls and loyal soldiers for those times when wealth cannot shield against ill-fortune. Abrakán has indeed learned the lessons of history, for no foe has taken the merchant city since the Khandish raids of centuries ago. Behind the spectacle of Abrakán’s intricate golden gates – actually sturdy timbers and enduring steel covered by gold decorations – lie wrought-iron defenses of devilish ingenuity. Should an attacker manage to breach the defensive walls, he will find himself lost in a cunning maze of narrow streets, painstakingly designed to slow and confuse attackers.

The Merchant Guard traces its history back to the time of Gondor’s occupation of Harad, when the Guard was created as the personal retainers of the Merchant King Jilaad – known as “the Betrayer” in some areas of Harad but remembered with pride within Abrakán’s walls. He was an ambitious man, one of Gondor’s Client rulers, ever eager to advance his power. However, Jilaad was cunning enough to recognize that his position relied solely on Abrakán’s wealth. Thus, he founded the Merchant Guard, a body of men unsparingly loyal to their master’s goals and charged with protecting Abrakán as well as the traders within a hundred leagues of the city. After Marda’s fall, Jilaad thought to take his place. He carefully drew his plans and cast his influence to this one aim. He forged alliances with Khandish lords with the aim of creating an army against which none could stand. Chief among his goals was to acquire the Karchil blade, the symbol of Marda’s leadership. Jilaad thought that the blade would help him gain the support of the common people. Unfortunately for the Merchant King, he was betrayed to the forces of Gondor by his own son Jarell, who wished the power and wealth of Abrakán for himself. Jarell’s betrayal yielded him naught, for his sire’s soldiers saw to it that he was punished for his treachery – he was staked out in the Náfarat. Alas, Jilaad did not live to see this vengeance. Some days earlier, his severed head had been sent to the Khandish lords as warning against trifling with Gondor’s rule of Harad.

**Merchant Guard (Man)**

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**Wargear**

Merchant Guardsmen wear armor and carry either a spear or a bow.

**Special Rules**

Poisoned Arrows, The Haradrim often smear the tips of their arrows with the preserved venom of reptiles or scorpions living in their distant lands. Each time a Merchant Guardsman hits an enemy with a Shooting attack but rolls a 1 on the die to wound, he must reroll the die.

Loyal Until Death, At the beginning of the game, choose one Haradrim Hero among those in your force for all of your Merchant Guard to protect. Any Merchant Guard within 6/14 cm of that Hero may reroll failed Courage Tests.

Sam Lee achieved the striking effect on these Merchant Guards by applying a rich color scheme of blue and yellow.
The Wardens of Umbar

Umbar has changed hands many times in its history, as Gondor and Harad vied for control over her harbor. The last change of power left the city firmly in the hands of the Haradrim and the Black Numenorean lords. The Corsair city is ruled over by a council of seven Men. They are Black Numenoreans – descendants of those who betrayed the Faithful and sided with Sauron. Thousands of years later, they still hamper their cousins in the north and direct the considerable might of Harad and the fleets of Umbar against the Men of Gondor and their allies. The Lords of Umbar reside in a position of pseudo-royalty and enjoy status and privilege greater than those of many kings and princes in other lands. Of course, these Lords are not royalty, and they can claim no hereditary right to the positions they hold. However, in spite of their lack of pedigree, they prevail. Through strength of will and sheer cunning, they have triumphed over every effort to oust them from their imposed rule. They have met every such attempt with a combination of artful scheming and brute force. Each of the Lords maintains extensive estates and a small personal army of Wardens. Perhaps it is because of these extensive resources and their inherently treacherous natures, that the greatest threats to the Lords of Umbar are one another. They share no sense of common loyalty or code of brotherhood. For them, it is every man for himself, and they think nothing of betraying one another to serve their own aims.

Each of the seven Lords is tied to a separate role within the government of the city. Over time, five offices have endured, while others have come and gone in times of strife and adversity. The pre-eminent post is that of the Master of Umbar or the Master of the City as he is sometimes called. The Master is tasked with the overall management of the Corsair city. Thus, many unsavory and unpopular duties fall to him, like levying the taxes and ordering the deployment of Harad’s mighty armies. Most dangerous and uncertain of all, however, is his duty to govern the ruling council, and this responsibility more than any other causes conflict and strife for the Master. Beside this position stands the Keeper of the Walls. The Keeper is charged with protecting the city of Umbar itself, seeing to the city’s defense, and meting out punishments for infractions against the law. Within the purview of the Keeper is the duty of keeping the city’s formidable walls in good repair, as strong walls will serve the city well in the event of attack. Harad’s armies fall under the nominal command of the Captain-at-Arms. His role involves overseeing the continued recruitment of new soldiers into the ranks of Harad’s armies, but most importantly, he ensures that no one chieftain gains too much power. Similar in
power and function are the Captains of the Fleet. So heavy is the burden of commanding the Corsair fleets that this burden must be shared by two. Ostensibly, that is the reason for the shared control, although there is another, unspoken cause. The military power that the Corsair fleets possess is tremendous. Given the inherently suspicious nature of the Black Númenorans, there is little wonder that no one man is entrusted with complete control over these navies.

These Lords guide the politics and economy of the entire nation and make the decisions that drive her people to war. The Lords’ choices are often unpopular, and their rivals are many. As such, the Lords require the nightiest warriors they can muster to keep them safe from both the civilian masses and their political adversaries. The men tasked with this role are the Wardens of Umbar, seasoned veterans equipped with the best weapons and armor their masters can provide.

The Wardens are retained under a principle that makes them immune to bribery and corruption against their masters. In effect, they live like kings, with wealth and women freely provided. The rationale is that a man cannot be bribed if he has everything he could ever need. It is a principle that seems to work. Since the guards rarely venture into the blistering deserts of Umbar, they dress in finely wrought armor, after the fashion of the Warriors of Minas Tirith. Their armor is commonly emblazoned a luridous black and marked with a simple motif in homage to the heritage of their Númenorean Lords. Each member of this elite guard carries a sword, but many within Harad question their right to do so. The objections stem from the fact that the guards are not tribal chieftains, and their weapons are not Karathar blades. In spite of the protests, the guard dispenses a rough, violent form of justice. Wherever the Wardens go, the symbol and might of their Lords goes too. All look on their shining black shields, proudly bearing the mark of the Númenorean Lords, and tremble.

Insignia vary from Lord to Lord, but all carry the same theme. The Lords consider themselves nautical men, and each has a stylized trident central to his insignia’s design. There are always seven Lords, each holding a different office central to the running of the city and the surrounding land. While some of the offices change titles and roles over time, there are some that have remained unchanging throughout the years.

The Master of the City is the head of the council, and his symbol is usually a plain, unadorned trident. The Keeper of the City traditionally has a symbol of two tridents crossing one another, while the Captains of the Fleet have tridents serving as ship masts. When the office passes from one Lord to another, either by death or by intrigue, the same insignia is adopted with slight alterations. Thus, over the course of many years, insignia tend to alter subtly in color and shape.

The Lords of Umbar are far from weak, as one might befooled into thinking when looking upon their formidable guards. Rather, they are cautious in the extreme and not without good cause. Assassination attempts and small-scale coups are regular occurrences in the political climate of Umbar’s ruling council. When such problems arise, the Wardens will fight like men possessed to protect their lord, for their status and reputation depend on his survival.

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<th>NÚMENOREAN LORD (MAN)</th>
<th>POINTS VALUE: 55</th>
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<tr>
<td>F</td>
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<tr>
<td>Númenorean Lord</td>
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**Wargear**

Númenorean Lords carry swords. At additional costs, they may be given the following equipment.

- **Armor**
  - 5 pts
- **Heavy Armor**
  - 10 pts

- **Shield**
  - 5 pts
- **Horse**
  - 10 pts

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<th>WARDEN OF UMBAR</th>
<th>POINTS VALUE: 10</th>
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<tr>
<td>F</td>
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<tr>
<td>Warden of Umbar</td>
<td>4/4+</td>
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**Wargear**

The base profile for a Warden of Umbar includes heavy armor and a sword (hand weapon). Any warrior can be given additional items at the following costs.

- **Bow**
  - 1 pt
- **Shield**
  - 1 pt

Adam Troke assembled these Wardens from Second and Third Age Men of Gondor by adding green staff sashes to complete the effect.
THE CORSAIRS OF UMBAR

Along the coasts of Belfalas, there are none as feared as the Corsairs of Umbar. Possessed of nautical expertise beyond compare, these raiders prey upon all of the coastlands of southern Middle-earth and take whatever they can from whoever holds something that they value. Descended in equal part from the Black Númenoreans and the indigenous peoples of Harad, the Corsairs hold allegiance only to the Lords of Umbar.

However, this fealty is mere lip service, for the captains of the Corsair fleets are so rarely in Umbar itself that they remain largely autonomous. In ages past, the Corsair fleets were composed of great Númenorean frigates, sleek in motion but also strong and unyielding. As time has passed, so have the skills required to fashion such vessels. Now, many Corsairs put to sea in ships more akin to the traditional Haradrim coastal craft: angular vessels with severe edges and pitch-blackened hulls.

Though the Corsairs unquestionably dominate the Bay of Belfalas, their vessels do not commonly travel further to the north and south, to the shores of Eriador, and to the lands of the Mahal. The Corsairs believe that the waters north of Anduradûn are protected from their predations by some higher power, a myth anchored deep in history. Indeed, even the passage of the Cape of Anduradûn is one attempted only by the brave and the foolhardy, for the waters there are treacherous at best and deadly at worst. To the south are lands and realms with seafarers of their own, powers that the Corsairs will not willingly provoke.

Ultimately, these boundaries matter little to the captains of the fleet, for Gondor can readily provide all that the Corsairs wish to steal.

CORSAIR CAPTAIN (MAN) POINTS VALUE: 45

This profile can be used to represent one of the many captains of the Corsair fleet.

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WARGEAR

A Corsair Captain wears armor and carries a hand weapon. He may be given a bow at the following additional cost.

Bow | 5 pts

CORSAIR OF UMBAR (MAN) POINTS VALUE: 6

The Corsairs of Umbar are exceptional seafarers and raiders without par.

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<tr>
<td>3/4+</td>
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</table>

WARGEAR

Corsairs wear armor and carry hand weapons. The may be given the following items at additional costs.

Bow | 1 pt
Throwing Spear | 1 pt
MERCENARIES OF KHAND

In eastern Harad, there are few wars more feared than the Khandish mercenaries. Though little is known about the neighboring country, their fighters are a common sight in the land east of Abrakán. The Khandish warriors are accomplished horsemen and often choose to strike in lightning-fast raids that leave only death in their wake. Oddly, Khandish mercenaries are seemingly as eager to attack well-defended targets as those that cannot defend themselves. This practice has led many to assume that their raids are not primarily focused on plunder or wealth. Perhaps the raids have a spiritual aim, as an offering to whatever deities they may worship. Possibly the raids are the behavior of a people in love with war and the power of a naked blade.

Attempts to subdue the Khandish hordes have been made by many rulers over the years, but none has had any true effect. Several Haradrim chieftains have led expeditions into Khand. Most such forces have returned home after a long and fruitless absence—the only time that an enemy was spotted was when horsemen charged out of mist-shrouded hills. In truth, Gondor’s solution during the time of the Client Kings was probably the most effective answer yet. The greatest stone masons of the northern kingdom were brought to the Khandish border to construct great defensive works to thwart any attack. Of course, such a play brought only a limited respite to Harad, for the Khandish warriors soon learned how to skirt these defenses.

These days, most of the Khandish warriors found in Harad are mercenaries, honing their skills and selling their expertise. There are always Haradrim chieftains eager to acquire such followers, though there is always the danger of a rival offering the mercenaries greater riches to betray rather than obey.

KHANDISH MERCENARY (MAN)  POINTS VALUE: 8

Khandish Mercenaries can be fielded in both Good and Evil forces but are prone to change sides if the price is right.

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<tr>
<td>Horse</td>
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<td>4</td>
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WARGEAR

Khandish Mercenaries wear armor and carry a hand weapon and a bow.

SPECIAL RULES

Money Talks: Whenever one places faith in Khandish Mercenaries, he does so hoping that another has not already secured their loyalty. At the start of the game, before forces have been deployed, the controlling player must roll a D6 for each Khandish Mercenary in his force. On a roll of a 1 or 2, that Mercenary has been bought and is deployed and controlled by his opponent for the remainder of the game.

This Khandish Mercenary on horseback is a simple conversion that combines the horse and body from a Rider of Rohan and the head of a Haradrim Warrior.

THE CLIENT KINGS

For many long years, Gondor ruled Harad, a rule enforced by sword and spear. Little blame can be attached to the northmen, for Harad had long been a troublesome neighbor and one given to visiting death and chaos on Gondor’s lands and people. Even while Gondor’s soldiers were loose on Harad’s soil, the tribesmen were apt to resist their unwelcome masters. For many years, the barren soil ran red with blood. In the end, Gondor’s strategy for ending this conflict was to install several Client Kings whose loyalty, bought with gold or claimed through fear, was to Gondor. Largely, this strategy was successful, for the tribesmen would more willingly follow their own than the northern invaders. This plan was not entirely foolproof however. While some of the Client Kings, such as Káldor of Near Harad, proved to be loyal vassals to Gondor, others, such as Jilad of Abrakán and Mandat of Badhín, led uprisings that tested the strength of the White City.

KING OF HARAD (MAN)  POINTS VALUE: 60

This profile can be used to represent one of the Client Kings from the time of Gondor’s occupation or, if you wish, a lord of more recent times.

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<tr>
<td>King of Harad</td>
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WARGEAR

Kings of Harad wear armor and carry hand weapons. They may be given the following equipment at additional costs.

| Horse   | 10 pts | Lance | 5 pts | Bow | 5 pts |

SPECIAL RULES

Poisoned Arrows, See Merchant Guard Special Rules.

Adam Troke created a King of Harad by painting this King of Men to match his Harad army.
THE KINGDOM OF FAR HARAD

In the days of Gondor’s occupation of Harad, most Client Kingdoms were ruled by petty and weak men, for they were simpler for Gondor to control. Mârdat’s father was such a man, for he had long been broken by his overlords. When the old king died and rule passed to his son, the prince swore that he would never bow to the lords of Gondor as his father had. He gathered to his side all the chieftains of his realm with whom he had common cause. He slew in single combat those he could not trust, for he was a warrior possessed of great skill and as fast and deadly as a serpent. Before long, he had assembled an army with which he hoped to wrest not only his kingdom of Badhâr but all of the land of Harad from Gondor’s grasp.

Over the following decade, the Serpent Lord threatened Gondor’s hold on the Southlands. As his fame grew, so too did the numbers of his followers. Mârdat’s veterans armies swiftly cast aside the undermanned garrison with which Gondor sought to enchain the far south.

and city after city fell to him. When Mârdat took ancient Kûnya as his capital, he proclaimed his blade the Kharhari, the sword to which all others owed allegiance, and so pronounced himself ruler of all Harad. The armies of the north kingdom were stretched to the limit as they struggled to contain Mârdat. Not only were they challenged by the Serpent Lord’s armies, they also had to prevent uprising in the other Haradrim kingdoms, lest they join to his banner. In this task, they largely failed. Before long, the realm of Far Harad claimed all of the land below the Amrûn Road. Faced with such a determined foe, Gondor reluctantly fought with the upstart Haradrim king, and several years of peace followed.

In the end, the Serpent Lord was undone by his own pride. Determined to reclaim the rest of Harad, he broke the truce and attacked Gondor’s holdings north of Abrahân. Gondor was ready for him. Khandish mercenaries, the wild horsemen of the far east, were hired in huge numbers with Gondor’s coin. As Mârdat led the attack on Gondor’s forces, the mercenaries struck his flank and, in a brutal storm of blood and steel, routed the Serpent Lord’s army. Mârdat had been wounded in the battle, and seeing his king weakened, one of the Serpent Lord’s followers challenged Mârdat to a duel. Even then the greatest fighter the Southlands had ever known, the Serpent Lord was wounded and weary. Unable to best his foe, Mârdat was spitted on his challenger’s blade. With the Serpent Lord’s death, the army he had assembled was scattered by Gondor’s might. Mârdat’s betrayer was not the leader that he had thought himself. Though Mârdat fell, his legend lives on in Harad, and some believe that one day his true successor will lead them to greatness once more. Meanwhile, the sword of the Serpent Lord, the Kharhari, is still the symbol of rulership in Harad and sits in the hands of the Master of the Council of Umbar, waiting for a worthy man to take control of Harad’s destiny once more.

MÂRDAT, THE SERPENT LORD (MAN)

POINTS VALUE: 100

F  S  D  A  W  C  Might:  3
Mârdat  5/4  4  5  3  3  5  Will:  3
Fate:  1

WARGEAR

Mârdat carries the Kharhari blade (hand weapon) and wears armor. He can ride a horse at a cost of 10 pts.

Horse. The rules for horses and riders are given in the main rules section of The Return of The King rules manual.

F  S  D  A  W  C
Horse  0  3  4  0  1  3

SPECIAL RULES

Honor Code. Mârdat holds personal honor high above personal risk and will throw himself into combat against ferocious odds rather than lose face before a rival chieftain. To represent this fact, Mârdat (and any troops benefiting from his Stand Fast! rule) will always automatically pass any Courage Test if there is another friendly Hero within 6'/14 cm.

Ascendant. Mârdat’s reputation is growing with each victory, making his name commonplace among the Haradrim. His very presence can inspire armies to great deeds. The range of Mârdat’s Stand Fast! is 12'/28 cm rather than 6'/14 cm.

SERPENT RIDER (MAN)

POINTS VALUE: 12

Mârdat believed in striking swiftly whenever he could and encouraged his followers to hone their skills in fighting from horseback. The Serpent Riders of Far Harad were the most experienced of his cavalrymen and were equally at home fighting from the saddle as they were on foot.

You may include Serpent Riders in your force only if Mârdat is also included.

F  S  D  W  A  C
Serpent Rider  4/4+  3  4  1  1  3
Horse  0  3  4  1  0  3

WARGEAR

Serpent Riders ride horses and carry lances and bows.

SPECIAL RULES

Poisoned Arrows. See Merchant Guard Special Rules.
Nobody knows what was worshipped within Kârna’s hallowed halls, and utterly lost to history is that truth. However, those who live close to that ill-fated city know all too well what rules there now: Dimlokhì. The very word conjures fear into the heart of the Haradrim, for the Dimlokhì are creatures of nightmare. Neither alive nor fully dead, they prowl the ruins of Kârna and feast on trespassers in cruel midnight rituals. The tales told by the locals warn of what terrors would be unleashed should the Dimlokhì ever leave that place, stories of midnight slaughter and ethereal terror as the Dimlokhì unleash horror on the neighboring settlements. Little do the locals know that it is the actions of the silent Watchers of Kârna alone that prevent this carnage from occurring. Raised from birth to fear nothing, the Watchers guard the forsaken and crumbling streets and buildings from intruders and, in turn, the intruders from Kârna’s residents. It is a thankless task, for those they encounter either flee or are slain.

On a very few occasions in their history, the Watchers have ventured out from Kârna, on some secret errand. One band of fortune seekers from Lossarach told an account of curiously robed warriors who tracked their party as far as Paretir and fell upon the party mere miles from the coastal port. Unable or unwilling to communicate with the men of the Fief in their foreign tongue, the Watchers resorted to force. In scant moments, the vanguard of the Lossarach men was cut down, and the Watchers were within the caravan itself. The fighting raged on for a few moments longer until the apparent leader of the men of Kârna emerged from the covered wagon with a tarnished bronze plate high over his head. After a sharply shouted command, his men withdrew, fleeing into the countryside. The wounded caravan was left utterly astonished that only a peculiar bronze plate had been taken, when chest full of gold and jewels had been completely ignored.

Rumors and speculations abound to explain this incident, the most plausible of which states that, when the Dimlokhì are cursed, they are bound to particular items and are confined to Kârna only while those items remain there. If so, the rumor would perhaps explain why the Watchers react to intruders with such violence.

**WATCHERS**

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<td>Watcher</td>
<td>3/4+</td>
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**WARGEAR**

Watchers of Kârna wear armor. They may be given additional equipment at the following costs.

- **Spear 1 pt**
- **Bow 1 pt**

**SPECIAL RULES**

- **Strong of Will:** Watchers of Kârna may always resist the effects of magical powers as if they had a single point of Will.