

Eregoin

Heroes of Eregoin

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Elrond, Master of Rivendell	6/3+	4	4	3	3	7	3/3/3	Elven Blade, Vilya	

Woodland Creature, Terror

Vilya. This ring allows Elrond to re-roll failed fate rolls.

Magic: Wrath of Bruinen 4+; Renew 3+

Wrath of Bruinen. This spell affects all enemies within 6" of Elrond, but only one foe can attempt to resist it. If resisted, all foes are unaffected; otherwise all enemies within 6" are knocked to the ground. Cavalry models are automatically thrown – both steed and rider are knocked to the ground. All affected models then suffer a strength 2 hit, or a strength 8 hit if they are in a stream, river, or other water feature.

Foresight of the Eldar. Before the game begins, roll a D6 and make a note of the result. These are Elrond's Foresight Points. Elrond may spend these foresight points during the Priority phase, after both players have made their rolls. For Each Foresight point spent, you may alter your priority roll by +1 or -1. Elrond's foresight may not be used to reduce the priority roll below 1 or increase it beyond 6.

Elrond	6/3+	4	7	3	3	7	3/3/3	Elven Blade, Heavy Armor, Vilya
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Vilya, Woodland Creature, Terror

Magic: Nature's Wrath 4+; Renew 12" 3+

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
(FAQ)Gil-Galad	9/3+	4	7	3	3	7	3/3/1	Aeglos, Heavy Armor (Shield, Armored Horse)	

Terror, Woodland Creature

Aeglos. Aeglos does not follow the normal rules for spears but instead it confers Gil Galad +1 to his dice roll on the Wound Chart.

High King of the Elves. Gil-Galad has a stand fast range of 12"

*If your army includes Gil Galad, you can upgrade any number of High Elf Warriors to King's Guard at a cost of +1 per model. King's Guard have Fight 6.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Erestor	6/3+	4	7	2	2	5	1/1/3	Heavy Armor, Elven Blade Nolderin Throwing Daggers (Enchanted Cloak)	

Woodland Creature

Noldorian Daggers. Erestor re-rolls any failed rolls to Wound rolls when throwing these daggers or using them in a fight.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Cirdan of the Havens	6/-	4	4	1	2	6	1/4/1	Unarmed	

Terror, Woodland Creature

Magic: Aura of Command 12" 2+, Blinding Light 2+, Aura of Dismay 5+

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Elladan and Elrohir*	6/3+	4	5	2	2	6	3/2/2	Armor, Elven Blades (Horse, Elf Bow) (Enchanted Cloak) (Heavy Armor)	

Twin Elven Blades, Unbreakable Bond

*This is actually two units with the exact same profile

Twin Elven Blades. The two brothers may, when fighting on foot only, use their swords in three different ways. At the start of the Fight phase, the Good player must declare whether each twin is attacking with two swords, attacking with a single sword, or defending. If he is attacking with two swords he fights as normal, but gains an attack (for a total of three) for the duration of the combat. If he is attacking with a single sword he fights with only two Attacks, but counts as armed with a two-handed sword for the duration of the combat. If he is defending, he follows the same rules of a model that is 'shielding' using a shield, obtaining a total of four Attacks, but forfeiting the possibility of striking blows if victorious. Note that the remaining twin cannot defend if his brother has been killed.

Unbreakable Bond. 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.

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear
Arwen Evenstar	6/-	3	3	1	2	6	1/3/1	Elven Blade (Horse) (Enchanted Cloak)	

Woodland Creature, Expert Rider

Magic: Nature's Wrath 6" 4+

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Glorfindel, Lord of the West Terror, Expert Rider Armor of Gondolin. This makes Glorfindel resistant to magic	7/-	4	7	3	3	7	3/3/3		Elven Blade, (Asfaloth) ,(Armor of Gondolin)

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
(FAQ)Gildor Inglorian Magic. Immobilize 12" 3+ *If your army includes Gildor Inglorian, then you may include Wood Elf Warriors in his warband. Furthermore, you can upgrade any number of Wood Elf Warriors to Noldorin Exiles at the cost of +1 per model. Noldorin Exiles have Move 8"	6/-	4	4	2	2	6	1/4/1		Elven Blade, Elven Cloak

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Stormcaller Woodland Creature Wild Channelling. If, when casting a spell, one of the dice rolled result in a natural 6, the Will points used in casting the spell are not expended. Magic: Strengthen Will 12" 4+, Call Winds 12" 2+	5/-	3	4	1	2	5	1/3/1		Armor

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
High Elf Captain	6/3+	4	6	2	2	6	2/1/1		Elven Blade, Heavy Armor (Horse, Shield, Elf Bow)

Warriors of Ereinion

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	Wargear
High Elf	5/3+	3	5	1	1	5		Heavy Armor (Elf Blade, Elf Bow) (Shield, Spear, Banner)

Lothlorien

Heroes of Lothlorien and Mirkwood

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	M/W/F	Wargear
Galadriel	6/-	3	3	1	3	7	3/6*/3	Unarmed (Mirror of Galadriel)	

Nenya, Terror, Woodland Creature,

Mirror of Galadriel. The mirror is deployed within 6" of Galadriel at the start of the game – it cannot subsequently be moved. At the end of each turn, one Good Hero within 6" of the mirror can recover their fate to its starting value.

Lady of Lothlorien. Galadriel can expend a single point of Will each turn without depleting her own store.

Magic: Command 12" 4+, Blinding Light 2+, Immobilize 12" 3+

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Celeborn	6/3+	4	4	3	3	7	3/3/3	Unarmed (Elven Blade, Shield) (Heavy Armor)	

Terror, Woodland Creature

Magic: Immobilize: 12" 3+, Aura of Command 2+

*If your army includes Celeborn, you can upgrade any number of Galadhrim Warriors to Galadhrim Guard at the cost of +1 per model and Galadhrim Knights to Galadhrim Knights Elite at the cost of +1 per model to have Courage 6

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Haldir	6/3+	4	4	2	2	6	3/1/1	Elven blade (Elf Bow) (Armor, Elf Cloak)	

Expert Shot

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Haldir, Defender of Helm's Deep	6/3+	4	5	2	2	6	3/1/1	Elven Blade, Elf Bow, Armor	

Woodland Creature

Allies till the End. Haldir is counted as being in range of a Banner and automatically passes courage tests if he is within 12" of Aragorn or Theoden

One Final Blow. If Haldir is slain in close combat, he immediately makes a single strength 4 hit on every enemy model that was part of the fatal fight.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Rumil, Warden of Caras Galadhon	6/3+	4	6	2	2	6	3/1/1	Elven Blade, Shield, Armor (Elf Bow) (Elven Cloak)	

Woodland Creature

Swift Parry. If an enemy model in a fight with Rumil rolls one or more 6s to win the fight, those dice must immediately be re-rolled.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Legolas	6/3+	4	4	2	2	6	3/2/3	Elf Bow, (Horse, Armor) (Enchanted Cloak)	

Deadly Shot, Woodland Creature

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Thranduil	6/2+	4	5	2	2	6	3/2/2	Elven Bow, Elven Cloak, Elven Blade	

Special Rules

Circlet of Kings. This crown allows Thranduil to cast the Magical powers Aura of Dismay and Nature's Wrath each once per game. This spell is automatically cast as if Thranduil rolled a 6 and no Will is needed.

*If your army includes Thranduil, you can upgrade any number of Wood Elf Warriors to Mirkwood Guard at a cost of +2 point per model.

Mirkwood Guard have Fight 5/2+.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Wood Elf Captain	6/3+	4	4	2	2	6	2/1/1	Elven Blade (Elf Bow) (Elf Cloak, Wood Elf Spear) (Throwing Daggers)	

Woodland Creature

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Stormcaller	5/-	3	4	1	2	5	1/3/1	Armor	

Woodland Creature

Wild Channelling. If, when casting a spell, one of the dice rolled result in a natural 6, the Will points used in casting the spell are not expended.

Magic: Nature's Wrath 6" 4+, Call Winds 12" 2+

Call Winds. This power can be used against a single enemy model. If the power is used successfully, the winds blow the target 2D6" directly away from the caster. If this brings the target into contact with another model or an area of impassable terrain, it stops 1" away from the obstacle. In either case, the model is knocked to the ground and may not move for any reason, later in the turn.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Galadhrim Captain Woodland Creature, Fleet foot, Expert Rider	6/3+	4	5	2	2	6	2/1/1		Armor (Elven Blade, Elf Bow) (Armored Horse, Shield)

Warriors of Lothlorien and Mirkwood

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	Wargear
Wood Elf Warrior Woodland Creature	5/3+	3	3	1	1	5		(Elf Spear, Elven Blade, Elf Bow) (Enchanted Cloak, Banner) (Throwing Knives)

Wood Elf spear. A model armed with a Wood Elf spear may support a friendly model as normal. Alternatively, they can use their spears to parry as if they were carrying a shield. Therefore a model that carries a Wood Elf spear may use the Shielding rule.

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Galadhrim Warrior Woodland Creature	5/3+	3	4	1	1	5		Armor (War Horn, Elf Bow, Elf Blade) (Banner, Shield, Spear)

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Galadhrim Knight	5/-	3	4	1	1	5		Armor, Armored Horse (Elven Blade)
Galadhrim Steed Woodland Creature, Expert Rider Fleetfoot. Galadhrim steeds move 12"	-	0/-	3	5	1	0	4	(Shield, Banner, Elf Bow)

Name/Special Rules	Pts	F/Acc	S	D	A	W	C	Wargear
Mirkwood Sentinel	5/3+	3	3	2	1	5		Elf Bow, Enchanted Cloak

Enchanting Song. A Sentinel may sing one song each turn. This function exactly like Magical Powers, except that they are cast automatically, cannot be resisted, and they do not require Will to use.

The Hymn of Elbereth. Range 12"/28cm. This song raises the spirits of the targeted model – it will automatically pass any Courage tests for the remainder of the turn.

Eldamar Madrigal. Range 12"/28cm. The target Evil model must pass a Courage test or make a full move under the control of the Good player, even if it has already moved. This move cannot be used to enter another model's control zone, or perform an action than would cause harm to the target (such as jumping down a cliff etc). Affected models may not move further that turn.

The Lay of Gondolin. This somber verse recalls the mighty Elf city of Gondolin. Though it is now lost in the mists of history, its name is still powerful enough to freeze the hearts of Evil creatures. If the Sentinel sings this song, he causes Terror until the end of the turn.

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Guards of the Galadhrim Court Woodland Creature,	6/3+	3	5	1	1	6		Heavy Armor, Pike (Banner)

Fighting Style. Guardians of Caras Galadhon are deft and graceful even by the standards of Elves, and can wield their pikes with a speed that others cannot match. In addition to normal rules for pikes, Guardians of the Galadhrim Court can use the rules for shielding.

Elrond's Household

Heroes of Elrond's Household

*This army has no bow limit

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Elrond Vilya, Woodland Creature, Terror Magic: Nature's Wrath 4+; Renew 12" 3+	6/3+	4	7	3	3	7	3/3/3		Elven Blade (Heavy Armor) (Horse)

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Linder Special Rules Woodland Creature	5/3+	4	4	1	2	6	1/3/1		Elf Blade (Heavy Armor) (Horse)

Song to Elbereth. All friendly models within 6" of Linder before he moves gain the Resistant to Magic Special Rule until the end of the turn.

Wise Council. Elrond may spend a single will point for free if he is within 3" of Linder.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Rivendell Knight Captain Woodland Creature, Expert Rider	6/3+	4	6	2	2	6	2/1/1		Heavy Armor, Lance, Elf Blade Elf Bow, and Horse (Shield)

Warriors of Elrond's Household

*This army has no bow limit

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Knight of Rivendell Woodland Creature	5/3+	3	5	1	1	5		Lance, Elf Blade, Elf Bow, Horse (Shield, Banner, War Horn)

Thranduil's Halls

Heroes of Thranduil's Halls

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Thranduil, King of Mirkwood	6/2+	4	4	2	2	6	3/2/2	Elven Blade, Elven Cloak (Elven Bow, Armor),	

Woodland Creature

Circlet of Kings. This crown allows Thranduil to cast the Magical powers Aura of Dismay and Nature's Wrath each once per game. This spell is automatically cast as if Thranduil rolled a 6 and no Will is needed.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Thranduil, King of Mirkwood Realm	7/2+	4	6	3	3	6	3/3/3	Elven Blade, Elven Cloak, Heavy Armor (Horse)	

Expert Rider, Woodland Creature

Bladelord. When fighting on foot, Thranduil, King of the Woodland Realm receives +1 Attack. Furthermore, Thranduil, King of the Woodland Realm receives an additional Attack for each enemy model he is engaged with after the first. This bonus is determined at the start of each Fight, and lasts until all Strikes from that Fight have been resolved.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Legolas Greenleaf	6/3+	4	4	2	2	6	3/2/3	Elf Bow, (Horse, Armor) (Enchanted Cloak)	

Deadly Shot, Woodland Creature

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Legolas Prince of Mirkwood	7/3+	4	5	3	2	6	3/2/3	Elf Bow, Orcrist, Armor (Horse)	

Deadly Shot, Woodland Creature

Orcrist. Orcrist is an Elven blade. When Orcrist causes a Wound on an Orc, Goblin or Uruk-hai it causes not 1 Wound but D3 wounds instead (determine the number of Wounds before Fate points are used). Additionally, the bearer of Orcrist has the Terror (Goblins, Orcs and Uruk-hai) special rule.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Tauriel	6/3+	4	5	3	2	6	3/2/3	Elven Cloak, Armor, Elf Bow	

Woodland Creature

Blade Mistress. Tauriel receives an additional attack for each enemy model she is engaged with after the first. This bonus is determined at the start of each Fight, and lasts until all Strikes from that Fight have been resolved

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Palace Guard Captain	6/3+	4	7	2	2	6	2/1/1	Heavy Armor, Elven Blade, Shield (Spear)	

Woodland Creature, Body Guard

King's Guard. Whilst within 3" of Thranduil, this model receives a bonus of +1 to his Fight value

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Mirkwood Ranger Captain	6/3+	4	4	2	2	6	2/1/1	Elven Cloak, Elven Bow	

Woodland Creature

Knife Fighters. This unit receives an additional attack for each enemy model they are engaged in combat with after the first to a maximum of 3. This bonus is determined at the start of each fight and lasts until all strikes from that fight have been resolved.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Mirkwood Captain	6/3+	4	5	2	2	6	2/1/1	Armor, Elven Glaive	

Woodland Creature

Elven Glaive. An Elven glaive can be used either as a spear or an Elven blade. Alternatively, the bearer of an Elven glaive can use the Shielding rule.

Warriors of Thranduil's Halls

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Mirkwood Ranger Woodland Creature	5/3+	3	3	1	1	5		Elven Cloak, Elven Bow, Daggers, (War Horn)

Knife Fighters. This unit receives an additional attack for each enemy model they are engaged in combat with after the first to a maximum of 3. This bonus is determined at the start of each fight and lasts until all strikes from that fight have been resolved.

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Palace Guard	5/3+	3	5	1	1	5		Heavy Armor, Elven Blade (Shield, Spear, Banner) (War Horn)

Woodland Creature, Body Guard

King's Guard. Whilst within 3" of Thranduil, this model receives a bonus of +1 to his Fight value

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Mirkwood Cavalry Woodland Creature, Expert Rider	5/3+	3	4	1	1	5		Armor, Elven Blade, Horse

King's Knights. Whilst mounted, Mirkwood Cavalry models counts as being in range of a banner if they are within 6" of Thranduil, King of the Woodland Realm.

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Mirkwood Elf	5/3+	3	4	1	1	5		Armor, (Elven Blade, Elf Bow) (Elven Glaive, Shield)

Woodland Creature

The Shire

Heroes of The Shire

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Frodo of Nine Fingers 3/3+ 2 6 1 2 6 1/3/1 Mithril Coat (Pony, Cloak)
 Special Rules
 Resistant to Magic, Throw stones
It will never really heal. Frodo may never charge an enemy for any reason. He will still fight to defend himself if he is himself charged, but will not strike blows if he wins.

Home is the Hero. When Frodo returns to the Shire in its darkest hour, Hobbits rally to his side, trusting that he will help them cast out their enslavers. Frodo counts as being a Banner (note that he cannot, of course, be picked up and wielded by another model).

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Samwise the Brave 3/3+ 3 3 1 2 5 2/2/3 Sting, (Pony, Cloak)
 Resistant to Magic, Throw Stones

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Peregrin, Guard of the Citadel 3/3+ 2 4 2 2 4 1/1/2 Armor (Pony, Cloak)
 Resistant to Magic, Throw Stones
 *If your army includes Peregrin, you can upgrade any number of Hobbit Archers to Tookish Hunters at the cost of +__ point per model. Tookish Hunters have Fight 3.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Meriadoc, Knight of the Mark 3/3+ 2 4 1 2 4 1/1/2 Armor, (Pony, Cloak) (Shield)
 Resistant to Magic, Throw Stones
Horn of the Riddermark. While Merry Carries the Horn of the Riddermark, All Hobbits gain +1 Courage. If Merry is slain, the horn is lost.
 *If your army includes Meriadoc, you can upgrade any number of Hobbit Militia to Battlin Brandybucks at the cost of +__ per model. Battlin Brandybucks have strength 3

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Paladin Took 1/3+ 2 3 1 1 5 1/1/2
 Resistant to Magic, Throw Stones
To me Shirefolk! The Thain of the Shire and symbol of resistance against the ruffians of Lotho and Sharkey, Paladin is by all accounts a mighty leader in Hobbit terms. Only Hobbits may benefit from a Stand Fast! roll made by Paladin. However, the range of Paladin's Stand Fast! is 12"/28cm instead of 6"/14cm.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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(IND) Lobelia-Sackville Baggins 2/3+ 1 2 1 1 6 0/3/1
 Resistant to Magic, Throw Stones
Furious Tirade. Lobelia's vitriolic temperament is incredibly discomfiting and distracting for both friends and enemies. No warrior (Good or Evil) may use a Hero's Stand Fast! roll if Lobelia is within 6"/14cm. Warriors cannot benefit from Lobelia's Stand Fast!
The Umbrella is not Mightier than the Sword. Lobelia's umbrella, though the scourge of many a Hobbit-child, is incapable of doing lasting damage to anything. If Lobelia wins a combat, she will not strike blows (in actual fact she will still gamely batter her opponent, but with no effect beyond a damaged ego).

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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(IND) Fredegar Bolger 2/3+ 2 4 1 2 3 0/0/1 Unarmed
 Resistant to Magic, Throw Stones

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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(IND) Farmer Maggot 3/3+ 2 3 1 2 5 1/2/2 2H Weapon
 Grip, Fang, Wolf, Resistant to Magic, Throw Stones
Hound Dogs - 3/- 3 3 1 1 2
Grip, Fang and Wolf. Farmer Maggot's dogs are a legend unto themselves in the surrounding area. Fast, intelligent and incredibly loyal, they tirelessly guard Maggot's farm, and their presence has convinced more than a few young Hobbits not to steal his crops. Maggot's dogs move 8"/20cm and may always use his Courage while he is still alive and on the battlefield.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
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Bandobras Took, The Bullroarer 3/3+ 3 4 2 2 4 2/1/1 Horse
 Resistant to Magic, Throw Stones

Warriors of The Shire

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Hobbitry	1/3+	2	3	1	1	3		
Resistant to Magic, Throw Stones								

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Bounder	2/3+	2	3	1	1	3		Bow (War Horns)
Resistant to Magic, Awake, Fire, Fear! Throw Stones								

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Sherriff	3/3+	2	3	1	1	3		
Resistant to Magic, Throw Stones								

The Fellowship

Heroes of The Fellowship

*The fellowship cannot be broken while Frodo is alive

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Gandalf the Grey		5/-	4	5	1	3	7	3/6/3	Glamdring, Staff (Horse) (Horse, Gandalf's Cart)
Horse	-	0/-	3	4	0	1	3		
Pony and Cart	-	0/-	3	5	0	3	3		
Narya, Staff of Power, Glamdring									
Gandalf's Cart. Counts as Cavalry									
Narya. Gandalf can re-roll Fate Rolls									
Magic: Blinding Light: 3+, Command: 4+ 12", Immobilize: 3+ 12"; Sorcerous Blast 5+ 12"; Strengthen Will: 4+ 12", Terrifying Aura: 2+									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
(FAQ)Gandalf the White		5/-	4	5	1	3	7	3/6/3	Glamdring, Staff (Shadowfax) (Elven Cloak)
Shadowfax	-	0/-	4	5	0	1	5		
Narya, Staff of Power, Glamdring									
Magic: Blinding Light: 2+, Command: 3+ 12", Immobilize: 2+ 12"; Sorcerous Blast 4+ 12"; Strengthen Will: 3+ 12", Terrifying Aura: 2+, Your Staff is Broken 12" 3+									
Glamdring. When Gandalf fights with Glamdring, rather than his staff, he adds +1 to his strength									
The White Rider. The range of Gandalf's standfast is 12"									
Shadowfax. Shadowfax moves 12" and can only be ridden by Gandalf the White									
Narya. Gandalf can re-roll his dice when using Fate points									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Strider		6/3+	4	5	3	3	6	3/3/3	(Anduril, Elven Cloak) (Horse, Armor, Bow)
Mighty Hero									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Boromir		6/3+	4	6	3	3	6	6/1/0	Armor, Shield (Elven Cloak, Horse)
Horn of Gondor									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Legolas		6/3+	4	4	2	2	6	3/2/3	Elf Bow, (Horse, Armor) (Enchanted Cloak)
Deadly Shot, Woodland Creature									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Frodo		3/3+	2	3	1	2	6	2/3/3	The Ring (Sting, Mithril Coat, Elven Cloak)
Resistant to Magic, Throw Stones									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Gimli		6/3+	4	8	2	2	6	3/2/2	2H Axe, Heavy Dwarf Armor, Thrown Axe (Elven Cloak)
Special Rules:									
Axes of the Dwarves! At the beginning of each fight, Gimli can choose to use either an axe in each hand, in which case he fights with 3 Attacks, or use his unique two-handed axe, in which case he adds +1 to his dice rolls on the Wound chart, but he does not suffer the usual -1 penalty on the roll to win the fight.									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Sam		3/3+	2	3	1	2	5	1/1/2	(Elven Cloak)
Resistant to Magic, Throw Stones									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Pippin		3/3+	2	3	1	2	4	0/0/1	(Elven Cloak)
Resistant to Magic, Throw Stones									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Merry		3/3+	2	3	1	2	4	0/0/1	(Elven Cloak)
Resistant to Magic, Throw Stones									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Bill the Pony	1/6+	3	4	1	2	2	0/1/1		

Special Rules:

Official Meals. Hobbits treat Bill as a banner.

Second Breakfast. Each turn, a single hero of the Fellowship or the Shire that ends its move in base contact with Bill, may attempt to regain a point of Might Will or Fate. Roll a dice, on a 6, the point is restored.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Smeagol	4/4+	4	4	2	2	4	1/0/1		Never Unarmed

Special Rules:

Serve the Master of the Precious. The army must include Frodo to have Smeagol.

Cave Dweller.

The Wanderers of the Wild

Heroes of The Wanderers of the Wild

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Tom Bombadil		?	?	?	?	?	?	?	Yellow Boots, Blue coat, Hat

Special Rules:

Tom is Master. Tom treats all kinds of difficult terrain as open and always gets a result of a 6 on the Jump and Climb charts. Tom cannot be harmed by ranged attacks – this means that magical powers will have no effect on him and missiles that hit Tom disappear and are discarded. No models can move into Tom’s control zone unless the Good player allows them. Tom can charge enemy models normally and his side will always win any fight Tom is involved in but neither Tom nor any other Good model involved in the same fight will strike blows. Tom and all allied models within 3” of him always automatically pass all courage tests.

Laugh and be Merry! Tom can expend a point of Will each turn.

Magic. Hey Come Merry dol! 3” 2+

Hey Come Merry Dol! This power can be used on a single friendly model. The affected model instantly regains a single lost Wound as well as a single expended point each of Might Will and Fate. It also immediately recovers from the effects of any enemy magical power.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Goldberry		?	?	?	?	?	?	?	

Special Rules:

River Daughter. Goldberry cannot be harmed by ranged attacks – this means that magical powers will have no effect on him and missiles that hit Tom disappear and are discarded. No models can charge or be charged by Goldberry. Goldberry and all allied models within 6” of her always automatically pass all courage tests.

Tom has his house to mind and Goldberry is waiting. Goldberry cannot be used in a force that does not include Tom Bombadil as well.

Laugh and be Merry! Tom can expend a point of Will each turn.

Magic. Refreshing Song. 3” 2+

Refreshing Song. This power can be used on a single friendly model. The affected model instantly regains a single lost Wound as well as a single expended point each of Might Will and Fate. It also immediately recovers from the effects of any enemy magical power.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Treebeard		8/4+	8	8	3	3	7	3/6/3	

Break Stone, Terror, Throw Stone, Woodland Creature

Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers, and anything else that has Batter points, Ents count their Strength as 10 and Attacks as 6.

Throw Stone. Ents are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. To represent this, if an Ent does not move at all he can rip a suitable rock from the ground (provided he’s not engaged in combat) and in the subsequent Shoot phase he can throw it. This works exactly like a crossbow with a range of 18”/42cm and a Strength of 10. If the Good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Gwaihir		8/-	6	8	2	3	6	1/1/1	

Fly, Terror, Lord of the Eagles

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Ghan-buri-Ghan		4/3+	4	4	2	2	4	3/1/1	Spear, Poisoned Blowpipe

Special Rules:

Woodland Creature

Poisoned Blowpipe. This blowpipe can be fired like a bow at a range of 12” and a strength of 2.

Hate Orc folk. Ghan-buri-Ghan adds +1 to the dice when rolling to Wound Orcs, Goblins, and Uruk-hai in close combat

Stalk Unseen. Ghan-buri-Ghan can travel silently and stealthily when he wishes to. He counts as wearing an Elven cloak.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Bilbo Baggins		3/3+	3	5	1	2	6	1/3/3	Sting

Resistant to Magic, Throw Stones, The Ring

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.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Bandobras Took, The Bullroarer Resistant to Magic, Throw Stones	3/3+	3	4	2	2	4	2/1/1		Horse

Warriors of The Wanderers of the Wild

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Giant Eagle Fly, Terror	7/-	6	8	2	3	5		

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Ent Break Stone, Terror, Throw Stone	7/4+	8	8	3	3	6		

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Druedain Warrior Stalk Unseen, Hate Orc Folk	3/3+	3	3	1	1	3		Spear, Poisoned Blowpipe

The White Council

*This Force can also include Radagast the Brown and Radagast the Brown on Eagle

Heroes of the White Council

*A member of the White Council Warband adds +1 to the dice roll when attempting to resist a magical power so long as there is another member of his warband within 6"

*The White Council can have a warband completely made of heroes. You may select any of the following heroes to be added to a warband of the White Council: Gandalf the Grey, Celeborn, Cirdan, Glorfindel, Erebor, Elrond, Thranduil, Arwen, and Legolas

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Saruman the White	5/-	4	5	1	3	7	3/6/3	2H Staff	
Staff of Power, Voice of Curunir, Consuming Rivalry Magic: Terrifying Aura 2+, Sorcerous Blast 12" 4+, Compel 3+ 18"; Immobilize 18" 2+									
Voice of Curunir. The voice of Saruman is a potent tool, able to inspire courage in his allies when all hope is lost. To represent this, the range of Saruman the White's 'Stand Fast!' is 12"/28cm rather than 6"/14cm and, unlike other Heroes' 'Stand Fast!' rolls, can affect other Heroes.									
Consuming Rivalry. Saruman is both jealous and resentful of Gandalf and such hubris may yet prove to be the White Wizard's downfall. Saruman will never move as part of a heroic action called by Gandalf, nor will he accept Gandalf's aid in the form of the Strengthen Will spell – if Gandalf casts this magical power on Saruman, it will have no effect.									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Saruman the Wise	5/-	4	5	1	3	7	3/6/3	2H staff	
Staff of Power, Voice of Curunir, Consuming Rivalry Magic: Aura of Command 2+, Sorcerous Blast 12" 4+, Command 3+ 18"; Immobilize 18" 2+									
Voice of Curunir. The voice of Saruman is a potent tool, able to inspire courage in his allies when all hope is lost. To represent this, the range of Saruman the White's 'Stand Fast!' is 12"/28cm rather than 6"/14cm and, unlike other Heroes' 'Stand Fast!' rolls, can affect other Heroes.									
Consuming Rivalry. Saruman is both jealous and resentful of Gandalf and such hubris may yet prove to be the White Wizard's downfall. Saruman will never move as part of a heroic action called by Gandalf, nor will he accept Gandalf's aid in the form of the Strengthen Will spell – if Gandalf casts this magical power on Saruman, it will have no effect.									
Lord of the Istari. Saruman the Wise can choose to re-roll one dice when making Casting or Resist tests.									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Galadriel, Lady of the Light	6/-	3	4	3	3	7	3/3/3	Armor	
Terror, Woodland Creature Magic: Blinding Light: 2+									
War Aspect. There are few sights more terrible than the Lady of the Galadhrim roused to wrath. All enemy models within 6"/14cm of Galadriel suffer a -1 penalty to their Courage.									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Radagast the Brown	5/-	4	5	1	3	7	3/6/3	Staff of Power (Sebastian) (Sleigh)(Horse)	
Sebastian. Adds an additional attack at fight and strength of 1.									
Sleigh - 3/6+ 2 3 4 4 2									
*If Radagast dismounts the Sleigh, remove it from play. Woodland Creature Special Rules Magic: Terrifying Aura 2+, Immobilize 12" 3+, Renew 12" 3+, Aura of Dismay 5+, Panic Beast 2+									
Master of Birds. Radagast is frequently accompanied by a raven that acts as his eyes and ears. Radagast is always assumed to have line of sight to any point on the battlefield.									
One with Nature. Whilst on foot, Radagast may move through areas of difficult terrain without penalty and always counts as wearing an Elven cloak.									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Galadriel, Lady of Light	6/-	3	3	3	3	7	3/6/3		
Terror, Woodland Creature, Nyenya Magic: Banishment 12" 3+, Fortify Spirit 12" 2+									
War Aspect. All enemy models within 6"/14cm of Galadriel suffer a -1 penalty to their Courage. Furthermore, Galadriel is never considered unarmed.									
The Light of Eärendil. Shooting attacks directed against Galadriel, Lady of Light, or any model within 6" of her will only hit on a To Hit roll of a 6.									

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Elrond Vilya, Woodland Creature, Terror Magic: Nature's Wrath 4+; Renew 12" 3+ Champion of the Free Peoples. Elrond, Lord of the West may call a Heroic Strike every Fight phase without expending Might.	6/3+	4	7	3	3	7	3/3/3	Elven Blade, Heavy Armor	

Radagast's Alliance

Heroes of the Radagast's Alliance

*This list can include Gwaihir

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Radagast the Brown	5/-	4	5	1	3	7	3/6/3	Staff of Power (Sebastian) (Sleigh)(Horse)	

Sebastian. Adds an additional attack at fight and strength of 1.

Sleigh - 3/6+ 2 3 4 4 2

*If Radagast dismounts the Sleigh, remove it from play.

Woodland Creature

Special Rules

Magic: Terrifying Aura 2+, Immobilize 12" 3+, Renew 12" 3+, Aura of Dismay 5+, Panic Beast 2+

Master of Birds. Radagast is frequently accompanied by a raven that acts as his eyes and ears. Radagast is always assumed to have line of sight to any point on the battlefield.

One with Nature. Whilst on foot, Radagast may move through areas of difficult terrain without penalty and always counts as wearing an Elven cloak.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Radagast the Brown on Eagle	5/-	4	5	1	3	7	3/6/3	Dagger	

Woodland Creature

Great Eagle

7/4+ 6 8 2 3 5

Fly, Terror

Noble Beast. If Radagast the Brown dismounts, the Great Eagle automatically passes its Courage test to stay and fight.

Special Rules

Magic: Nature's Wrath 4+, Immobilize 12" 3+, Renew 12" 3+, Aura of Dismay 5+, Panic Steed 12" 2+

Master of Birds. Radagast is frequently accompanied by a raven that acts as his eyes and ears. Radagast is always assumed to have line of sight to any point on the battlefield.

One with Nature. Whilst on foot, Radagast may move through areas of difficult terrain without penalty and always counts as wearing an Elven cloak.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Beorn	6/3+	5	5	3	3	6	3/3/3	2H Axe (Bow)	

Burly, Fearless, Resistant to Magic, Woodland Creature

Skin Changer. To change Beorn's form, roll a D6 at the start of his move, on a 4+ Beorn changes shape from a man into a bear (or vice versa).

Beorn can continue with his move as normal, including making charges. Beorn cannot change form if there is an enemy model in base contact.

Beorn the Bear - 8/4+ 8 8 3 3 6 */*/*

Burly, Fearless, Resistant to Magic, Terror, Woodland Creature

8" movement

Crushing Strength (Brutal Power Attack). Instead of striking as normal, choose a losing model – that model immediately suffers a strength 10 hit as Beorn engulfs him in a deadly embrace. If the To Wound roll is successful (and is not prevented by Fate), the victim suffers another Strength 10 hit, and so on, until the victim is dead or Beorn fails to wound his victim.

Berserk. Beorn the Bear must always charge an enemy if he is able to. Also, Beorn may not use the Stand Fast! Or Heroic Actions of other models and other models may not benefit from his.

Name/Special Rules	Pts	F	S	D	A	W	C	M/W/F	Wargear
Tauriel, Mirkwood Exile	6/3+	4	5	3	2	6	3/2/3	Elven Cloak, Armor, Dagger	

Woodland Creature

Blade Mistress. Tauriel receives an additional attack for each enemy model she is engaged with after the first. This bonus is determined at the start of each Fight, and lasts until all Strikes from that Fight have been resolved

Vengeful Fury. If Kili the Dwarf, Champion of Erebor is in your army and is killed, Tauriel's Strength is immediately increased to 5 and her Defense reduced to 4 for the remainder of the battle.

Warriors of Radagast's Alliance

Name/Special Rules	Pts	F	S	D	A	W	C	Wargear
Giant Eagle	7/-	6	8	2	3	5		

Fly, Terror