Armies of Middle-earth

This section of the book outlines rules for choosing armies and then follows with army lists for all the major powers of Middle-earth. Army lists describe the compositions of different armies, giving parameters for the number and type of Epic Heroes, infantry, cavalry, and war machine formations in a given force. These lists guide an aspiring warlord's selection of models and help to organise a player's collection into an army.

Army lists help to clarify the 'personality' of an army – for instance, an army of Rohan has access to a great deal of cavalry and a player could field an entirely mounted force, something not every army list caters for. Conversely, the Isengard army list provides a host of well-armoured infantry options (the Fighting Uruk-hai) but contains few cavalry choices. Army lists provide many options, but also limitations. An army of Mordor can have as many Orc Warbands as your collection allows, but you can only ever field a single Saraur!

With army lists and their points values it is possible to work out a points total for a game, which allows a range of exciting possibilities for gaming scenarios. In a match-up of two armies of equal points values, the winner should be decided by skill and cunning manœuvre (although occasionally luck may play a hand). In mismatched points total, one side is an underdog and faces correspondingly greater challenges to overcome. Can even the greatest heroes of Middle-earth defeat such lopsided odds? Perhaps and perhaps not, but by adjusting points values either way, players may stack the odds and measure the results.

Army lists allow players who don't even speak the same language to understand the composition of each other's armies. They are a source of daydream planning (perhaps I'll add an allied formation?) and frustration (why can't I fit both Aragorn and Gandalf in my 1,000 point army list!). Some players will want to maintain a 'purist' approach and treat the army list as sacrosanct, while others prefer some leeway (I'll give you 150 extra points if I can make up some rules for the Watcher in the Water!). We have found that players, ourselves included, love to discuss army lists in general and their army list in particular. What influences your army selection, be it tactical combinations, a particular theme from the books or films, or simply the look of the models themselves, is entirely up to you.
Forging Your Army

Over the course of the next few pages you’ll learn how to choose an army for War of The Ring. Forging your collection of miniatures into an army is not only necessary to play a game, it’s also great fun – you can add your favourite models, unlock new tactical opportunities and craft a truly individual force. There are plenty of options for you to explore in your quest for victory! Whilst strategy and good fortune have a huge role in determining a battle’s victor, the composition of your army is no less important and offers a great opportunity to outfox your opponent before the game even begins!

Before you choose an army you’ll need to agree upon a scenario with your opponent and a total number of points each of you will spend. Every formation in War of The Ring has a points value that represents its abilities in the game, and allows players to fight fair and balanced games. A 1,500-point game normally provides two or so hours of gaming – the perfect amount for an afternoon or evening’s worth of play. Both players should normally spend the same amount of points, although some of the special scenarios later in the book give one player an advantage in points, balanced by victory conditions or special rules that favour his opponent.

1 Formation Profile
This is where you’ll find the name of the unit, its characteristic profile and cost without upgrades. For example, the entry shown above is for a formation of Warriors of Minas Tirith that costs 25 points.

2 Formation Class and Size
There are four types of formation in War of The Ring: Common formations, Rare formations, Legendary formations and Epic Heroes.

This box will also tell you the maximum number of additional companies that can be purchased. In the example above, the Warriors of Minas Tirith formation starts with one company, but may include up to six, costing 25 points each.

3 Wargear
A formation’s wargear can have a profound impact on its combat abilities, and you’ll find details of that wargear listed here. If the formation has the ability to take extra or different wargear, that will be shown here, alongside any additional costs.

4 Command
This section lists all the command upgrades available to a formation, such as Captains, Banner Bearers and so on, as well as the associated points costs. Some Legendary formations have command upgrades included in their basic points cost. If this is the case, it will be stated here.

5 Special Rules
Many formations in War of The Ring have special rules, which are detailed in this section. If only the name of the special rule is given, that rule is a common special rule and can be found on pages 61. Sometimes a troop type will be so unique that it has its own special rules. In this case, details of those rule(s) will be given here.

6 Epic Actions
(Epic Heroes and some Legendary formations only)
This is where you’ll find details of the Epic actions a Hero can perform. As with special rules, many Epic actions are shared by several Heroes – details of these can be found on page 69. Some Epic actions are unique to certain Heroes however. If this is the case, the effect of the Epic action will be described here.
Choose a Faction
First of all you need to choose a faction to build your army around. There are ten factions in War of The Ring – each is presented in detail in the army lists that follow. Eight of these factions represent the significant powers that vie for control over Middle-earth, from the noble defenders of Gondor to the fearsome Uruk-hai of Isengard. The other two factions are not so much organised groups, but largely unaligned forces that can sometimes be persuaded to join the fray at the behest of one side or the other. Each faction has its own specialisations and troop types that in turn suit different playing styles, so if you’re beginning your collection of The Lord of The Rings models, it’s worth taking time to decide which faction suits you best. Each faction has its own army list, as shown below.

<table>
<thead>
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<th>Good Factions</th>
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<td>The Kingdom of Rohan</td>
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<td>The Dwarf Holds</td>
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<td>*The Forgotten Kingdoms</td>
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<th>Evil Factions</th>
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<td>The Fortress of Isengard</td>
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<td>The Fallen Realms</td>
<td>190</td>
</tr>
<tr>
<td>Angmar</td>
<td>206</td>
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*Note that you may not choose The Forgotten Kingdoms – it is included here out of a sense of completeness. This faction, and formations included in its army list, can only ever be chosen as allies (see over the page).

When you’ve chosen your faction, you’ll also have made a far more profound decision, indeed one that could determine the final fate of Middle-earth. The decision in question is your allegiance to Good or Evil.

Some might say that you should choose your allegiance to the Free Peoples or to Sauron before you select a faction, but the truth is that even the noblest heart can be tainted by the desire to wield the dark sorcery of the Nazgûl, just as the darkest soul can be redeemed by the glory of the Elves – choose the army you like the most, and let your redemption or corruption attend to itself. Your allegiance is very important, as this dictates the allies you’ll be able to take, and the Fortunes of Fates available to your army (see page 87 for details).

Choose a Leader
With your faction and allegiance reconciled (it’s not too late to change your mind!) it’s now time to start building your army. The first step is to choose a leader for your force – this will be the mighty warrior or wise wizard who has assembled the army and under whose banner the army marches into battle. In some scenarios, the identity of your leader can be crucial as the enemy’s goal may be to slay him.

There are two kinds of formations from which you can choose your leader. The first kind are Epic Heroes. Epic Heroes are dynamic leaders who do not travel with a specific bodyguard, but move from formation to formation to be wherever the fighting is thickest.
The First Formation
With your leader chosen you can now get on with selecting the rest of your army, beginning with your first Common formation.

Every army must include at least one Common formation – you can include more if you wish. Common formations represent the heart of your faction’s fighting forces and form the backbone of their armies. There’s no limit on the number of common formations you can have in your army, so if several different types catch your eye, don’t waste time deciding which you want to choose first – you’ll have plenty of opportunity to add extra Common formations later.

The Rest of the Army
Now you’ve a leader and a common formation (as well as hopefully plenty of points to spare) you can get on with selecting the remainder of your army. The expenditure of your remaining points is governed by following three simple decrees:

The Decree of Rarity
You may never have more Rare formations of any kind than you have Common formations of any kind. Similarly, you may never have more Rare companies than you have Common companies. Some troops are simply less numerous than others. Gondor can draw upon many regiments of Warriors, Archers and Knights but only a few of Fountain Court Guard. The Decree of Rarity ensures that your army will not only be a fair and balanced force, it also helps your army capture the spirit of the force it represents.

A Rohan army is being built. Théoden (an excellent balance between leadership and combat ability) has already been chosen as the army’s leader, alongside a formation of Riders of Rohan. One Rare formation can be included immediately as there is already one Common formation in the army (the Riders of Rohan). However, a second Rare formation cannot be added until a second Common formation has been included.

The Decree of Legends
You are free to include as many Legendary formations and Epic Heroes in your army as you wish, however you may not include the same Legendary formation twice, or the same Epic Hero twice. As much as we might wish it otherwise, there is only one Aragorn and only one Gothmog!

Sometimes there are several different ways of including a particular Hero in an army. Gandalf, for example, can fielded alone as the Epic Hero Gandalf the Grey, or as part of the White Council Legendary formation. He cannot be fielded as both – you must choose which you will use. If you field Gandalf as an Epic Hero you will not be able to choose the White Council at all, so choose wisely.

The Decree of Allies
The tales of Middle-earth are heavy with instances of two or more factions coming together in common cause – the Battle of the Pelennor Fields and the Last Alliance being the most common. As such, War of The Ring would hardly be complete if you could not forge alliances of your own!

You may spend up to a quarter (25%) of your total points on allies. Allies can be selected from any of the other factions with the same allegiance as your army. i.e. a Good army can choose allies from any other Good factions and an Evil army can choose allies from any other Evil factions.

It's important to note that the Decree of Rarity and the Decree of Legends apply across the whole army, not across each segment of the army chosen from different factions. As long as you never have more Rare formations than Common formations it does not matter whether they are allied formations or troops chosen from your main faction.

Continuing the example above, the Rohan army now includes Théoden, two formations of Riders of Rohan (Common), one formation of Sons of Eorl (Rare) and one formation of Wood Elf Sentinels (Rare, chosen from the Elves faction). If the Rohan player wishes to include a second formation of Wood Elf Sentinels he needs to include another Common formation. This could be chosen from the Rohan faction, the Elves faction or even a third faction, providing he does not exceed the total number of points he can spend on allies.
Fortunes and Fates

No matter how prepared the army, there will always be unexpected elements that alter the course of the battle. Ancient weapons lie waiting to be discovered and put to use once again, mighty Heroes await their moment of destiny and the great powers stretch their influence across Middle-earth, hoping to shape the outcome of the War of The Ring to their own ends. A legacy of war has left artefacts and areas of hidden power scattered across the embattled landscape. However, such fortune cannot be depended upon. It is often little more than blind chance that delivers such opportunity into needy hands – it is then for the beneficiary to unlock its power!

Fortunes and Fates can be purchased as upgrades for your Heroes and formations. Fortunes are available to Good armies, whilst Fates can be chosen by Evil armies. They represent a beneficent gift (or curse) from a higher power – enchanted Elven raiments, heirlooms of power, the machinations of Sauron or perhaps even the simple vicissitudes of a mocking destiny. Used at the proper time and at the proper place, Fortunes and Fates can seal your victory, so choose (and use) them wisely!

Each Fortune or Fate contains three important pieces of information.

Name and description. This identifies the Fortune or Fate and presents a short narrative that explains its effect within the story of your battle. This is also where you’ll find the points value.

Activation type. This tells you whether the Fortune or Fate is revealed at the start of the game (persistent effect) or as play goes on (intervention). See Activating Fortunes and Fates below.

Effect. This paragraph explains what happens when you use the Fortune or Fate. In the case of an intervention Fortune or Fate, it will also tell you when it can be used.

Choose Your Fortune

Fortunes and Fates are selected when building your army. The number of Fortunes or Fates allowed varies with the army’s size.

<table>
<thead>
<tr>
<th>Army Size</th>
<th>Fortunes/Fates</th>
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<tbody>
<tr>
<td>0-2,000 points</td>
<td>up to 1</td>
</tr>
<tr>
<td>2,001-3,000 points</td>
<td>up to 2</td>
</tr>
<tr>
<td>3,001-4,000 points</td>
<td>up to 3</td>
</tr>
<tr>
<td>each further 1,000 points</td>
<td>+1</td>
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</tbody>
</table>

Note that this table shows the maximum number of Fortunes and Fates you may choose – you can select fewer if you wish, or even take to battle without!

Each Fortune or Fate has an associated points cost. This counts towards the cost of your army in the same way as formations and their upgrades. Generally speaking, the more expensive a Fortune or Fate, the more effective it will be.

Using Fortunes and Fates

Some Fortunes and Fates represent rare or powerful wargear that your army has brought to battle, or at least the inimitable skills of a particular Hero. Others portray fateful moments in the battle, where courage is redoubled in the face of a terrible threat, or a bold warrior strides forth to change the course of the battle.

Not all Fortunes and Fates are in effect at the beginning of the game – some have to be declared as the game goes on. There are two kinds of Fortunes and Fates: Persistent effect and Intervention.

Persistent effect Fortunes and Fates must be revealed and allocated to their target at the start of the game – they then last for the duration of the game, or until their target is removed from the board. Intervention Fortunes and Fates can only be used once, so choose your moment wisely – once used, they will play no further part in the battle. However, unlike Persistent effect Fortunes and Fates, Interventions need not be revealed to your opponent until used! If one or more Intervention Fortunes or Fates are activated at the same stage of the turn, they come into effect in the order in which they were declared.

Once you have activated a Fortune or Fate, follow the instructions given in its entry. It’s a good idea to place counters as reminders for the effects of Fortunes and Fates that last for a phase or more – this is especially true of persistent Fortunes and Fates, whose effects last all game!
Fortunes

Athelas 150 points
This little-known leaf has powerful healing properties in
the hands of one who knows its secrets.

Intervention. Use this Fortune when one of your Epic
Heroes has been slain. That Hero is instantly returned
to life with his Might reduced to 0 and his Resilience
reduced to 1 – place him in a friendly formation within
12". If there is no formation in range, you may not
use Athelas.

Indomitable Defiance 150 points
Great deeds are often needed to oppose a great evil –
no matter the sacrifice.

Intervention. Use this Fortune when your side loses a fight
– your side is now treated as having won the fight by a
single casualty instead.

Seat of Ancient Power 100 points
There are yet places in Middle-earth where a wholesome
power pervades, giving fresh determination to nearby
creatures of good heart.

Persistent effect. Place a marker, or suitable terrain piece,
to represent the Seat of Ancient Power anywhere on the
board after forces are deployed but before the game
begins. All Good formations within 3" of the Seat of
Ancient Power have +1 Fight.

Orbane Weapons 100 points
Many long and terrible wars have been fought between
the Elves and the Orcs, and many weapons forged with
enchantment crafted to prove deadly to the foe.

Persistent effect. Choose one formation in your army.
That formation gets the Orbane special rule
(see page 61).

Steeds of Pure Blood 100 points
Though the bloodline is thinning, there are yet some
steeds in Middle-earth that hark back to the fathers
of horses.

Persistent effect. Choose one cavalry formation in your
army. That formation’s Move characteristic is increased
to 14.

Trollbane Weapons 100 points
In ages past the Dwarves of Khazad-dûm crafted many
weapons to slay Trolls. Though Khazad-dûm has long
since fallen into shadow, some of these weapons endure
in the armories of Middle-earth.

Persistent effect. Choose one formation in your army.
That formation gains the Trollbane special rule
(see page 61).

Fate Smiles Upon You 75 points
The fortunes of a kingdom can turn on a single moment
of serendipity.

Intervention. Use this Fortune after you make a
dice roll. You may alter the score of that dice roll by 1
(up or down).

Galadhrim Longbows 75 points
These are the finest of longbows – lovingly crafted,
strung with the golden hair of Elv maidens and blessed by
the Lady of Lothlórien herself.

Persistent effect. Choose one formation in your army.
That formation’s Shoot value is improved by 1 – i.e., a
formation with Shoot 4 would now have Shoot 3.

Hero of the Hour 75 points
Wars have turned upon the deeds of one brave warrior
in the right place and at the right time.

Persistent effect. Choose one Hero in your army (not an
Epic Hero or a Hero leading a Legendary formation).
That Hero has +1 Fight and +1 Courage.

Mithril Coat 75 points
As hard as dragonscale and light as a feather, Mithril
coats can stop even the most dolorous blow.

Persistent effect. Choose one Hero or Epic Hero (but not
Monstrous Hero) in your army. That Hero’s Resilience is
increased by 1.
Untainted Palantir 75 points
The seeing stones of ancient Númenor are powerful tools in the hands of one who commands sorcery.

Persistent effect. Choose one Epic Hero in your army – this is the bearer of the Palantir. Whilst the bearer of the Palantir remains alive, you may add 1 to your Priority rolls.

Banner of the Free Peoples 50 points
The tokens of a mighty king, hoisted above the multitudes, can form a rallying point for the entire army.

Persistent effect. Choose one formation in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game.

Desperate Heroics 50 points
There is strength in fellowship, for a sacrifice made by one can benefit another.

Intervention. Use this Fortune at the start of any Priority phase, before the roll for priority is made. Nominate one of your Heroes with at least 1 Might point remaining – that Hero’s Might is immediately reduced to 0. However, you may immediately choose another Hero within 12" – that Hero’s Might is immediately replenished to its starting value.

Inner Glory 50 points
Many of Middle-earth’s Heroes let their true power remain shrouded until need is upon them. When revealed, such glory can set Evil creatures to flight.

Intervention. Use this Fortune immediately before one of your formations causes an enemy to take a Terror test – that test is failed automatically.

Song of Elbereth 50 points
A rising verse of forgotten glories can awake courage in a trembling heart.

Intervention. Use this Fortune before one of your formations takes a Courage test to pass automatically.

The Blessing of Galadriel 50 points
Her words can embolden the faintest heart and fan the flames of valour.

Persistent effect. Choose one Hero or Epic Hero in your army. That Hero starts the game with an additional D3 Might points.

Wise Counsel 50 points
With proper guidance, even the meekest and most inexperienced of warlords can perform tactical miracles on the battlefield.

Intervention. Declare you are using this Fortune at the start of any Priority phase. You may automatically choose which player has priority that turn.

Ancient Lore 25 points
The wise have assembled great volumes of lore concerning the weaknesses of Evil creatures, the better to counter their machinations.

Intervention. At the start of any Priority phase, before the roll for priority has been made, you may nominate an enemy formation and nullify one of the following special rules for the remainder of the turn: any kind of Bane, Expert Rider, Pathfinder, Prowler, Skilled Rider, Spirit Grasp, Spirit Walk, or Terror

Counterspell 25 points
It is difficult to undo the sorceries of another. Difficult, but not impossible.

Intervention. Use this Fortune when an enemy Hero uses a magical power but before they roll for the effect. The spell fails to have any effect, just as if a Will of Iron roll had been made.

Forgotten Fortifications 25 points
Who can say how many forgotten bastions lie scattered throughout Middle-earth waiting for a new cause?

Persistent effect. Before forces are deployed on the board, nominate a single building or ruin. That feature’s Defence bonus increases by 2.
Fates

Morgul Blades 125 points
These blades have a ghastly intelligence for their shards will seek the heart of a wounded foe – even the slightest scratch becomes a fatal wound.

Intervention. At the start of the game, secretly choose one formation in your army to bear the Morgul Blades (and make a note on your army roster). You may declare they are being used at the start of any Fight phase. For the remainder of the phase, the formation carrying the Morgul Blades will wound their opponents on a 4+.

Dark Shrine 100 points
Sauron’s touch withers and destroys, leaving only blasted monuments to his power that sicken all creatures of a good heart.

Persistent effect. Place a marker to represent the Dark Shrine anywhere on the board after forces are deployed but before the game begins. All Good formations within 3” of the Dark Shrine have -1 Fight.

Dwarfbane Weapons 100 points
There have been many wars between the Dwarves and Goblins, and many weapons forged as a result. Though Goblin weapons are shoddy and crude, they sometimes carry vicious enchantments.

Persistent effect. Choose one formation in your army. That formation gets the Dwarfbane special rule (see page 61).

Greed for Glory 100 points
The Dark Lord of Mordor knows the secret wishes of mortal creatures, and can fan those lusts to unthinking recklessness.

Intervention. Use this Fate at the start of any Charge phase, after any Heroic Charges have been declared. Nominate one Good formation – that formation must attempt to charge this turn, if there is an enemy in range (the Good player may choose which formation is charged, should there be a choice). The nominated formation will automatically pass any Courage tests required, and may charge even if it has made a shooting attack.

Cursed Armour of Udûn 75 points
Forged through knowledge stolen from Númenor, the suits of armour created in Udûn are akin to Elven plate in hardness. Their wearers are to be feared.

Persistent effect. Choose one formation in your army. That formation’s Defence value is increased by 1.

Tainted Palantir 75 points
The Palantiri were once powerful tools that answered only to Elendil and his sons. Now, several have fallen into the hands of evil masters.

Persistent effect. Choose one Epic Hero in your army – this is the bearer of the Palantir. Whilst the bearer of the Palantir remains alive, you may add 1 to your Priority rolls.

Banner of Barad-dûr 50 points
Where the banner of Barad-dûr flies, there do the minions of the Dark Lord redouble their efforts.

Persistent effect. Choose one formation in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game.

Faltering Nerve 50 points
How will the armies of Good fare, if their Heroes be struck down with fear and indecision?

Intervention. Use this Fate when an enemy Hero declares a Heroic action. Roll a D6 – on a 2 or more, an extra Might point must be spent or that Heroic action does not take effect and any Might already committed is lost.

Sigil of Fallen Kings 50 points
The fear and obedience that the Nazgûl command are second only to the terror instilled by Sauron himself. Minions that bear the Nazgûl’s mark fight all the more fiercely, but suffer greatly should they fail.

Persistent effect. Choose one formation in your army. That formation has +1 Strength for the remainder of the game. However, whenever the formation is defeated in combat, it immediately suffers D6 automatic hits.
The Crown of Carn Dûm 50 points
This jagged shard of metal and ice was the Witch-king's gift to Carn Dûm's line of vassal-kings. The dark sorcery within can make the bearer a formidable foe, but drains his lifeblood in payment.

Persistent effect. Choose one Evil Hero. For the remainder of the game, whoever that Hero expends a Might point, roll a D6. On a 4 or more, the crown provides the power for the act – the Might point is immediately regained. On a 1-3, the Hero suffers a number of automatic hits equal to the dice roll. Might cannot be used to alter this roll.

There Will be no Dawn 50 points
Sauron sends a choking black sky to the battlefield, emboldening minions and sapping the valour of foes.

Intervention. Use this Fate at the start of any Priority phase, before the roll for priority is made. For the remainder of the turn all Evil formations may re-roll failed Courage tests, and all Good formations must re-roll successful Courage tests.

Evil Reputation 50 points
Sauron's mightiest servants need not tread the battlefield to cause dismay – the shadow they cast in men's hearts is long indeed.

Persistent effect. Choose one Evil Hero or Epic Hero – that Hero now causes Terror. If the Hero already causes Terror, all successful Courage tests taken when charging (or being charged by) that Hero, must be re-rolled – the second result stands.

Tormented Steeds 50 points
Driven mad with fear and twisted by sorcery, even horses can be made to fight in Sauron's cause. What this same treatment does to Wargs is best left to the imagination.

Persistent effect. Choose one cavalry formation in your army. That formation's Strength characteristic is increased by 1.

Balefire Arrows 25 points
By some artifice these projectiles are set alight when fired, adding unquenchable flame to the horror of the attack.

Persistent effect. Choose one of your formations armed with missile weapons. For the remainder of the game, shooting attacks made by that formation will drive the enemy back D3* if they cause so much as a single casualty. If a shooting attack made by the formation causes a company to be removed, the distance the enemy is driven back will be D6* per company rather than D3*. Balefire Arrows have a Strength of 6 if fired at Ents.

Black-hearted Trees 25 points
Many of Middle-earth's trees have fallen under shadow, and malice now sleeps in their hearts. Only a fool risks their wrath lightly.

Intervention. Use this fate at the start of any phase. Nominate a single woodland defensible terrain feature. Any formation occupying that terrain feature immediately suffers D6+4 Strength 10 hits.

Curse of Morgoth 25 points
Evil sleeps not, and never forgets one who has slighted it.

Intervention. Use this Fate after one of your opponent's formations makes a dice roll. You may alter the score of that dice roll by 1 (up or down).

Tokens of Terror 25 points
Severed heads, branded with the dark runes of Mordor – few things can instil dismay as effectively.

Persistent effect. Choose one formation in your army. That formation causes Terror for the rest of the game.

Haunted Wasteland 25 points
On this blasted land the spirits of the dead lurk, trapped by necromancy and hungry to have the living join them in their confinement.

Intervention. Use this fate when a formation moves through difficult terrain. Any formation moving through that difficult terrain must make a Courage test but on a single D6 only. For every point the test is failed, the formation suffers a casualty (not a hit!) as several of its warriors are lured to their doom.

Infestation 25 points
The Lord of Mordor has many malignant pets that lurk in dark places. A nesting drake or a handful of giant spiders can make even the most formidable defensive position utterly untenable.

Persistent effect. Before forces are deployed on the board, nominate a single defensible terrain feature. That feature's Capacity decreases by 1, and the Defence bonus it offers decreases by 1.

Watcher in the Shadows 25 points
These three-headed statues guard the passes into Mordor and other evil strongholds. Their gaze causes fear in the hearts of all but the boldest.

Persistent effect. Place a marker, or suitable terrain piece, to represent the Watcher in the Shadows anywhere on the board after forces are deployed but before the game begins. All Good formations within 6" of the Watcher in the Shadows have -1 Courage.
Without doubt the greatest of the realms of Men in recent history, Gondor stands like a bulwark between Mordor and the peoples of the free world.

It is through the unceasing vigilance and strength of arms that rests within Gondor that peace is bought for many other lands. Such defiance has not been without price. Gondor’s folk dwindle while Sauron’s forces seem to endlessly replenish their losses.

In these later years, it is from Minas Tirith that the heirs of Anarion, and later the Stewards, have ruled the realm of Gondor. As the last line of Gondor’s defence, the Citadel of Minas Tirith is guarded by the finest warriors that Gondor has to offer, tall and mighty warriors in whom the blood of Numenoreans still pulses true. Minas Tirith’s armies are the greatest of all the realms of Men – disciplined, superbly equipped and led by veterans of the countless wars with Harad and Mordor.

Further south lie the fiefdoms of Gondor, portions of the old kingdom that have not cast aside their loyalty to Minas Tirith. Most influential of these is the land of Dol Amroth, whose swan-helmed knights epitomise the martial valour and lordly bearing of Numenorean that was. When war marches upon Gondor, it is the lances and pikes of Dol Amroth that lead the counter-attack.

In other provinces the bloodline and grim pride of Numenor is not so well preserved, yet nevertheless every fief makes its stand against the creatures of Sauron. In the foothills of the White Mountains the grim clansmen of Lamedon and Blackroot Vale archers are engaged in ceaseless hit-and-run battles with Orcs. Further west, the Axemen of Lossarnach hold the southern crossings of Anduin against Haradrim and Corsairs.

It matters not if Gondor’s might be less than in times of old, provided it is sufficient to the task at hand.
Minas Tirith Warriors

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Warrior of Minas Tirith | Man | Infantry | 6 | 3/4+ | 3 | 5(7) | 8 | 1 | 3 | -
Captain of Minas Tirith | Man | Infantry | - | 4/- | - | - | - | 2 | 4 | 2

**Wargear**
Each company has hand weapons, heavy armour and shields.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Captain of Minas Tirith: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points

Minas Tirith Archers

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Archer of Minas Tirith | Man | Infantry | 6 | 3/4+ | 3 | 5 | 8 | 1 | 3 | -
Captain of Minas Tirith | Man | Infantry | - | 4/- | - | - | - | 2 | 4 | 2

**Wargear**
Each company has hand weapons, heavy armour and bows.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Captain of Minas Tirith: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points

Minas Tirith Knights

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Knight of Minas Tirith | Man | Cavalry | 10 | 3/4+ | 3 | 5 | 2 | 2 | 3 | -
Knight Captain | Man | Cavalry | - | 4/- | - | - | - | 2 | 4 | 2

**Wargear**
Each company has hand weapons, heavy armour and lances. The entire formation may be given shields – increasing each company’s Defence to 5(6) – for +5 points per company.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Knight Captain: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points
Rangers of Gondor 30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranger of Gondor</td>
<td>Infantry</td>
<td>6</td>
<td>4/3+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Captain of Rangers</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
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</tbody>
</table>

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Captain of Rangers: 50 points

Special Rules
Pathfinders (Woodland).

Númenórean Warriors 25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of Númenórean</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>4(6)</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Captain of Númenórean</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Captain of Númenórean: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points

Númenórean Archers 30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archer of Númenórean</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Captain of Númenórean</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Captain of Númenórean: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points
### Warriors of Arnor

**25 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of Arnor</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Captain of Arnor</td>
<td>Man</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, heavy armour and shields.

**Command**

The first company purchased is automatically the command company.

The command company may have the following options:

- Captain of Arnor: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points

---

### Rangers of Arnor

**30 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranger of Arnor</td>
<td>Man</td>
<td>6</td>
<td>4/3+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Captain of Rangers</td>
<td>Man</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, armour and bows.

**Command**

The first company purchased is automatically the command company.

The command company may have the following options:

- Captain of Rangers: 50 points

**Special Rules**

Pathfinders (Master).

---

### Citadel Guards

**35 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Citadel Guard</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Guard Captain</td>
<td>Man</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons and heavy armour. The entire formation may be given longbows for +5 points per company.

**Command**

The first company purchased is automatically the command company.

The command company may have the following options:

- Guard Captain: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points
Men-at-arms of Dol Amroth 35 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Men-at-arms</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Knight Champion</td>
<td>Man</td>
<td>5/−</td>
<td>−</td>
<td>−</td>
<td>−</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and pikes.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Knight Champion 50 points
- Banner Bearer 35 points
- Hornblower 15 points

Foot Knights of Dol Amroth 45 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knight of Dol Amroth</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Knight Champion</td>
<td>Man</td>
<td>5/−</td>
<td>−</td>
<td>−</td>
<td>−</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Knight Champion 50 points
- Banner Bearer 35 points
- Hornblower 15 points

Special Rules
**For Dol Amroth!** The Knights of Dol Amroth make an unstoppable charge on a 4 or more, rather than a 6 (they must still have enough move to reach the foe).

Knights of Dol Amroth 50 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knight of Dol Amroth</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>6</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Knight Champion</td>
<td>Man</td>
<td>5/−</td>
<td>−</td>
<td>−</td>
<td>−</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour, shields and lances.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Knight Champion 50 points
- Banner Bearer 35 points
- Hornblower 15 points

Special Rules
**For Dol Amroth!** The Knights of Dol Amroth make an unstoppable charge on a 4 or more, rather than a 6 (they must still have enough move to reach the foe).
### Guards of the Fountain Court

**35 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fountain Court Guard</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>6</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Guard Captain</td>
<td>Infantry</td>
<td></td>
<td>5/+</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons and heavy armour.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Guard Captain: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points

### Avenger Bolt Thrower

**50 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Avenger Bolt Thrower</td>
<td>Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>8</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, heavy armour and a Bolt Thrower.

- Range: 24+ m
- Strength: 6

**Special Rules**

**Artillery.** The Avenger uses the following table, rather than the one on page 61:

**Avenger Bolt Thrower Table**

- 1-2 Miss. The shot spatters the target with mud but causes no damage.
- 3-5 On target. The target formation suffers D6+4 Strength 6 hits.
- 6+ Lucky Strike. The target formation suffers D6+8 Strength 6 hits.

### Battlecry Trebuchet

**100 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battlecry Trebuchet</td>
<td>Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>8</td>
<td>3</td>
<td>1</td>
<td>4</td>
<td></td>
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</tbody>
</table>

**Wargear**
Each company has hand weapons, heavy armour and a Trebuchet.

- Range: 12-72 m
- Strength: 10

**Special Rules**

**Artillery.**
Warriors of the Dead

60 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of the Dead</td>
<td>Spirit</td>
<td>Infantry</td>
<td>8</td>
<td>3/4+</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Captain of the Dead</td>
<td>Spirit</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>

Wargear
The Warriors of the Dead count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Command
The first company purchased is automatically the command company.
The command company may have the following options:
Captain of the Dead 50 points
Banner Bearer 35 points

Special Rules
Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Riders of the Dead

60 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rider of the Dead</td>
<td>Spirit</td>
<td>Cavalry</td>
<td>12</td>
<td>3/4+</td>
<td>3</td>
<td>5</td>
<td>2</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Captain of the Dead</td>
<td>Spirit</td>
<td>Cavalry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
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</table>

Wargear
The Warriors of the Dead count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Command
The first company purchased is automatically the command company.
The command company may have the following options:
Captain of the Dead 50 points
Banner Bearer 35 points

Special Rules
Spirit Grasp, Spirit Walk, Terròr, We Stand Alone.

The Axemen of Lossarnach

25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
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<th>Mt</th>
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<tbody>
<tr>
<td>Axemen of Lossarnach</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Forlong the Fat</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Wargear
Each company has heavy armour and two-handed weapons.

Command
The first company purchased is automatically the command company.
The command company may have the following:
Banner Bearer 35 points
Hornblower 15 points

Forlong the Fat
One formation in the army may include Forlong the Fat for +75 points. It will then count as a Legendary formation instead.

Special Rules
Set to Receive! At the start of the Fight phase, the Axemen of Lossarnach can choose to count as being armed with pikes, rather than two-handed weapons, until the end of the phase.
Clansmen of Lamedon  
30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clansmen of Lamedon</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Angbor the Fearless</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
</tbody>
</table>

Wargear
Each company has armour and two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Banner Bearer  35 points
Hornblower    15 points

One formation in the army may include Angbor the Fearless for +75 points. It will then count as a Legendary formation instead.

Special Rules
**Furious Charge.** The Clansmen of Lamedon will charge D6+6* rather than D6+2*, and receive a Charge bonus of +2, rather than +1.

Rangers of Ithilien  
95 points + 30 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Ranger of Ithilien</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/3+</td>
<td>3</td>
<td>4</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Madril</td>
<td>Man</td>
<td>Infantry</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>Damrod</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company and has Madril and Damrod included in the base cost.

Special Rules
**Ambushers, Pathfinders (Master).**

**Bodyguard.** While Damrod is alive, the controlling player can choose to have him fight any Heroic duels directed at Madril.

Denethor’s Guard  
115 points + 35 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
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<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Citadel Guard</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Beregond</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Denethor</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and heavy armour.

Command
The first company purchased is automatically the command company and has Denethor, Beregond, a Hornblower and a Banner Bearer included in the base cost.

Special Rules
**Bodyguard.** While Beregond is alive, the controlling player can choose to have him fight any Heroic Duels directed at Denethor.

**Broken Mind.** Denethor always takes Courage tests on 3D6. Whilst Denethor is alive, his formation must use his Courage.
### Osgiliath Veterans

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Osgiliath Veterans</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Lieutenant Cirion</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**
All Osgiliath veterans wear heavy armour and are considered to carry a hand weapon, shield and bow, regardless of the model's armament.

**Command**
The first company purchased is automatically the command company and has Cirion and a Banner Bearer included in the base cost. The command company may have the following:

- Hornblower: 15 points

**Special Rules**
**Bold Beyond Belief.** Whilst Cirion is still alive, the Osgiliath Veterans automatically pass Terror tests.

### Court of the Dead King

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of the Dead</td>
<td>Spirit</td>
<td>8</td>
<td>3/-</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>The King of the Dead</td>
<td>Spirit</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**
The Warriors of the Dead count as armed only with hand weapons, regardless of the equipment they are actually carrying, so the rules for two-handed weapons, shield etc. do not apply.

**Command**
The first company purchased is automatically the command company and has the King of the Dead and a Banner Bearer included in the base cost.

**Special Rules**
**Spirit Grasp, Spirit Walk, Terror, We Stand Alone.**

**Shadowstride.** Roll a D6 at the start of the Move phase, before Heroic Moves are declared. On a roll of 4+, the Court of the Dead king may not At the Double! but its Move value is increased to 24 for the remainder of the turn.

### The Dúnedain of Arnor

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dúnedain</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/3+</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Arahorn</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, armour and longbows.

**Command**
The first company purchased is automatically the command company and has Arahorn included in the base cost. The command company may have:

- Hornblower: 15 points

**Special Rules**
**Pathfinders (Master).**

**Take Aim!** Arahorn can choose to expend a Might point at the start of any Shoot phase. If he does so, the Dúnedain of Arnor are counted as having a Shoot value of 1+ until the end of the phase.
The Grey Company  
75 points + 40 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranger of the North</td>
<td>Man</td>
<td>8</td>
<td>4/3+</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Halbarad</td>
<td>Man</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and longbows.

Command
The first company purchased is automatically the command company and has Halbarad included in the base cost. Halbarad may carry the Banner of the King for +50 points.

Special Rules
Pathfinders (Master), Stalwart, Indomitable.

The Valour of Forgotten Arnor. In a fight, the Grey Company strike at the same time as cavalry.

The Banner of the King. If Halbarad carries the Banner of the King, all companies in the formation have +1 Fight. If Aragorn joins the formation he gains the Inspiring Leader (Master) special rule with an unlimited range.

---

Royal Guard of Arnor  
115 points + 30 per company

<table>
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<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
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<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of Arnor</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>King Arvedui</td>
<td>Man</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Malbeth the Seer</td>
<td>Man</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company and has King Arvedui, Malbeth the Seer and a Banner Bearer included in the base cost. The formation may have the following:

Hornblower 15 points

Special Rules
The Gift of Foresight. Each time the formation suffers a hit, roll a D6. On a roll of 6, Malbeth has forewarned his companions against the attack – the hit is prevented and the formation does not suffer a casualty. This ability is lost if Malbeth is slain.

“Never again will the land of my people fall into enemy hands.”

Boromir, The Two Towers
Wardens of the Keys 110 points + 60 per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warden of the Keys</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>8</td>
<td>8</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Hûrin</td>
<td>Man</td>
<td>Infantry</td>
<td>5/4-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and mithril-forged heavy armour.

Command
The first company purchased is automatically the command company and has Hûrin and a Banner Bearer included in the base cost. The formation may have the following:

Hornblower 15 points

Special Rules
Stalwart.

Blackroot Vale Archers 105 points + 25 per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
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<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blackroot Vale Archer</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>3/3+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Dûnhir</td>
<td>Man</td>
<td>Infantry</td>
<td>5/4-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and longbows.

Command
The first company purchased is automatically the command company and has Dûnhir and a Banner Bearer included in the base cost. The formation may have the following:

Hornblower 15 points

Special Rules
Ambushers, Pathfinders (Mountains).

Boromir, Captain of the White Tower 175 points

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
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<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boromir</td>
<td>Man</td>
<td>Hero</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

Epic Actions
- Epic Challenge
- Epic Strike
- Epic Sacrifice
- Epic Duel

Epic Duel. This Epic action works exactly like a Heroic Duel, save for the fact that Boromir rolls two dice, rather than one, and uses the highest result.

Wargear
Boromir can carry the Banner of Minas Tirith for +50 points – he then counts as both a Banner Bearer and a Hornblower.

Special Rules
Inspiring Leader (Men).

Mighty Blow. Boromir can choose to expend a Might point at the start of any Fight phase. If he does so, each hit he makes will cause a casualty, regardless of the foe's Resilience.

"...above the cheek-guards were set the white wings of sea-birds; but the helms gleamed with a flame of silver..."

– The Lord of The Rings

"By the blood of our people are your lands kept safe."

– Boromir

The Fellowship of The Ring
Epic Hero
Single model.

Aragorn, Isildur’s Heir
200 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aragorn</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>7/+</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3+</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Challenge
- Epic Strike
- Epic Journey
- Epic Duel

**Epic Journey.** Aragorn leads his companions along secret paths and hidden ways unknown to the enemy. An Epic Journey costs two Might points for every three companies in Aragorn’s formation (rounding up) and can be called when Aragorn’s formation moves. Move Aragorn’s formation anywhere on the board, irrespective of distance or terrain etc. Aragorn’s formation may not charge, shoot or enter a defensible terrain feature in the same turn it goes on an Epic Journey.

**Epic Duel.** This Epic action works exactly like a Heroic Duel, save for the fact that Aragorn rolls two dice, rather than one, and uses the highest result.

**Special Rules**
**Inspiring Leader (Men).**

* Mighty Hero. Aragorn may expend a single point of Might each turn without reducing his store.

Anduril. Forged in the days of old as Narsil, and reforged for a new age as Anduril, this blade contains great power. In close combat, Aragorn’s company has a +2 bonus to their rolls To Hit.

Epic Hero
Single model.

Faramir
90 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
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<tbody>
<tr>
<td>Faramir</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>5/+</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Strike
- Epic Sacrifice

**Special Rules**
**Inspiring Leader (Men).**

**Valour Unbound.** This ability can be used when a friendly formation within 6* is called upon to take a Courage test. If the controlling player chooses to employ this ability, the test is passed automatically. Valour Unbound may be used once per turn.

Epic Hero
Single model.

Peregrin Took, Guard of the Citadel
75 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Peregrin</td>
<td>Hobbit</td>
<td>Hero</td>
<td>-</td>
<td>3/+</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

**Epic Actions:**
- Epic Defence

**Special Rules**
**Prince of the Haflings.** Peregrin’s formation always re-rolls failed Courage tests and is steadfast on a roll of 5 or 6, rather than 6. This increases to 4, 5 or 6 if Faramir is within 6*.

**Courageous Intervention.** You may remove Peregrin from the game as a casualty to immediately modify a dice roll made by his formation (or another Hero in the formation) by up to 3.
Prince Imrahil of Dol Amroth
125 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Imrahil</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>7/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Challenge
- Epic Strike
- Epic Charge

**Special Rules**
Inspiring Leader (Men).

*"So victory is shorn of gladness, and it is bitter bought,
if both Gondor and Rohan are in one day bereft of their lords."

— Imrahil, The Lord of The Rings

High King Elendil
225 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elendil</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>10/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>4</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Challenge
- Epic Sacrifice

**Special Rules**
Inspiring Leader (Men).

*Narsil, Narsil is a potent sword, forged in the age of the master smiths.
In close combat, Elendil’s Company has a +2 bonus to their rolls To Hit.

Isildur
85 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Isildur</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Strike

**Special Rules**
Inspiring Leader (Men).

*"Sauron himself was overthrown, and Isildur cut the Ring from his hand
with the hilt-shard of his father's sword..."

— Elrond, The Lord of The Rings
The Kingdom of Rohan
Rohan is a kingdom born of battle. It was originally a great part of Gondor's western domains, but was gifted to the Rohirrim in recognition of aid given during a time of great peril.

Eternal friendship between Gondor and Rohan was pledged that day, a bond that would endure through hundreds of years and innumerable wars. Though lasting peace has ever been denied them, the Rohirrim have always stood firm against the shadow of Sauron and as unflinching friends to Gondor, despite great hardships of their own.

Rohan is governed from Meduseld, the Golden Hall of Eorl. Even in the closing years of the Third Age, the line of Rohan's kings can be traced back to Eorl the Young, each king as noble and bold as he. Below the king serve the Marshals of the Riddermark, brave and canny warriors who captain the Riders of Rohan – the finest horsemen in the known world. Indeed, the Horse-lords of Rohan are considered without peer, not only for their valour and prowess in battle, but also for their skills at breeding and training horses. The mounts of Rohan are swifter and more obedient than any to be found elsewhere in the kingdoms of Men, and much sought after in the neighbouring realms.

Peace comes seldom to Rohan. The alliance with Gondor ensures that the Rohirrim are ever at war with Orcs, Haradrim and Easterlings. Yet, conflict also stirs upon Rohan's eastern borders. The hill men of Dunland have ever coveted the fertile lands of Rohan, and will seize them if they can. Worse yet, it seems that Saruman the White has revealed his true colours, and his servants roam the Westfold, burning and slaying where they will.

These are dark times for the Rohirrim, but they shall not pass quietly into shadow...
Riders of Rohan Éored

30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Riders of Rohan</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>3</td>
<td>4(5)</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Captain of Riders</td>
<td>Man</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons, shields, armour and bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Riders 50 points
Banner Bearer 35 points
Hornblower 15 points

Special Rules
Expert Riders.

Royal Knights

35 points per company

<table>
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<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
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<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rohan Royal Knights</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>3</td>
<td>5(6)</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Knight Captain</td>
<td>Man</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons, shields, heavy armour and lances.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Knight Captain of Rohan 50 points
Banner Bearer 35 points
Hornblower 15 points

Special Rules
Expert Riders.

Oathsworn Militia

20 points per company

<table>
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<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
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<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warriors of Rohan</td>
<td>Man</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>3(5)</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Captain of Rohan</td>
<td>Man</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons, armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Captain of Rohan 50 points
Banner Bearer 35 points
Hornblower 15 points
### Oathsworn Bowmen

**20 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rohan Bowmen</td>
<td>Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Captain of Rohan</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, thrown weapons, armour and bows.

**Command**

The first company purchased is automatically the command company.

The command company may have the following options:

<table>
<thead>
<tr>
<th>Captain of Rohan</th>
<th>50 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Banner Bearer</td>
<td>35 points</td>
</tr>
<tr>
<td>Hornblower</td>
<td>15 points</td>
</tr>
</tbody>
</table>

### Outrider Éored

**35 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rohan Outriders</td>
<td>Cavalry</td>
<td>12</td>
<td>3/2+</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, thrown weapons, armour and bows.

**Command**

The first company purchased is automatically the command company.

The command company may have the following options:

<table>
<thead>
<tr>
<th>Banner Bearer</th>
<th>35 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hornblower</td>
<td>15 points</td>
</tr>
</tbody>
</table>

**Special Rules**

Expert Riders.

### Rohan Royal Guard

**35 points per company**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rohan Royal Guard</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Rohan Guard Captain</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, thrown weapons, heavy armour and shields.

**Command**

The first company purchased is automatically the command company.

The command company may have the following options:

<table>
<thead>
<tr>
<th>Rohan Guard Captain</th>
<th>50 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Banner Bearer</td>
<td>35 points</td>
</tr>
<tr>
<td>Hornblower</td>
<td>15 points</td>
</tr>
</tbody>
</table>
The Sons of Eorl

45 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sons of Eorl</td>
<td>Man</td>
<td>12</td>
<td>4/4+</td>
<td>4</td>
<td>5(6)</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Marshal of Rohan</td>
<td>Man</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has heavy armour, shields, thrown weapons and hand weapons.

**Command**

The first company purchased is automatically the command company. The command company may have the following options:

- Marshal of Rohan: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points

**Special Rules**

*Stalwart, Expert Riders.*

*Horns of the Eorlingas.* During a turn in which the Sons of Eorl make a successful charge, they cause Terror until the end of the turn.

---

The King’s Guard

100 points + 35 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Royal Royal Guard</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Gamling</td>
<td>Man</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Háma</td>
<td>Man</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

Or (choose which when the formation is selected).

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Royal Royal Guard</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>3</td>
<td>5(6)</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Gamling</td>
<td>Man</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Háma</td>
<td>Man</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, thrown weapons, heavy armour and shields. If mounted, they also have lances.

**Command**

The first company purchased is automatically the command company and has Gamling and Háma included in the base cost. Gamling may carry the Royal Standard of Rohan for +50 points. The command company may have the following options:

- Hornblower: 15 points

**Special Rules**

*Expert Riders (Cavalry only).*

*Bodyguard.* While Háma is alive, the controlling player can choose to have him fight any Heroic Duels directed at Gamling or any Epic Hero that has joined the formation.

*Royal Standard of Rohan.* The Royal Standard of Rohan has the following special rule: the first time in each turn a Hero in the formation calls a Heroic action, roll a D6. On a score of 4 or more, the Heroic action may be called without expending any Might. Note that this rule does not apply to any Epic actions that are called.

---

"If they come to bargain for our goods at Helm’s Gate, they will pay a high price."

— Gamling, *The Lord of The Rings*
Erkenbrand's Riders 115 points + 40 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Riders of Westfold</td>
<td>Man</td>
<td>Cavalry</td>
<td>10</td>
<td>4/4+</td>
<td>4</td>
<td>4(5)</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Erkenbrand</td>
<td>Man</td>
<td>Cavalry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons, shields, armour and bows.

Command
The first company purchased is automatically the command company and has Erkenbrand and a Banner Bearer included in the base cost. The command company may have the following options:

Hornblower 15 points

Special Rules
Expert Riders.

Bold Beyond Belief. Whilst Erkenbrand is still alive, Erkenbrand's Riders automatically pass Terror tests.

Théodred's Knights 135 points + 45 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Théodred's Knights</td>
<td>Man</td>
<td>Cavalry</td>
<td>10</td>
<td>5/4+</td>
<td>3</td>
<td>5(6)</td>
<td>2</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Théodred</td>
<td>Man</td>
<td>Cavalry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Hand weapons, thrown weapons, shields, heavy armour and lances.

Command
The first company purchased is automatically the command company and has Théodred and a Banner Bearer included in the base cost. The command company may have the following options:

Hornblower 15 points

Special Rules
Expert Riders.

Hero of Legend. The first time each turn Théodred expends a Might point, roll a D6. On the result of a 4 or more, Théodred immediately regains a Might point.

Grimbold's Helmingas 85 points + 30 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior of Rohan</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>4</td>
<td>3(5)</td>
<td>8</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Grimbold</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons, armour and shields.

Command
The first company purchased is automatically the command company and has Grimbold and a Banner Bearer included in the base cost. The command company may have the following options:

Hornblower 15 points

"And then all the host of Rohan burst into song, and they sang as they slov, for the joy of battle was on them..."

– The Lord of The Rings
Elfhelm’s Riders 90 points + 40 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elfhelm’s Riders</td>
<td>Man</td>
<td>12</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Elfhelm</td>
<td>Man</td>
<td></td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
<td>3</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Hand weapons, thrown weapons, shields, armour and bows.

Command
The first company purchased is automatically the command company and has Elfhelm and a Banner Bearer included in the base cost. The command company may have the following:

Hornblower 15 points

Special Rules
Expert Riders, Pathfinders (Master).

Théoden, King of Rohan 125 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Théoden</td>
<td>Man</td>
<td></td>
<td>5</td>
<td></td>
<td></td>
<td></td>
<td>6</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

Epic Actions:
- Epic Challenge
- Epic Sacrifice
- Epic Charge

Special Rules
Inspiring Leader (Men), Touched by Destiny.

Heroic Example. All friendly formations within 12" of Théoden may re-roll failed Courage tests.

King of the Rohirrim. If Théoden joins a Rohan formation, the entire formation uses his Fight value, rather than just his company.

Meriadoc, Esquire of Rohan 75 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meriadoc</td>
<td>Hobbit</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Epic Actions:
- Epic Sacrifice

Special Rules
In the Name of the King! Meriadoc's formation always re-rolls failed Courage tests and is steadfast on a roll of 5 or 6, rather than 6. This increases to 4.5 or 6 if Théoden is within 6".

Courageous Intervention. You may remove Meriadoc from the game as a casualty to immediately modify a dice roll made by his formation (or another Hero in the formation) by up to 3.

"Ahead nearer the walls Elfhelm’s men were among the siege-engines, hewing, slaying, driving their foes into the fire-pits."
— The Lord of The Rings

"King’s man! King’s man! You must stay by him."
— Merry, The Lord of The Rings
Éomer, Marshal of the Riddermark 90 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Éomer</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Challenge
- Epic Strike
- Epic Rage

**Special Rules**

*Ride to Ruin.* If Théoden or Éowyn are slain, then for the rest of the game, Éomer and his formation must charge an enemy if possible in the Charge phase (expending Might where needed to extend his charge range). If there is more than one eligible target, Éomer’s controlling player may choose which to charge. In addition, Éomer must call an Epic Rage each turn but does so for free—he need not expend any Might.

Éowyn, Shield-maiden of Rohan 75 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Éowyn</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Challenge

**Special Rules**

*Disguise.* Éowyn has disguised herself to avoid being recognised by her friends and family. She is not deployed in a formation at the start of the game. Instead, secretly record which formation Éowyn has joined. You may reveal Éowyn’s presence at any point in the game, immediately placing her in that formation’s command company.

*By My Hand Shall You Fall.* In a Heroic Duel, Éowyn rolls two dice, rather than one, and always uses the highest result. However, if Éowyn fails to slay her opponent, remove her as a casualty.

Eorl the Young 135 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eorl</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Challenge
- Epic Strike
- Epic Charge

**Special Rules**

*Inspiring Leader (Men).*

*Hero of Legend.* The first time each turn Eorl expends a Might point, roll a D6. On the result of a 4 or more, Eorl immediately regains a single Might point.

"These are indeed strange days. Dreams and legends spring to life out of the grass."
- Éomer, *The Lord of The Rings*
Erkenbrand, Captain of the Westfold

75 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Erkenbrand</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions:**
- Epic Charge

**Special Rules**

**Bold Beyond Belief.** Erkenbrand’s formation automatically passes Terror tests.

**The Red Shield.** In Erkenbrand’s mighty hands, this great shield is but another weapon. In Heroic Duels, Erkenbrand must roll two dice, rather than one, and use the highest result.

Théodred, Prince of Rohan

125 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Théodred</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions:**
- Epic Defence
- Epic Sacrifice
- Epic Intervention

**Epic Intervention.** Théodred may call an Epic Intervention only when an enemy Hero within 12" calls an Epic action of their own – Théodred counts as having immediately called an Epic action of identical type to the one called by the enemy Hero.

**Special Rules**

**Hero of Legend.** The first time each turn Théodred expends a Might point, roll a D6. On the result of a 4 or more, Théodred immediately regains a Might point.

Déorwine, Captain of the Royal Guard

50 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Déorwine</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

**Epic Actions:**
- Epic Sacrifice

**Special Rules**

**In Defence of the King.** If Déorwine is in the same formation as Théoden, Théodred or Eomer, roll a D6 each time one of the aforenamed Heroes suffers a hit. On a roll of 3 or more, Déorwine takes the blow upon himself – the hit is resolved against Déorwine instead.

**The Horns of Rohan.** Déorwine’s formation causes Terror when it charges.
The Elves are the oldest, wisest and most skilful of all Middle-earth’s races. When united beneath the heraldry of their lords, there are none that can stand against them.

The Elves are a dwindling race, their time of dominance long lost. No king have they any longer, not since Gil-galad fell battling Sauron at the close of the Second Age. Their realms are sundered and their folk are returning west over-sea to their spiritual homeland.

Yet the Elves have vowed not to abandon their allies to the shadow of Sauron. Though the armies of the firstborn march seldom to open war, they guard many of Middle-earth’s chief havens, and shield many lands that would have no hope of protecting themselves. From Rivendell, Lindon, Lothlórien and the Halls of Thranduil, Elf warriors fell and fair carry their blades against Orc, Troll and evil spirit. So does the bulwark of Gondor not find itself surrounded by a sea of shadow, for without the efforts of the Elves, the evils of Angmar, Moria, Dol Guldur and a thousand others would have long ago surrounded this realm of Men.

These armies are as nothing to the mighty hosts that trod the world in earlier ages, yet they are terrible foes to face. Few creatures of evil heart can stand before the Elves, for the firstborn are infused by the glory of their creation, a goodness and purity that the tainted minions of Sauron cannot abide. When they go to war the Elves carry weapons forged of tempered steel, and are clad in armour so sturdy as to rival the best dwarf-mail. They strike with grace and agility beyond the dream of Man or Dwarf and can pick a path through the densest of terrain without peril or hindrance.

Whilst The One Ring endures, the Elves will have a part to play in the war to come. Let the forces of darkness beware.
**Galadhrim Regiment**  
45 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galadhrim Warriors</td>
<td>Elf Infantry</td>
<td>8</td>
<td>5/3+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Galadhrim Captain</td>
<td>Elf Infantry</td>
<td></td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td>Elven Stormcaller</td>
<td>Elf Infantry</td>
<td></td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>5</td>
<td>1</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has glaives and armour. The entire formation may be given shields – increasing each company’s Defence to 4(6) – for +5 points per company.

**Command**

The first company purchased is automatically the command company. The command company may have the following options:

- Galadhrim Captain: 50 points
- Banner Bearer: 35 points
- Elven Stormcaller: 100 points
- Elven Hornblower: 15 points

**Magic**

An Elven Stormcaller knows all the Spells of the Wilderness. He has a Mastery level of 1.

**Special Rules**

Pathfinders (Master), Terror.

---

**Galadhrim Archer Regiment**  
50 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
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<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galadhrim Archers</td>
<td>Elf Infantry</td>
<td>8</td>
<td>5/3+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Galadhrim Captain</td>
<td>Elf Infantry</td>
<td></td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, longbows and armour.

**Command**

The first company purchased is automatically the command company. The command company may have the following options:

- Galadhrim Captain: 50 points
- Banner Bearer: 35 points
- Elven Stormcaller: 100 points (see Galadhrim Regiment above)
- Elven Hornblower: 15 points

**Special Rules**

Pathfinders (Master), Terror.

---

"The time of the elves is over. Do we leave Middle-earth to this fate?"

---

*Galadriel, The Two Towers*
Wood Elf Warband

**40 points per company**

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wood Elf Warriors</td>
<td>Elf</td>
<td></td>
<td>8</td>
<td>5/3+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Wood Elf Captain</td>
<td>Elf</td>
<td>6/-</td>
<td></td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, thrown weapons and enchanted cloaks. The entire formation may be given longbows or glaives for +5 points per company.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Wood Elf Captain: 50 points
- Banner Bearer: 35 points
- Elven Hornblower: 15 points

**Special Rules**
Pathfinders (Master), Terror.

---

High Elf Regiment

**55 points per company**

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Elf Warriors</td>
<td>Elf</td>
<td></td>
<td>8</td>
<td>6/3+</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>High Elf Captain</td>
<td>Elf</td>
<td>7/-</td>
<td></td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has heavy armour and glaives.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- High Elf Captain: 50 points
- Banner Bearer: 35 points
- Elven Hornblower: 15 points

**Special Rules**
Pathfinders (Master), Terror.

---

High Elf Archer Regiment

**60 points per company**

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Elf Archers</td>
<td>Elf</td>
<td></td>
<td>8</td>
<td>6/3+</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>High Elf Captain</td>
<td>Elf</td>
<td>7/-</td>
<td></td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, heavy armour and longbows.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- High Elf Captain: 50 points
- Banner Bearer: 35 points
- Elven Hornblower: 15 points

**Special Rules**
Pathfinders (Master), Terror.
**Mirkwood Sentinels**  
50 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wood Elf Sentinels</td>
<td>Elf</td>
<td>8</td>
<td>5/3+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, longbows and enchanted cloaks.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Wood Elf Captain: 50 points (see page 121)
- Banner Bearer: 35 points

**Special Rules**
- *Pathfinders (Master), Terror.*

- *Enrapturing Song.* Any enemy formation in base contact with one or more formations of Wood Elf Sentinels at the start of the Fight phase must pass a Courage test or have its Strength reduced to 1 for the remainder of the phase.

---

**Galadhrim Knight Regiment**  
50 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galadhrim Knights</td>
<td>Elf</td>
<td>12</td>
<td>5/3+</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Knight Captain</td>
<td>Elf</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has glaives, armour and longbows. The entire formation may exchange its longbows for shields – increasing each company’s Defence to 4(5) – at no additional cost.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Knight Captain: 50 points
- Banner Bearer: 35 points
- Elven Hornblower: 15 points

**Special Rules**
- *Expert Riders, Pathfinders (Master), Terror.*

---

**High Elf Cohort**  
60 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Elf Warriors</td>
<td>Elf</td>
<td>8</td>
<td>6/3+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Commander</td>
<td>Elf</td>
<td>-</td>
<td>7/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, heavy armour and shields.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Commander: 50 points
- Banner Bearer: 35 points
- Elven Hornblower: 15 points

**Special Rules**
- *Pathfinders (Master), Terror.*
Guards of the Galadhrim Court  70 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galadhrim Guard</td>
<td>Elf</td>
<td>8</td>
<td>6/3+</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Guard Captain</td>
<td>Elf</td>
<td>-</td>
<td>7/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and pikes.

Command
The first company purchased is automatically the command company.
The command company may have the following options:
- Guard Captain: 50 points
- Banner Bearer: 35 points
- Elen Stormcaller: 100 points (see Galadhrim Regiment on page 120)
- Elen Hornblower: 15 points

Special Rules
Orbaine, Pathfinders (Master), Terror.

...and Frodo saw that they were tall and clad in grey mail, and from their shoulders hung long white cloaks.
— The Lord of The Rings

Rivendell Guard  125 points + 65 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Elf Warriors</td>
<td>Elf</td>
<td>8</td>
<td>6/3+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Erestor</td>
<td>Elf</td>
<td>-</td>
<td>7/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company and has
Erestor and a Banner Bearer included in the base cost.

Special Rules
Pathfinders (Master), Stalwart, Terror.

Gildor’s Household  160 points + 40 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elves of Finrod</td>
<td>Elf</td>
<td>8</td>
<td>6/3+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Gildor Inglorion</td>
<td>Elf</td>
<td>-</td>
<td>7/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
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</table>

Wargear
Each company has hand weapons, longbows and enchanted cloaks.

Command
The first company purchased is automatically the command company and has
Gildor and a Banner Bearer included in the base cost.

Magic
Gildor knows all the Spells of the Wilderness. He has a Mastery level of 2.

Special Rules
Ambushers, Pathfinders (Master), Terror.
Glorfindel, Lord of the West

Glorfindel wears armour and wields a glaive.

Magic
Glorfindel, Lord of the West, knows all the Spells of Command. He has a Mastery level of 2.

Special Rules:
Orcbane, Pathfinders (Master), Spiritbane, Terror, Trollbane, Very Hard to Kill!

Ride Asfaloth! Ride! The swiftness of Glorfindel’s mighty steed is matched only by its grace and agility. Glorfindel, Lord of the West moves and charges like a flying monster.

Haldir’s Elves

95 points + 50 points per company

Wargear
Each company has hand weapons, armour and longbows.

Command
The first company purchased is automatically the command company and has Haldir, a Hornblower and a Banner Bearer included in the base cost.

Special Rules
Pathfinders (Master), Terror.

Take Aim! Haldir can choose to expend a Might point at the start of any Shoot phase. If he does so, Haldir’s Elves are counted as having a Shoot value of 1+ until the end of the phase.

Guardians of Caras Galadhon

125 points + 70 points per company

Wargear
Each company has hand weapons, heavy armour and pikes.

Command
The first company purchased is automatically the command company and has Rúmil, a Hornblower and a Banner Bearer included in the base cost. The command company may have:

Elven Stormcaller 100 points (see Galadhrim Regiment on page 120)

Special Rules
Orcbane, Pathfinders (Master), Stalwart, Terror.
Galadriel, Lady of Lothlórien

175 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galadriel</td>
<td>Elf</td>
<td>Hero</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</table>

**Epic Actions**
- Epic Defence
- Epic Renewal
- Epic Channelling

**Epic Renewal.** Galadriel may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

**Epic Channelling.** Galadriel may call an Epic Channelling at the start of her Move. Galadriel may re-roll failed Focus tests for the remainder of the turn.

**Magic**
Galadriel knows all the Spells of Dismay and all the Spells of Command. She has a Mastery level of 3.

**Special Rules**
- Counsellor, Pathfinder (Master), Terror, Touched by Destiny.

---

Galadriel, Protectress of Lothlórien

200 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Galadriel</td>
<td>Elf</td>
<td>Hero</td>
<td>10/-</td>
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<td>-</td>
<td>-</td>
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</table>

**Epic Actions**
- Epic Rage
- Epic Challenge
- Epic Charge

**Special Rules**
- Pathfinder (Master), Spirit Grasp, Spirit Walk, Terror.

Designer's Note: Galadriel must focus her will to maintain this war-form; this is why she has no magical powers.

---

Celeborn, Lord of Lothlórien

175 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Celeborn</td>
<td>Elf</td>
<td>Hero</td>
<td>7/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Challenge
- Epic Defence

**Magic**
Celeborn knows all the Spells of Command. He has a Mastery level of 2.

**Special Rules**
- Pathfinder (Master), Terror.

The Lord of Lothlórien. If Celeborn is with a formation of Galadhrim (including Archers, Knights and Guards of the Galadhrim Court) the entire formation uses his Fight value, not just Celeborn's company.

"May it be a light to you in dark places, when all other lights go out."

– Galadriel, The Lord of The Rings
**Thranduil, King of Mirkwood**
125 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Thranduil</td>
<td>Elf</td>
<td>Hero</td>
<td>7/½</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Strike
- Epic Shot

**Magic**
Thranduil knows all the Spells of the Wilderness. He has a Mastery level of 2.

**Special Rules**
Pathfinder (Master), Terror.

---

**Elrond, Master of Rivendell**
215 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elrond</td>
<td>Elf</td>
<td>Hero</td>
<td>8/½</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Renewal
- Epic Restoration

**Epic Renewal.** Elrond may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" - that Hero immediately regains a single point of Might spent earlier in the game.

**Epic Restoration.** Elrond may call an Epic Restoration at the start of any phase. Nominate a friendly formation within 12". If that formation has a depleted company, that company immediately recovers D3 models lost earlier in the game.

**Magic**
Elrond knows all the Spells of the Wilderness and all the Spells of Command. He has a Mastery level of 3.

**Special Rules**
Inspiring Hero (Elves), Orcbane, Pathfinder (Master), Terror.

---

**Legolas, Prince of Mirkwood**
200 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Legolas</td>
<td>Elf</td>
<td>Hero</td>
<td>6/½</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Defence
- Epic Shot

**Special Rules**
Terror, Pathfinder (Master).

**Crippling Shot.** Legolas can use Crippling Shot at any point during his Move phase. Nominate an enemy monster or flying monster within 24" and roll a D6 - on a 4+ that model's Resilience is reduced by 1 for the remainder of the turn. This is a special kind of attack and does not prevent Legolas from moving at full speed or charging.

**Swift Strike.** If Legolas is in an infantry formation, that formation strikes at the same time as cavalry. If Legolas is in a cavalry formation, that formation strikes at the same time as monsters.

---

"I have seen three ages in the West of the world, and many defeats, and many fruitless victories."
- Elrond, The Lord of The Rings

"A red sun rises, blood has been spilled this night."
- Legolas, The Lord of The Rings
Cirdan of the Havens

75 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
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<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elf</td>
<td>Hero</td>
<td>-</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>1</td>
<td>5</td>
<td>1</td>
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</tbody>
</table>

**Epic Actions**
- Epic Defence

**Magic**
Cirdan knows all the Spells of Command. He has a Mastery level of 1.

**Special Rules**
**Terror, Pathfinder (Master).**

_The Gift of Foresight_. Each time Cirdan’s formation suffers a hit, roll a D6. On a roll of 6, Cirdan has forewarned his companions against the attack – the hit is prevented and the formation does not suffer a casualty. This ability is lost if Cirdan is slain.

“...he was grey and old, save that his eyes were keen as stars...”
– of Cirdan, *The Lord of The Rings*

---

**Gil-galad, High King of the Elves**

300 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elf</td>
<td>Hero</td>
<td>-</td>
<td>-</td>
<td>10/-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>6</td>
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</tr>
</tbody>
</table>

**Epic Actions**
- Epic Leadership
- Epic Defence
- Epic Sacrifice

**Epic Leadership.** Gil-galad may call an Epic Leadership at the start of the Priority phase. For the remainder of the turn, all friendly formations on the battlefield must re-roll failed Courage tests.

**Special Rules**
**Inspiring Hero (Elves), Pathfinder (Master), Terror.**

_Aiglos_. This mighty spear of old was crafted with the aid of lore long since lost to even the greatest of smiths. In close combat, Gil-galad’s company has a +2 bonus to their rolls To Hit.

“...the Spear of Gil-galad and the Sword of Elendil, Aiglos and Narsil, none could withstand.”
– Elrond, *The Lord of The Rings*

---

**Arwen Evenstar**

125 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elf</td>
<td>Hero</td>
<td>-</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>1</td>
<td>6</td>
<td>3</td>
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</tbody>
</table>

**Epic Actions**
- Epic Defence

**Special Rules**
**Pathfinder (Master), Terror.**

**Magic**
Arwen knows all the Spells of the Wilderness.
She has a Mastery level of 2.
Elladan

**Epic Actions**
- Epic Strike

**Special Rules**
Pathfinder (Master), Terror.

*Unbreakable Bond.* Elladan may take advantage of Heroic actions called by his twin. If Erohir calls a Heroic action, Elladan can immediately call a Heroic action of the same type without expending any Might. This rule does not affect Epic actions.

*Hunter of Orcs.* Elladan and his formation are automatically steadfast if defeated in close combat by Orcs.

---

Elrohir

**Epic Actions**
- Epic Defence

**Special Rules**
Pathfinder (Master), Terror.

*Unbreakable Bond.* Elrohir may take advantage of Heroic actions called by his twin. If Elladan calls a Heroic action, Elrohir can immediately call a Heroic action of the same type without expending any Might. This rule does not affect Epic actions.

*Hunter of Orcs.* Elrohir and his formation are automatically steadfast if defeated in close combat by Orcs.

---

Haldir, Guardian of Lórien

**Epic Actions**
- Epic Sacrifice
- Epic Shot

**Special Rules**
Pathfinder (Master), Terror.

*Guardian of Lothlórien.* Haldir always passes At the Double! rolls if Celeborn or Galadriel are included as part the same force (and still alive).
The Dwarves are an old race, hardy as the rock from which they hew their mountain halls. Iron and gold are their playthings, and from these the Dwarves fashion weapons and armour that are the envy of all, and have been the doom of countless Orcs.

Like the other elder races, the Dwarves are in decline – their realms are shrunken and their race has dwindled. Many great halls have fallen to evil creatures, for the Dwarves carve their cities from the bones of the living mountains, and it is to these dark places that evil is drawn.

Orcs are the most numerous of these foes, but the Dwarves do not fear them – though they hate them terribly – for no Orc rabble can hope to successfully challenge a Dwarf hold roused to war. More dangerous by far are the ancient evils, Dragons drawn by the lure of Dwarf-wrought gold and demons trammeled beneath the mountains in an earlier age, just awaiting a foolhardy mortal who will set them free. Against such foes even the finest armour and most steadfast warriors are of little avail. One by one the Dwarf strongholds fell to such foes. But although there are now but a handful of Dwarf holds remaining, the Dwarves do not lose hope – they sharpen their axes and dream of a day when their realm of old will be restored.

There are those that say Dwarves care little for the world outside their halls, but this is not entirely true. Dwarves are ever faithful to their friends, and will fight at their side through the very darkest of times. Similarly, Dwarves are utterly unforgiving of their foes. Enmity is handed down through the generations with as much rigor and care as the finest mithril shirt or dwarf-steel axe. Either can serve as a spur to bring the Dwarves to war, much to the dismay of the Dark Lord’s minions.
Dwarf Warrior Kinband

40 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf Warriors</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>5</td>
<td>4/4+</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Dwarf Captain</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>-</td>
<td>5/4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Shieldbearer</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>-</td>
<td>5/4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>

Wargear

Each company has hand weapons, armour and two-handed weapons. The entire formation may exchange its two-handed weapons for shields – increasing each company’s Defence to 6(8) – for free.

Command

The first company purchased is automatically the command company.
The command company may have the following options:

- Dwarf Captain: 50 points
- Banner Bearer: 35 points
- Shieldbearer: 25 points
- Hornblower: 15 points

Shieldbearer. No true Dwarf can bear to fall back whilst under the gaze of a king’s own Shieldbearer. A formation that contains a Shieldbearer will be steadfast on a roll of 5 or 6, rather than 6.

Special Rules

Stalwart.

Dwarf Archer Kinband

35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf Archers</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>5</td>
<td>4/4+</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Dwarf Captain</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>-</td>
<td>5/4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
</tbody>
</table>

Wargear

Each company has hand weapons, armour and shortbows.

Command

The first company purchased is automatically the command company.
The command company may have the following options:

- Dwarf Captain: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points
- Shieldbearer: 25 points (see Dwarf Warrior Kinband above).

Special Rules

Stalwart.

“There are plenty for both of us! May the best dwarf win!”

Gimli, The Return of the King
Dwarf Ranger Kinband

35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf Rangers</td>
<td>Dwarf</td>
<td>5</td>
<td>4/3+</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Dwarf Ranger Captain</td>
<td>Dwarf</td>
<td>5/4+</td>
<td>5</td>
<td>7</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons and armour. The entire formation may take bows or two-handed weapons for +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Dwarf Ranger Captain: 50 points
- Hornblower: 15 points

Special Rules
Pathfinders (Mountain), Stalwart.

Khazâd Guard Kinband

50 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Khazâd Guard</td>
<td>Dwarf</td>
<td>5</td>
<td>4/4+</td>
<td>5</td>
<td>7</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Captain of the Guard</td>
<td>Dwarf</td>
<td>5/4+</td>
<td>5</td>
<td>7</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Captain of the Guard: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points
- Shieldbearer: 25 points (see Dwarf Warrior Kinband on page 132).

Special Rules
Stalwart.

Iron Guard Kinband

50 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron Guard</td>
<td>Dwarf</td>
<td>5</td>
<td>5/4+</td>
<td>4</td>
<td>7</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Ironhelm</td>
<td>Dwarf</td>
<td>6/4+</td>
<td>5</td>
<td>7</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons and heavy armour.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Ironhelm: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points
- Shieldbearer: 25 points (see Dwarf Warrior Kinband on page 132).

Special Rules
Stalwart.
Rare Formation
One to three companies.

Vault Warden Kinband
70 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Vault Wardens</td>
<td>Dwarf</td>
<td></td>
<td>5</td>
<td>5/4+</td>
<td>6(10)</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has pikes, heavy armour and tower shields (the Defence bonus is shown in the profile above).

**Special Rules**
Indomitable, Stalwart, We Stand Alone.

Rare Formation
One to three companies. This company uses a special base with dimensions of at least 80mm x 60mm.

Dwarf Ballista
60 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf Ballista</td>
<td>Dwarf</td>
<td></td>
<td>5</td>
<td>4/4+</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, heavy armour and a Ballista.

**Special Rules**
Artillery. The Ballista uses the following table, rather than the one on page 61.

**Ballista Table**
1-2 Miss. The shot spatters the target with mud but causes no damage.
3-5 On target. The target formation suffers D6 Strength 8 hits.
6+ Lucky Strike. The target formation suffers D6+4 Strength 8 hits.

Rare Formation
One to four companies.

Moria Expeditionaries
45 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf Warriors</td>
<td>Dwarf</td>
<td></td>
<td>5</td>
<td>4/4+</td>
<td>6(8)</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Expedition Master</td>
<td>Dwarf</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, armour and shields.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Expedition Master 50 points
- Banner Bearer 35 points
- Hornblower 15 points
- Shieldbearer 25 points (see Dwarf Warrior Kinband on page 132).

**Special Rules**
Goblinbane, Pathfinders (Mountains), Stalwart.
Iron Guard Ancients

60 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron Guard</td>
<td>Infantry</td>
<td>5</td>
<td>5/4+</td>
<td>4</td>
<td>7</td>
<td>1</td>
<td>5</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Ironhelm Ancient</td>
<td>Infantry</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
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Wargear
Each company has hand weapons, thrown weapons and heavy armour.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Ironhelm Ancient: 50 points
- Banner Bearer: 35 points
- Shieldbearer: 25 points (see Dwarf Warrior Kinband on page 132)
- Hornblower: 15 points

Special Rules
Orcbane, Pathfinders (Mountains), Stalwart.

Fearsome Reputation. Iron Guard Ancients cause Terror in Orcs.

Ered Luin Rangers

60 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ered Luin Rangers</td>
<td>Infantry</td>
<td>5</td>
<td>4/3+</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Ered Luin Captain</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, thrown weapons, two-handed weapons and armour.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Dwarf Ranger Captain: 50 points
- Banner Bearer: 35 points
- Hornblower: 15 points

Special Rules
Ambushers, Stalwart, Pathfinders (Master).

King’s Champion

175 pts

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>King’s Champion</td>
<td>Monster</td>
<td>6</td>
<td>8/3+</td>
<td>6</td>
<td>8</td>
<td>3</td>
<td>2</td>
<td>6</td>
<td>2</td>
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</tbody>
</table>

Epic Actions
A King’s Champion can use the following Epic actions as if he were an Epic Hero.
- Epic Challenge
- Epic Duel

Epic Duel. This Epic action works exactly like a Heroic Duel, save for the fact that the King’s Champion rolls two dice, rather than one, and uses the highest result.

Special Rules
Inspiring Hero (Dwarves), Terror, Very Hard to Kill!

For the King! If the King’s Champion charges, he receives +D3 bonus dice in the ensuing Fight phase, rather than +1.

“Axes of the Dwarves!
The Dwarves are upon you!”
— Dwarvish War Cry
Múrin’s Guard  110 points + 40 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Erebor Guard</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>5</td>
<td>4/4+</td>
<td>4</td>
<td>8</td>
<td>-</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Múrin</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company and has Múrin and a Banner Bearer included in the base cost.

Special Rules
Pathfinder (Mountains), Stalwart.

Lock Shields! Múrin can choose to expend a Might point at the start of any Fight phase, providing the formation did not charge that turn. If he does so, the Erebor Guard’s Defence is increased to 8(10) until the end of the turn.

Drár’s Hunters  95 points + 35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf Rangers</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>5</td>
<td>4/3+</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Drár</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company and has Drár included in the base cost.

Special Rules
Ambushers, Pathfinder (Woodland), Stalwart.

Take Aim! Drár can choose to expend a Might point at the start of any Shoot phase. If he does so, Drár’s Hunters are counted as having a Shoot value of 1+ until the end of the phase.

Durin’s Guard  200 points + 50 points per company

<table>
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<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
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<th>Mt</th>
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<tbody>
<tr>
<td>Khazâd Guard</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>5</td>
<td>4/4+</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>Mardin</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>Durin</td>
<td>Dwarf</td>
<td>Infantry</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3</td>
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</table>

Wargear
Each company has two-handed weapons and heavy armour.

Command
The first company purchased is automatically the command company and has Durin, Mardin and a Banner Bearer and Hornblower included in the base cost.

Special Rules
Goblinbane, Inspiring Hero (Dwarves), Orcbane, Pathfinder (Mountains), Stalwart, Terror.

Bodyguard: While Mardin is alive, the controlling player can choose to have him fight any Heroic Duels directed at Durin.
Flói Stonehand, Loremaster of Moria 90 pts

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
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<tbody>
<tr>
<td>Flói</td>
<td>Dwarf</td>
<td>Hero</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>2</td>
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</table>

**Epic Actions**
- Epic Defence
- Epic Renewal

**Epic Renewal.** Flói Stonehand may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" — that Hero immediately regains a single point of Might spent earlier in the game.

**Special Rules**
*Loremaster.* At the start of each Priority phase, before the roll for priority has been made, Flói may nominate an enemy formation and nullify one of the following special rules for the remainder of the turn: any kind of Bane, Expert Rider, Pathfinder, Prowler, Skilled Rider, Spirit Grasp, Spirit Walk or Terror.


Balin, Lord of Moria 100 pts

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Balin</td>
<td>Dwarf</td>
<td>Hero</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>3</td>
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</tbody>
</table>

**Epic Actions**
- Epic Strike
- Epic Challenge
- Epic Defence

**Special Rules**
*Goblinbane, Inspiring Hero (Dwarves), Pathfinder (Mountains), Terror.*

"There is even a chance that Dwarves are there, and that in some deep hall of his fathers, Balin son of Fundin may be found."
— Gandalf, The Lord of The Rings

"So ended the attempt to retake Moria! It was valiant but foolish."
— Gandalf, The Lord of The Rings
Dán Ironfoot, King Under the Mountain  

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Dwarf</td>
<td>Hero</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td></td>
<td></td>
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</tbody>
</table>

**Epic Actions**
- Epic Strike
- Epic Challenge
- Epic Rampage

**Epic Rampage.** Dán may call an Epic Rampage at the start of any Fight phase. For the remainder of that turn, each time Dán's company scores a hit in close combat, they immediately make another attack. This continues until all of Dán's company's attacks miss, or the enemy are slain.

**Special Rules**
Counsellor, Goblinbane, Inspiring Hero (Dwarves), Orcbane, Terror, Trollbane.

---

Gimli, son of Glóin  

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
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<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Dwarf</td>
<td>Hero</td>
<td>3</td>
<td>6</td>
<td>4</td>
<td></td>
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</tbody>
</table>

**Epic Actions**
- Epic Strike
- Epic Rage
- Epic Rampage

**Epic Rampage.** Gimli may call an Epic Rampage at the start of any Fight phase. For the remainder of that turn, each time Gimli's company scores a hit in close combat, they immediately make another attack. This continues until all of Gimli's company's attacks miss, or the enemy are slain.

**Special Rules**
Inspiring Hero (Dwarves), Orcbane, Pathfinders (Mountains).

**Baruk Khazád!** During the Shooting phase, Gimli's formation can choose to hurl him into the ranks of a nearby enemy. There he will wreak havoc for a few moments, before picking his way back over the slain to join his companions once more. This special Shooting attack does has the following profile:

- **Range**
  - Baruk Khazád! 6"  
  (*Baruk Khazád! always inflicts automatic D3 hits.*)

Performing Baruk Khazád does not prevent Gimli's formation from charging that turn.

"Give me a row of orc-necks and room to swing and all weariness will fall from me!"

Gimli, The Lord of The Rings
At the close of the Third Age, a handful of great kingdoms control most of Middle-earth, but there are other powers hidden in forests and vales. Largely forgotten by the outside world, these lesser realms are rarely roused to wrath, but they should not be underestimated by the servants of Sauron.

Oldest of these forgotten realms is the forest of Fangorn. Under the eaves of this mighty forest dwell the Ents, the tree-shepherds of Middle-earth. For years uncounted have the Ents dwelled in Middle-earth, caring little for the world beyond their bounds and growing sleepy with the weight of millennia. Yet now, roused by the treachery of Saruman and the growing shadow of Sauron, the Ents have awoken from slumber and stand alongside all other peoples of good heart.

Perching high amongst the peaks of the Misty Mountains, the Great Eagles are perhaps the most mysterious of all Middle-earth’s forgotten creatures. Few know of their existence, and fewer still have earned their trust. Of all the wise, it is only the Wizards who can be said to have earned the friendship of the Eagles, and they remain silent as to how such a deed was performed.

Elsewhere in Middle-earth lie more curious lands. On the borders of Gondor lies the Druadan forest, home of the Woses. They are a simple folk, these inhabitants of Druadan, yet their hearts are true. In the far north, on the borders of forsaken Arnor lies the Shire, an idyllic realm of rolling farmland and uncomplicated pleasures. The Hobbits of the Shire are treasured by those who know of their existence, for they enjoy an innocence long since lost across much of Middle-earth. Yet this is not to say that the Hobbits are weak or defenceless – they are a stubborn race, whose hardiness and will is a constant source of surprise to others.

These forgotten lands may not boast the armies of Men, nor the armouries of the Dwarves nor the wisdom of the Elves, yet each will have its own part to play in the War of The Ring. The war against Sauron cannot be won in Gondor if the world outside its borders fall into darkness and tyranny.
Hobbit Militia  10 points per company

**Common Formation**  One to six companies.

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Hobbits</td>
<td>Hobbit Infantry</td>
<td>4</td>
<td>1/3+</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Civic Leader</td>
<td>Hobbit Infantry</td>
<td>-</td>
<td>-2/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
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</table>

**Wargear**
Each company has an anarchic mix of hand weapons, including daggers, scythes, rolling pins and lumps of wood.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Civic Leader  50 points

Hobbit Archer Militia  15 points per company

**Common Formation**  One to six companies.

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<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
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<th>A</th>
<th>R</th>
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<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hobbit Archers</td>
<td>Hobbit Infantry</td>
<td>4</td>
<td>1/3+</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Civic Leader</td>
<td>Hobbit Infantry</td>
<td>-</td>
<td>-2/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
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</tbody>
</table>

**Wargear**
Each company has bows and an anarchic mix of hand weapons, including daggers, scythes, rolling pins and lumps of wood.

**Command**
The first company purchased is automatically the command company. The command company may have the following options:

- Civic Leader  50 points

Ent  125 points

**Common Formation**  Single model.

<table>
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<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
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<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Ent</td>
<td>Monster</td>
<td>8</td>
<td>8/4+</td>
<td>8</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**
Thorny, pummelling fists (counts as a hand weapon) and thrown weapons.

**Special Rules**
**Hard to Kill! Pathfinder (Woodland), Terror.**

**Tree Slumber.** Ents can use the Ambushers special rule, but can only do so in woods and forests.
**Great Eagle**

140 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
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<th>A</th>
<th>R</th>
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<tbody>
<tr>
<td>Great Eagle</td>
<td>Eagle Flying Monster</td>
<td>12</td>
<td>6+</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>4</td>
<td>1</td>
<td></td>
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</tbody>
</table>

**Wargear**
Razor-sharp beak and claws (counts as a hand weapon).

**Special Rules**
Hard to Kill! Terror.

**Swoop Attack.** A Great Eagle may make a Swoop Attack instead of moving. The Great Eagle immediately moves at least 24" but no more than 36" in a straight line (this move can be in any direction). Every enemy formation the Great Eagle moves over immediately suffers D3 Strength 6 hits. The Great Eagle may not not charge or At the Double! in the same turn it has performed a Swoop Attack.

---

**Treebeard**

225 points

<table>
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<tr>
<th>RACE</th>
<th>TYPE</th>
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<th>F</th>
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<th>A</th>
<th>R</th>
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<th>Mt</th>
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<tbody>
<tr>
<td>Treebeard</td>
<td>Ent Monster</td>
<td>8</td>
<td>9/4+</td>
<td>9</td>
<td>10</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**
Thorny pummelling fists (counts as a hand weapon) and thrown weapons.

**Special Rules**
Pathfinder (Woodland), Terror, Very Hard to Kill!

**Tree Slumber.** Treebeard can use the Ambushers special rule, but can only do so in woods and forests.

**Ent Charge.** During a turn in which Treebeard calls a Heroic Charge, all friendly Ents within 6" (whether they are Heroes or not) must declare a Heroic Charge. These extra Heroic Charges do not cost any Might.

---

"...the Ents are going to wake up and find that they are strong"

Gandalf, *The Two Towers*
The Three Hunters

175 points

RACE   TYPE M  F  S  D  A  R  C  Mt
The Three Hunters Man  Infantry 8 7/3+ 4 5 6 3 6 8

Wargear

The Three Hunters carry hand weapons and wear enchanted cloaks.

Special Rules

Indomitable, Pathfinders (Master), We Stand Alone.

Company of Heroes. Each Hero in the Three Hunters contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated special rule is lost. The Three Hunters may not take part in a Heroic Duel.

Let's Hunt Some Orc. (Aragorn). The Three Hunters may re-roll failed To Hit rolls during the Fight phase.

You Would Die Before Your Stroke Fell! (Legolas). The Three Hunters are counted as being armed with longbows and attack at the same time as monsters.

Very Dangerous Over Short Distances. (Gimli). If the Three Hunters charge, they receive D6+3 bonus dice in the ensuing Fight phase, rather than +1.

Quickbeam

150 points

RACE   TYPE M  F  S  D  A  R  C  Mt
Quickbeam Ent  Monster 12 8/4+ 8 7 3 2 4 1

Wargear

Thorny pummelling fists (counts as a hand weapon) and thrown weapons.

Special Rules

Hard to Kill! Pathfinder (Woodland), Terror.

Tree Slumber. Quickbeam can use the Ambushers special rule, but can only do so in woods and forests.

Beechbone

135 points

RACE   TYPE M  F  S  D  A  R  C  Mt
Beechbone Ent  Monster 8 8/4+ 8 8 3 2 4 1

Wargear

Thorny pummelling fists (counts as a hand weapon) and thrown weapons.

Special Rules

Hard to Kill! Pathfinder (Woodland), Terror.

Tree Slumber. Beechbone can use the Ambushers special rule, but can only do so in woods and forests.
Tom Bombadil

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Tom Bombadil | Spirit | Monster | 2D6 | - | - | - | - | - | -
Goldberry | Spirit | Monster | - | - | - | - | - | - | - | -

**Epic Actions**
Tom Bombadil may use one of the following Epic actions each turn without expending any Might.

- Epic Renewal
- Epic Restoration

**Epic Renewal.** Tom may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12’ – that Hero immediately regains a single point of Might spent earlier in the game.

**Epic Restoration.** Tom may call an Epic Restoration at the start of any phase. Nominate a friendly formation within 12’. If that formation has a depleted company, that company immediately recovers D3 models lost earlier in the game.

**Special Rules**

**Hi Tom Bombadil, Tom Bombadillo!** Tom isn’t much interested in battles, he’s just out looking for Goldberry. Tom is always deployed in contact with a board edge of the controlling player’s choice. His lady-love, Goldberry, is then placed within 6” of the opposite board edge.

At the end of each of his controlling player’s Move phases, roll 2D6 and move Tom this number of inches directly towards Goldberry. If this would move Tom onto (or into contact with) a formation or defensible terrain feature, extend Tom’s move until there is a clear area of board in which to place him. Any formations that Tom moves over or through are so enthralled by his eccentric behaviour (and probably enraptured by his magical song) that they may not move further, shoot or charge this turn. Tom himself may never charge, nor be charged.

Goldberry does not move – she will wait patiently for Tom unless she is charged. If Goldberry is charged, the charging formation automatically stalls its charge, but Goldberry immediately moves 2D6” directly away from the charging unit. If this would move Goldberry onto (or into contact with) a formation or defensible terrain feature, extend Goldberry’s move until there is a clear area of board in which to place her.

Once Tom moves into contact with Goldberry, remove both models from the game – they leave this vale of sorrows and return to their house in the Old Forest.

**Gwaihir**

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Gwaihir | Eagle | Flying Monster | 12 | 7/- | 7 | 4 | 2 | 5 | 3

**Wargear**
Razor-sharp beak and claws (counts as a hand weapon).

**Special Rules**

**Hard to Kill! Terror.**

**Swoop Attack.** Gwaihir may make a Swoop Attack instead of moving. Gwaihir immediately moves at least 24” but no more than 36” in a straight line (this move can be in any direction). Every enemy formation the Gwaihir moves over immediately suffers D3 Strength 6 hits. Gwaihir may not not charge or At the Double in the same turn he has performed a Swoop Attack.

---

**Legendary Formation**

Single model.

---

**I think that in the end, if all else is conquered, Bombadil will fall, Last as he was First; and then Night will come.”**

– Glorfindel, The Lord of The Rings
The Fellowship of The Ring

500 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>The Fellowship</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>6/3+</td>
<td>4(8)</td>
<td>5(7)</td>
<td>10</td>
<td>3</td>
<td>6</td>
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</tbody>
</table>

Wargear

The Fellowship carry hand weapons.

Magic

Whilst Gandalf is alive, the Fellowship has a Mastery level of 3. These spells are considered to be cast by Gandalf for the purposes of range. Gandalf knows all the Spells of Dismay and Command.

Special Rules

Indomitable, Pathfinders (Master), We Stand Alone.

Company of Heroes. Each Hero in the Fellowship contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated special rule is lost. Note that the four Hobbits are treated as a single model for the purposes of casualty removal – i.e. you remove them all at once. The Fellowship may not take part in a Heroic Duel.

You Have My Sword (Aragorn). The Fellowship receive a +1 bonus to their dice results in a fight.

And My Bow (Legolas). The Fellowship is counted as being armed with longbows and attack at the same time as cavalry.

And My Axe (Gimli). The Fellowship’s Strength is doubled to 8.

Gondor Will See it Done (Boromir). The Fellowship is counted as being armed with shields – Defence increase is shown in the profile.

Protect the Halflings (The Hobbits). The Fellowship, and friendly formations within 12", are automatically steadfast if they lose a fight.

Bill the Pony

The Fellowship may be accompanied by Bill the Pony for +25 points. Bill cannot be removed as a casualty, but is removed if the last member of the Fellowship is slain. Bill the Pony increases the Fellowship’s Move from 6 to 8, and their charge and fall back values to D6+4".
The White Council

500 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
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<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>The White Council</td>
<td>Sprint</td>
<td>Infantry</td>
<td>8</td>
<td>6/3+</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>6</td>
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</table>

Wargear
The White Council carry hand weapons.

Magic
The White Council know all the Spells of the Wilderness, Command and Dismay. They have a combined Mastery level of 8. Each time a member of the White Council is removed as a casualty, its Mastery level is reduced by 2.

Special Rules
Counselor, Indomitable, Pathfinders (Master), Terror, We Stand Alone.

Company of Heroes. Each Hero in the White Council contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated special rule is lost. The Council may not take part in a heroic duel.

Channel Magic (Gandalf). The White Council may re-roll failed Focus rolls.

Voice of Saruman (Saruman). Any enemy formation wishing to charge the White Council must first roll a D6. On a roll of 1-3 the charge automatically stalls - Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal.

Aura of Dismay (Galadriel). An enemy formation forced to take a Terror test for being charged by the White Council must roll three dice, rather than two, and discard the highest roll.

Blademaster (Elrond). The White Council may re-roll failed To Hit rolls during the Fight phase.

---

“This evil cannot be concealed by the power of the Elves.”

Elrond, Fellowship of The Ring
**Wardens of the Carrock** 60 points + 45 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
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<th>Mt</th>
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<tbody>
<tr>
<td>Beornings</td>
<td>Man</td>
<td>Infantry</td>
<td>8</td>
<td>4/-</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Grimbeorn</td>
<td>Man</td>
<td>Infantry</td>
<td>8</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>4</td>
<td>5</td>
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</table>

**Wargear**
Each company has hand weapons and armour.

**Command**
The first company purchased is automatically the command company and has Grimbeorn included in the base cost.

**Special Rules**
*Ambushers, Pathfinders (Woodland).*

*Blessing of the Bear.* Charging Beornings receive +D6 bonus dice in the ensuing Fight phase, rather than +1.

---

**Council of Wizardry** 500 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Council of Wizardry</td>
<td>Sprit</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
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**Wargear**
The Council of Wizardry carry hand weapons.

**Magic**
The Council of Wizardry know all the Spells of Wilderness, Command, Ruin, Dismay and Darkness. The entire company is treated as a spellcaster with a Mastery level of 10. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of range. Each time a member of the Council of Wizardry is removed as a casualty, its Mastery level is reduced by 2.

**Special Rules**
*Indomitable, We Stand Alone.*

*Company of Heroes.* Each Hero in the Council of Wizardry contributes a particular special rule. The controlling player is free to remove casualties in whichever order he chooses, but once a Hero is removed as a casualty, the associated special rule is lost. The Council may not take part in a Heroic Duel.

*A Wizard Is Never Late (Gandalf).* The controlling player may re-roll his Priority roll each turn.

*Will You Not Consult With Me? (Saruman).* Once per turn, at the start of the Council of Wizardry's move, nominate an enemy Hero within 12" and roll a D6 – on a 4 or more, Saruman enthrals the foe and steals a Might point. Increase the Council of Wizardry's Might by one (this may take the value beyond its starting level) and reduce the enemy Hero's Might by one.

*Master of Hues and Shapes (Radagast).* The Council of Wizardry's Move value is doubled to 12, and it attacks at the same time as cavalry.

*Blessed Brands (Naurandir).* The Council's attacks have the Bane special rule against all foes.

*Thundercall (Súlrandir).* Once per Shoot phase the Council can make an unlimited range shooting attack with a Strength of 10.
Woses Warband
75 points + 25 per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Woses Warriors</td>
<td>Man</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Ghîn-buri-Ghîn</td>
<td>Man</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and blowpipes.

Command
The first company purchased is automatically the command company and has Ghîn-buri-Ghîn included in the base cost.

Special Rules
Ambushers, Pathfinders (Woodlands), Orcbane.

Stalk Unseen. The entire formation count as wearing enchanted cloaks.

---

Saruman the White
200 points

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
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<tr>
<td>Saruman</td>
<td>Spirit</td>
<td>3</td>
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<td>8</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Epic Actions
- Epic Channelling
- Epic Renewal
- Epic Ruination

Epic Renewal. Saruman may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" — that Hero immediately regains a single point of Might spent earlier in the game.

Epic Channelling. Saruman may call an Epic Channelling at the start of his move. Saruman may re-roll failed Focus tests for the remainder of the turn.

Epic Ruination. Saruman may call an Epic Ruination at the start of his move. For the remainder of the turn, any magical power Saruman casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

Magic
Saruman knows all the Spells of Ruin, Dismay and Command. He has a Mastery level of 3.

Voice of Saruman. Any enemy formation wishing to charge Saruman's formation must first roll a D6. On a roll of 1-3 the charge automatically stalls — Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal.

---

"What of Saruman? He is learned in the lore of the Rings, yet he is not among us. What is his counsel — if he knows the things that we have heard?"

— Galadriel, The Lord of The Rings

"His knowledge is deep, but his pride has grown with it, and he takes ill any meddling."

Gandalf speaking of Saruman, The Lord of The Rings
Gandalf the Grey
200 points

**Epic Actions**
- Epic Defence
- Epic Renewal
- Epic Channelling

**Epic Renewal.** Gandalf may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

**Epic Channelling.** Gandalf may call an Epic Channelling at the start of his move. Gandalf may re-roll failed Focus tests for the remainder of the turn.

**Magic**
Gandalf knows all the Spells of Dismay and all the Spells of Command. He also has the unique magical power "Blinding Light". Gandalf has a Mastery level of 3.

**Blinding Light (Focus 5).** Gandalf projects a beam of dazzling white light at one enemy formation within 18". The target must immediately take a Courage test. If the test is passed, all companies in the target formation are reduced to Fight 0 for the remainder of the turn. If the test is failed, the formation additionally retreats D6+. A formation of Spirits targeted by Blinding Light will also suffer D3 automatic hits in addition to any other effects suffered.

**Special Rules**
Counsellor, Inspiring Leader (Master), Touched by Destiny.

Radagast the Brown
160 points

**Epic Actions**
- Epic Defence
- Epic Renewal
- Epic Tranquillity

**Epic Renewal.** Radagast may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 12" – that Hero immediately regains a single point of Might spent earlier in the game.

**Epic Tranquillity.** Radagast may call an Epic Tranquillity at the start of the Charge phase. Charges may not be made against Radagast’s formation that turn.

**Magic**
Radagast knows all the Spells of Wilderness and all the Spells of Command. He has a Mastery level of 3.

**Special Rules**
Beastwalk. Radagast and his formation have the Pathfinders (Master) rule. In addition, they charge D6+6", as if they were cavalry.

Birdsight. Radagast is treated as being able to see everywhere on the board – he does not need arc of sight or line of sight for any of his spells.
Mordor
Sauron’s chief stronghold and lair has long been the land of Mordor. This benighted land is a ruined and evil place that has endured too long under the shadow of an evil master.

All of Mordor is bent to but a single purpose – to breed, train and equip Sauron’s armies. The mountains and crags, plains and caverns are choked with forges, barracks, watchtowers, and Warg pits. Tattered banners bearing a thousand crude designs stir fitfully upon the fume-choked breeze, and the ground shakes to the marching of feet as Orcs drill and train amongst the spoil heaps.

Orcs are Sauron’s chief weapons, fractious if ill-led, but unstoppable with the whips of their dark master behind them. There are many breeds of Orc – wiry trackers, insidious stalkers and the brutish Morannon Orcs and Uruk-hai. No Orc can match the valour of a Man, nor the grace of an Elf, yet if Sauron cannot rely on skilled warriors, his armies have Orcs enough to overwhelm any foe.

Orcs are not Sauron’s only servants, merely the most numerous. Mordor’s armies are heavy with corrupt and tainted imitations of nobler life, for the Dark Lord has had long millennia to shape his armies. Trolls there are in the hundreds, armoured and armed by the crude forges of Barad-dûr, and unleashed to kill at Sauron’s command. Other dread creatures inhabit the tunnels and caverns beneath the mountains of Mordor – creatures that even the Orcs dread an encounter with.

Sauron disdains physical battle in all but the direst need, for he is a schemer and a corrupter by nature. For the most part the Dark Lord’s wars are conducted by his trusted captains. A few are Orcs – cunning or canny brutes that have survived the internecine warfare of Mordor’s pits to reach great rank. Most terrible of all are the Ringwraiths. They are Sauron’s right hand, lesser shadows in service to the one great shadow. Where the Ringwraiths tread the legions of Mordor soon follow, bringing destruction and ruin to all who would oppose their terrible master.
**Mordor Orc Warband**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Warriors</td>
<td>Orc</td>
<td>Infantry</td>
<td>6</td>
<td>3/5+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Orc Captain</td>
<td>Orc</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Mordor Shaman</td>
<td>Orc</td>
<td>Infantry</td>
<td>-</td>
<td>3/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons. For +5 points per company, the entire formation may be given either shields – increasing the Defence to 3(5) – bows, or two-handed weapons.

**Command**

The first company purchased is automatically the command company.
The command company may have the following options:

- Orc Captain: 50 points
- Banner Bearer: 35 points
- Orc Drummer: 15 points
- Mordor Shaman: 100 points
- Orc Taskmaster: 25 points

**Magic**

A Mordor Shaman knows all the Spells of Darkness. He has a Mastery level of 1.

**Special Rules**

**Mob Rule.** Orc companies provide +2 dice when supporting, not +1.

---

**Morannon Orc Warband**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
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<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Morannon Orc Warriors</td>
<td>Orc</td>
<td>Infantry</td>
<td>6</td>
<td>3/-</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Morannon Orc Captain</td>
<td>Orc</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons and heavy armour. The entire formation may be given shields – increasing each company’s Defence to 5(7) – for +5 points per company.

**Command**

The first company purchased is automatically the command company.
The command company may have the following options:

- Orc Captain: 50 points
- Banner Bearer: 35 points
- Orc Drummer: 15 points
- Mordor Shaman: 100 points (see Mordor Orc Warband above)
- Orc Taskmaster: 25 points

---

**Orc Tracker Warband**

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc</td>
<td>Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons and bows.

**Special Rules**

**Ambushers, Pathfinders (Mountains), Prowlers.**

**Command**

The first company purchased is automatically the command company.
Warg Rider Warband

20 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Warg Riders</td>
<td>Orc</td>
<td>10</td>
<td>3/5+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Orc Captain</td>
<td>Orc</td>
<td>-</td>
<td>4/1-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>-</td>
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</tbody>
</table>

Wargear
Each company has hand weapons and thrown weapons. For +5 points per company, the entire formation may be given either shields – increasing the Defence to 4(5) – or bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Orc Captain: 50 points
- Banner Bearer: 35 points
- Orc Drummer: 15 points
- Mordor Shaman: 100 points (see Mordor Orc Warband opposite)
- Orc Taskmaster: 25 points

Special Rules
Prowlers, Skilled Riders.

Mordor Uruk-hai Warband

25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk-hai Warriors</td>
<td>Uruk-hai Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Uruk-hai Captain</td>
<td>Uruk-hai Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Black Uruk Shaman</td>
<td>Uruk-hai Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and armour. The entire formation may be given two-handed weapons for +5 points per company.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Uruk-hai Captain: 50 points
- Banner Bearer: 35 points
- Uruk-hai Drummer: 15 points
- Black Uruk Shaman: 100 points

Magic
A Black Uruk Shaman knows the Spells of Darkness. He has a Mastery level of 1.

Special Rules
Stalwart.

Morgul Stalker Warband

35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morgul Stalkers</td>
<td>Orc</td>
<td>6</td>
<td>3/5+</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and enchanted cloaks.

Special Rules
Ambushers, Prowlers.
Mordor Troll

**Wargear**
Armour, thrown weapons and massive sword or spear (hand weapon).

**Special Rules**
Hard to Kill! Terror.

**Rare Formation**
Single model.

---

Mordor Troll Drummer

**Wargear**
Armour, thrown weapons and massive beat-sticks (hand weapon).

**Special Rules**
Hard to Kill! Terror.

**Drums of Doom!** Any friendly formation within 12" of the Mordor Troll Drummer counts as having a Drummer in its formation.

**Rare Formation**
Single model.

---

Mordor Troll Chieftain

**Wargear**
Heavy armour, thrown weapons and massive sword or spear (hand weapon).

**Special Rules**
Inspiring Leader (Trolls), Terror, Very Hard to Kill!

**Troll Charge**. During a turn in which a Troll Chieftain calls a Heroic Charge, all friendly Trolls within 6" (whether they are Heroes or not) must declare a Heroic Charge. These extra Heroic Charges do not cost any Might.

**Rare Formation**
Single model.
Black Guard of Barad-dûr  50 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Guard</td>
<td>Uruk-hai</td>
<td>6</td>
<td>5/4+</td>
<td>4</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Guard Captain</td>
<td>Uruk-hai</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Black Uruk Shaman</td>
<td>Uruk-hai</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, shields and heavy armour.

Command
The first company purchased is automatically the command company.
The command company may have the following options:
Uruk-hai Captain  50 points
Banner Bearer    35 points
Uruk-hai Drummer  15 points
Black Uruk Shaman  100 points

Magic
A Black Uruk Shaman knows the Spells of Darkness. He has a Mastery level of 1.

Special Rules
Berserk, Stalwart.

War Catapult Battery  100 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>War Catapult</td>
<td>Orc</td>
<td>Infantry</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>8</td>
<td>3</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and a War Catapult.

Range  Strength
War Catapult  12-72*  10

Special Rules
Artillery.

Rare Formation
One to three companies.

"All that host was in sable, dark as the night... black figures in rank upon rank, marching swiftly and silently..."
— The Lord of The Rings

"...they began to throw missiles marvellously high, so that they passed right above the battlements..."
— The Lord of The Rings
**Siege Bow Battery**

50 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
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<tbody>
<tr>
<td>Siege Bow</td>
<td>Orc Infantry</td>
<td>6</td>
<td>3/5+</td>
<td>3</td>
<td>8</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons, heavy armour and a Siege Bow. The Siege Bow fires with the following profile.

**Range**

<table>
<thead>
<tr>
<th>Siege Bow</th>
<th>48*</th>
</tr>
</thead>
</table>

**Strength**

| Siege Bow | 8 |

**Special Rules**

**Artillery.** The Siege Bow uses this table, rather than the one on page 61.

**Ballista Table**

- **1-2** Miss. The shot spatters the target with mud but causes no damage.
- **3-5** On target. The target formation suffers D6 Strength 8 hits.
- **6+** Lucky Strike. The target formation suffers D6+4 Strength 8 hits.

---

**Mordor Battering Ram**

40 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>MT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battering Ram</td>
<td>Orc Monster</td>
<td>6</td>
<td>3/2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**

Armour and hand weapons.

**Special Rules**

**Hard to Kill!**

**Break it Down!** Barricades and prepared defences can do little to oppose an oncoming Battering Ram. Enemy formations do not receive Defence bonuses from a building or ruin defensible terrain feature in a fight that includes a Mordor Battering Ram.

---

**Legendary Formation**

One to three companies.

---

**Shagrat's Tower Guard**

125 points + 25 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk-hai Warriors</td>
<td>Uruk-hai Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Shagrat</td>
<td>Uruk-hai Infantry</td>
<td>-</td>
<td>6+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons and armour. The entire formation may be given two-handed weapons for +5 points per company.

**Command**

The first company purchased is automatically the command company and has Shagrat, an Orc Drummer and a Banner Bearer included in the base cost. The command company may also have the following options:

- **Black Uruk Shaman**: 100 points (see Mordor Uruk-hai, page 155)

**Special Rules**

**Stalwart.**

**Brutal Discipline.** If Shagrat's Tower Guard fail a Courage test, Shagrat may immediately expend a point of Might. If he does so, not only are Shagrat's Tower Guard counted as having passed the test, for the remainder of the turn they automatically pass any other Courage tests and have the Berserk special rule.
Castellans of Dol Guldur 135 points per company

<table>
<thead>
<tr>
<th></th>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
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<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Castellans</td>
<td>Spirit</td>
<td>Infantry</td>
<td>8</td>
<td>3/4+</td>
<td>5</td>
<td>7</td>
<td>8</td>
<td>2</td>
<td>5</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**

Being incorporeal creatures, Castellans of Dol Guldur count as armed only with hand weapons, regardless of the equipment they are actually carrying.

**Special Rules**

Indomitable, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Gorbag’s Morgul Rats 125 points + 15 per company

<table>
<thead>
<tr>
<th></th>
<th>Race</th>
<th>Type</th>
<th>M</th>
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<th>A</th>
<th>R</th>
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<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Warriors</td>
<td>Orc</td>
<td>Infantry</td>
<td>6</td>
<td>3/5+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Gorbag</td>
<td>Orc</td>
<td>Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons. For +5 points per company, the entire formation may be given either shields – increasing the Defence to 3(5) – bows, or two-handed weapons.

**Command**

The first company purchased is automatically the command company and has Gorbag, an Orc Drummer and a Banner Bearer included in the base cost. The command company may also have the following options:

- Orc Taskmaster 25 points
- Mordor Shaman 100 points (see Mordor Orc Warband on page 154)

**Special Rules**

Move it, You Slugs! Gorbag’s formation may attempt not one, but two At the Double! moves.

Mob Rule. Orc companies provide +2 dice when supporting, not +1.

Shelob 250 points

<table>
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<tr>
<th></th>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
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<th>R</th>
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<tbody>
<tr>
<td>Spider Queen</td>
<td>Spider</td>
<td>Monster</td>
<td>8</td>
<td>7/5+</td>
<td>7</td>
<td>8</td>
<td>4</td>
<td>2</td>
<td>5</td>
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</tr>
</tbody>
</table>

**Wargear**

Vicious mandibles (hand weapons).

**Special Rules**

Ambusher, Hard to Kill! Pathfinder (All), Prowler, Terror.

Envenomed Bite. Shelob may re-roll all failed To Hit rolls with close combat attacks.

Hunter’s Pounce. Shelob receives +D6 attacks on the charge, rather than 1.
Grishnákh's Trackers  
75 points + 30 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Trackers</td>
<td>Orc Infantry</td>
<td>8</td>
<td>3/4+</td>
<td>3</td>
<td>8</td>
<td>1</td>
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<tr>
<td>Grishnákh</td>
<td>Orc Infantry</td>
<td>8</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
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</tbody>
</table>

Wargear
Each company has hand weapons and bows.

Command
The first company purchased is automatically the command company and has Grishnákh included in the base cost.

Special Rules
Ambushers, Pathfinders (Mountains), Prowlers.

Take Aim! Grishnákh can choose to expend a Might point at the start of any Shoot phase. If he does so, Grishnákh Trackers are counted as having a Shoot value of 2+ until the end of the phase.

The Necromancer of Dol Guldur  
300 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>The Necromancer</td>
<td>Spirit Monster</td>
<td>10</td>
<td>5/-</td>
<td>5</td>
<td>8</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

Epic Actions
The Necromancer can use the following Epic actions as if he were an Epic Hero:
- Epic Channelling
- Epic Challenge
- Epic Ruination

Epic Channelling. The Necromancer may call an Epic Channelling at the start of his move. Sauron may re-roll failed Focus tests for the remainder of the turn.

Epic Ruination. The Necromancer may call an Epic Ruination at the start of his Move. For the remainder of the turn, any magical power the Necromancer casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

Magic
The Necromancer knows all the Spells of Ruin, Dismay and Darkness. He has a Mastery level of 5, and so can use 5 magical powers each turn.

Special Rules
Hard to Kill! Inspiring Leader (Spirits), Spirit Grasp, Spirit Walk, Terror.

“Old fool! This is my hour. Do you not know Death when you see it?”

The Witch-king, The Return of the King
The Nine are Abroad

500 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ringwraiths</td>
<td>Spirit</td>
<td>10</td>
<td>5/-</td>
<td>4</td>
<td>8</td>
<td>9</td>
<td>2</td>
<td>5</td>
<td>-</td>
</tr>
<tr>
<td>The Witch-king</td>
<td>Spirit</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
</tbody>
</table>

Wargear
The Ringwraiths carry hand weapons and wear heavy armour.

Magic
The Nine are Abroad know all the Spells of Dismay and Darkness. The entire company is treated as a spellcaster with a Mastery level of 10. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of range. Each time a member of the Nine are Abroad is removed as a casualty, its Mastery level is reduced by 1.

Special Rules
Terror, Spirit Grasp, Spirit Walk, Indomitable, We Stand Alone.

The Nine United. The company benefits from all nine special rules of the individual Ringwraiths, as given on page 163. As each is slain, the corresponding special rule is lost. Note that the extra cost of the Witch-king is included in the cost shown above.

Twilight Ringwraiths

150 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twilight Ringwraiths</td>
<td>Spirit</td>
<td>10</td>
<td>4/-</td>
<td>3</td>
<td>6</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>-</td>
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</tbody>
</table>

Wargear
The Twilight Ringwraiths carry hand weapons and wear heavy armour.

Magic
The Twilight Ringwraiths know all the Spells of Darkness. Each company is treated as a spellcaster with a Mastery level of 3. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of line of sight, etc.

Special Rules
Terror, Spirit Grasp, Spirit Walk, Indomitable, We Stand Alone.

Designer's Note: The Twilight Ringwraith profile represents the Nazgûl at a diminished power level. It is suitable for games set during a time when Sauron's power is weak, or perhaps to represent the Ringwraiths in a vulnerable state after being ‘slain’.

Legendary Formation
One company. You may not include The Nine are Abroad in your army if your force also includes Twilight Ringwraiths, Ringwraiths or Winged Nazgûl.

This company represents all nine of the Ringwraiths fighting together. It uses a special base with dimensions of at least 150mm x 60mm.

Legendary Formation
One to three companies. You may not include Twilight Ringwraiths in your army if your force also includes The Nine Abroad, any Ringwraiths or Winged Nazgûl.

Each company represents three of the Ringwraiths fighting together. It uses a special base with dimensions of at least 100mm x 25mm.
Winged Nazgûl

**RACE**
- **Winged Nazgûl**
- **The Witch-king**

**TYPE**
- Flying Monster

**M** 12
**F** 5/-
**S** 6
**D** 8
**A** 4
**R** 2
**C** 5
**Mt** 1

**Wargear**
Razor-sharp teeth and claws (counts as a hand weapon).

**Magic**
A Winged Nazgûl know all the Spells of Dismay and Darkness. It has a Mastery level of 3.

**Special Rules**
- Hard to Kill
- Spirit Grasp
- Spirit Walk
- Terror

**Swoop Attack.** A Winged Nazgûl may make a Swoop Attack instead of moving. The Winged Nazgûl immediately moves at least 24" but no more than 36" in a straight line (this move can be in any direction). Every enemy formation the Winged Nazgûl moves over immediately suffers D3 Strength 6 hits. The Winged Nazgûl may not charge or attack the Double! in the same turn it has performed a Swoop Attack.

**There Are Nine**
Each Winged Nazgûl also has a unique special rule (see There Are Nine opposite).
Ringwraith

125 points

Race TYPE M F S D A R C Mt
Ringwraith Spirit Hero - 5/- - - 2 5 1
The Witch-king Spirit Hero - 6/- - - 2 5 3

Epic Actions
• Epic Strike

Magic
A Ringwraith knows all the Spells of Dismay and Darkness. They each have a Mastery level of 3.

Special Rules
Spirit Grasp, Terror. Each Ringwraith also has a unique special rule (see below).

There are Nine...
Each time you include a Ringwraith or Winged Nazgûl in your army, you must choose which of the nine Ringwraiths it represents. You may field each of the Ringwraiths only once, either as a Ringwraith, or a Winged Nazgûl.

The Witch-king of Angmar
Shadow of Terror. An Evil formation that has the Witch-king somewhere behind it automatically passes its At the Double! rolls and Terror tests. A Good formation with the Witch-king behind has an -2 penalty to any At the Double! rolls. The Witch-king costs an extra 75 points.

Khamûl the Easterling
Essence Leech. Whenever Khamûl's formation suffers a hit, roll a D6. On a 5 or more, that hit is instead discounted or applied to a formation within 12" (Khamûl's controlling player chooses).

The Undying
Arcana Leech. The Undying adds +1 to his Mastery level for each enemy spellcaster within 12". He may make Will of Iron rolls without expending Might.

The Tainted
Miasmatic Presence. Enemy formations within 12" of the Tainted may not use a Hero's Courage value instead of their own.

The Dark Marshal
Rule through Fear. The Dark Marshal has Inspiring Leader (Master). Also, you may choose one formation within 12" of the Dark Marshal at the start of the Fight phase. That formation uses the Dark Marshal's Fight value instead of its own.

The Shadow Lord
Cloak of Darkness. The Shadow Lord's formation may not be shot at unless it is within short range. Additionally, the firer receives no accuracy bonus.

The Dwingler laik
Sap Fortitude. Whenever an enemy Hero spends a point of Might within 12" of the Dwingler, roll a D6. On a 4 or more, an extra Might point must be spent or the deed, be it a dice modification or a Heroic/Epic action, is cancelled and any Might already committed to it is lost.

The Betrayer
The Bane of Kings. The Betrayer's formation must re-roll failed attempts To Hit with shooting and close combat attacks.

The Knight of Umbar
Combat Mimicry. At the start of the Fight phase, the Knight of Umbar's formation may elect to use the Fight value or Strength (choose one) of any enemy Hero or company within 12" instead of its own for the remainder of the phase.
**The Mouth of Sauron**

100 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
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</tr>
</thead>
<tbody>
<tr>
<td>The Mouth of Sauron</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Cowardice

**Epic Cowardice.** The Mouth of Sauron may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

**Magic**
The Mouth of Sauron knows all the Spells of Dismay and Darkness. He has a Mastery level of 2.

**Special Rules**
Terror.

---

**Gothmog, Castellan of Minas Morgul**

110 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
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<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gothmog</td>
<td>Orc</td>
<td>Hero</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Strike
- Epic Defence

**Special Rules**
**Overlord.** Gothmog also counts as an Army Banner.

**Master of Battle.** Whenever an enemy Hero calls a Heroic or Epic action within 12", Gothmog may immediately call an identical action without expending a Might point. In this manner, Gothmog can even call an Epic action he would not otherwise be capable of. Note that this rule does not allow Gothmog to duplicate other abilities triggered by Might points.

---

**Kârdush the Firecaller**

100 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kârdush</td>
<td>Orc</td>
<td>Hero</td>
<td>-</td>
<td>3/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td>1</td>
</tr>
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</table>

**Epic Actions**
- Epic Cowardice
- Epic Ruination

**Epic Cowardice.** Kârdush may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

**Epic Ruination.** Kârdush may call an Epic Ruination at the start of his Move. For the remainder of the turn, any magical power Kârdush casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

**Magic**
Kârdush knows all the Spells of Ruin. He has a Mastery level of 2.
Sauron, the Dark Lord of Mordor  
500 points

**Legendary Formation**  
Single model.

<table>
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<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Sauron</td>
<td>Spirit</td>
<td>Monster</td>
<td>8</td>
<td>6*</td>
<td>6</td>
<td>9</td>
<td>6</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>

**Epic Actions**
Sauron can use the following Epic actions as if he were an Epic Hero.
- Epic Channeling
- Epic Ruination
- Epic Strike
- Epic Strength

**Epic Channeling.** Sauron may call an Epic Channeling at the start of his Move. Sauron may re-roll failed Focus tests for the remainder of the turn.

**Epic Ruination.** Sauron may call an Epic Ruination at the start of his Move. For the remainder of the turn, any magical power Sauron casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

**Epic Strength.** Sauron may call an Epic Strength at the start of the Fight phase. Until the end of the phase, Sauron’s Strength is increased to 10.

**Magic**
Sauron knows all the Spells of Ruin, Dismay and Darkness. He has a Mastery level of 5, and so can use 5 magical powers each turn.

**Special Rules**
**Inspiring Leader (Master), Terror, Touched by Destiny, Very Hard to Kill!**

*“Mighty Hero.” Sauron may expend a single point of Might each turn without depleting his own store.*

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**Gollum**  
50 points

**Epic Hero**  
Single model.

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
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</thead>
<tbody>
<tr>
<td>Gollum</td>
<td>Hobbit</td>
<td>Hero</td>
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<td>-</td>
<td>-</td>
<td>1</td>
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</tbody>
</table>

**Special Rules**
**Strangling Horror.** Gollum is not assigned to a friendly formation, but an enemy one! He is deployed in an enemy infantry formation after all other formations have been placed on the table. Whenever Gollum’s formation suffers one or more casualties, it automatically suffers an additional casualty as Gollum takes the opportunity to strangle a laggard in search of food or the ‘precious’. Gollum can only be discovered if Gandalf, Aragorn or Elrond are in the same formation. If Gollum and one of the aforementioned Heroes are in the same formation at the start of that formation’s move, roll a D6. On a 1 or 2, Gollum remains undiscovered. On a 3 or more, Gollum has been hunted out – remove him as a casualty.

---

“The One Ring answers to Sauron alone. It has no other master.”
- Aragorn,  
The Fellowship of the Ring

---

“Begone if you be not deathless! For living or dark undead, I will smite you...”

- Éowyn, The Return of the King
Isengard lies upon Rohan's eastern border. This is the stronghold of Saruman, wizard and loremaster, he who once led the Free Peoples in their opposition of Sauron.

Yet Saruman has fallen under shadow. Whether he is in thrall to the Dark Lord or seeks to play one side against the other to his own advantage, none can say. Whatever Saruman's motivations, he is no longer an ally to the Free Peoples, but a deadly threat second only to that posed by Sauron himself. The Vale of Isengard, once a haven of quiet contemplation and beauty, is now a jagged and ruined landscape, riven with chasms and heavy with furnace-smoke. Forges and workshops toll night and day, creating weaponry unseen elsewhere in Middle-earth. Saruman is a master of alchemy and alloys, of smelting and forging, and it is the application of this knowledge that will drive his army to victory.

In this desolation Saruman has built an army fit for his ambitions. He has recruited to him an army of all manner of unruly creatures – wild men, Orcs, Uruk-hai and Warg Riders. All are fanatically loyal to the White Hand of Isengard, for Saruman was ever a master at manipulation and reading desire. To the Uruk-hai and Orcs he has promised a war that will never end, and man-flesh upon which to feast. To the cruel Dunlendings he has pledged his aid in their revenge upon the Rohirrim. Spies and brigands he has bought with promises of plundered gold and rarer treasures.

Now Isengard is emptied, its denizens loosed upon neighbouring lands. Saruman's day of destiny is fast approaching...
Uruk-hai Phalanx

35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Uruk-hai Warriors</td>
<td>Uruk-hai Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
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<tr>
<td>Uruk-hai Captain</td>
<td>Uruk-hai Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
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<tr>
<td>Uruk-hai Shaman</td>
<td>Uruk-hai Infantry</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>4</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear

Each company has pikes and heavy armour.

Command

The first company purchased is automatically the command company. The command company may have the following options:

- Uruk-hai Captain: 50 points
- Banner Bearer: 35 points
- Uruk-hai Drummer: 15 points
- Uruk-hai Shaman: 100 points

Magic

An Uruk-hai Shaman knows all the Spells of Ruin. He has a Mastery level of 1.

Uruk-hai Warband

35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Uruk-hai Warriors</td>
<td>Uruk-hai Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>4</td>
<td>5(7)</td>
<td>8</td>
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<tr>
<td>Uruk-hai Captain</td>
<td>Uruk-hai Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
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</table>

Wargear

Each company has hand weapons, shields and heavy armour. The entire formation may exchange their shields for crossbows – decreasing each company’s Defence to 5 – for free.

Command

The first company purchased is automatically the command company. The command company may have the following options:

- Uruk-hai Captain: 50 points
- Banner Bearer: 35 points
- Uruk-hai Drummer: 15 points
- Uruk-hai Shaman: 100 points (see Uruk-hai Phalanx above).

Uruk-hai Scout Warband

30 points per company

<table>
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<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
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<th>D</th>
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<th>R</th>
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<tbody>
<tr>
<td>Uruk-hai Scouts</td>
<td>Uruk-hai Infantry</td>
<td>7</td>
<td>4/4+</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Uruk-hai Captain</td>
<td>Uruk-hai Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Wargear

Each company has hand weapons and armour. The entire formation may be given shields – increasing each company’s Defence to 4(6) – for +5 points per company, or bows for +5 points per company.

Command

The first company purchased is automatically the command company. The command company may have the following options:

- Uruk-hai Captain: 50 points
- Uruk-hai Shaman: 100 points (see Uruk-hai Phalanx above).

Special Rules

Pathfinders (Woodland).
Isengard Orc Warband  15 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc Warriors</td>
<td>Orc Infantry</td>
<td>6</td>
<td>3/5+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Orc Captain</td>
<td>Orc Infantry</td>
<td></td>
<td>4/-</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Isengard Shaman</td>
<td>Orc Infantry</td>
<td></td>
<td>3/-</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons. For +5 points per company, the entire formation may be given either shields – increasing each company’s Defence to 3(5) – bows, or two-handed weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Orc Captain: 50 points
- Banner Bearer: 35 points
- Orc Drummer: 15 points
- Orc Taskmaster: 25 points
- Isengard Shaman: 100 points

Magic
An Isengard Shaman knows all the Spells of Ruin. He has a Mastery level of 1.

Special Rules
Mob Rule. Orc companies provide +2 dice when supporting, not +1.

Uruk-hai Sappers  30 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk-hai Sappers</td>
<td>Uruk-hai Infantry</td>
<td>6</td>
<td>4/-</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
The company has hand weapons and heavy armour.

Special Rules
Explosive Demise. When the Uruk-hai Sappers are removed from play they explode! Every formation within 2D6" suffers D6+4 Strength 10 hits. The controlling player may attempt to have the Sappers explode voluntarily at the start of their move. The formation must pass a Courage test – if it does so, the formation explodes as detailed above and is then removed as a casualty.

Feral Uruk-hai Warband  40 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Feral Uruk-hai</td>
<td>Uruk-hai Infantry</td>
<td>6</td>
<td>5/4+</td>
<td>5</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and armour.

Special Rules
Ambushers, Berserk.

Common Formation
One to nine companies.

Rare Formation
One company.

Rare Formation
One to four companies.
Warg Rider Warband

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warg Riders</td>
<td>Orc</td>
<td>10</td>
<td>3/5+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Orc Captain</td>
<td>Orc</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and thrown weapons. For +5 points per company, the entire formation may be given either shields – increasing each company's Defence to 4(6) – or bows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Orc Captain: 50 points
- Banner Bearer: 35 points
- Orc Drummer: 15 points
- Isengard Shaman: 100 points (see Isengard Orc Warband on page 171)

Special Rules
Prowlers, Skilled Riders.

Dunlending Huscarls

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dunlending Warriors</td>
<td>Man</td>
<td>6</td>
<td>3/4+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Dunlending Chieftain</td>
<td>Man</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has two-handed weapons and armour. The entire formation may exchange its two-handed weapons for shields – increasing each company's Defence to 4(6) – or bows, for free.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Dunlending Chieftain: 50 points
- Banner Bearer: 35 points

Special Rules
For Vengeance! During a turn in which the Dunlending Huscarls made a successful charge, their Strength value is counted as being 5.

Wild Men of Dunland

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wild Men</td>
<td>Men</td>
<td>6</td>
<td>3/-</td>
<td>4</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons.

Special Rules
Ambushers.

For Vengeance! During a turn in which the Wild Men made a successful charge, their Strength value is counted as being 5.
Uruk-hai Berserker Warband

110 points

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk-hai Berserker</td>
<td>Uruk-hai Infantry</td>
<td>8</td>
<td>5/4+</td>
<td>6</td>
<td>5</td>
<td>8</td>
<td>2</td>
<td>5</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has two-handed weapons.

Special Rules
Berserk, Indomitable, Stalwart.


Sharkey’s Ruffians

10 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ruffian</td>
<td>Man Infantry</td>
<td>6</td>
<td>2/5+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Sharkey’s Ruffians fight as an undisciplined rabble and are armed with a rag-tag mixture of equipment. Each company is treated as having hand weapons and bows, regardless of the actual equipment they are actually carrying.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Ruffian Taskmaster 15 points

Isengard Troll

100 points

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Isengard Troll</td>
<td>Troll Monster</td>
<td>8</td>
<td>6/4+</td>
<td>7</td>
<td>8</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Armour, shield, thrown weapons and a massive sword or spear (hand weapon).

Special Rules
Hard to Kill! Terror.

Rare Formation
Single model.
Isengard Troll Captain

150 points

RACE  TYPE  M  F  S  D  A  R  C  Mt
Isengard Troll  Troll  Monster  8  7/4+  7  8  3  2  4  2

Wargear
Armour, shield, thrown weapons and a massive sword or spear (hand weapon).

Special Rules
Terror, Very Hard to Kill!

Rare Formation
Single model.

Isengard Battering Ram

50 points

RACE  TYPE  M  F  S  D  A  R  C  Mt
Battering Ram  Uruk-hai  Monster  6  4/4+  4  5  3  2  3  3

Wargear
Armour and hand weapons.

Special Rules
Hard to Kill!

Break it Down! Barricades and prepared defences can do little to oppose an oncoming Battering Ram. Enemy formations do not receive Defence bonuses from a building or ruin defensible terrain feature in a fight that includes an Uruk-hai Battering Ram.
Dunlending Horsemen 20 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dunlending Horsemen</td>
<td>Man</td>
<td>Cavalry</td>
<td>10</td>
<td>3/5+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Dunlending Chieftain</td>
<td>Man</td>
<td>Cavalry</td>
<td>-</td>
<td>4+</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has armour and hand weapons.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Dunlending Chieftain: 50 points
- Banner Bearer: 35 points

Special Rules
**Burning Rick, Cot and Tree.** Enemy formations do not receive Defence bonuses from a defensible terrain feature if they are fighting Dunlending Horsemen.

Isengard Assault Ballista 75 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault Ballista</td>
<td>Uruk-hai Infantry</td>
<td>6</td>
<td>4/5+</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and an Assault Ballista. The Assault Ballista fires with the following profile.

- Range: 48
- Strength: 9

Special Rules
**Artillery.** The Assault Ballista uses this table, rather than the one on page 61.

<table>
<thead>
<tr>
<th>Assaulat Ballista Table</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2 Miss. The shot spatters the target with mud but causes no damage.</td>
<td></td>
</tr>
<tr>
<td>3-5 On target. The target formation suffers D6 Strength 9 hits.</td>
<td></td>
</tr>
<tr>
<td>6+ Lucky Strike. The target formation suffers D6+4 Strength 9 hits.</td>
<td></td>
</tr>
</tbody>
</table>

"How shall any tower withstand such numbers and such reckless hate?"

Théoden, The Lord of The Rings
Uglúk’s Raiders

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk-hai Scouts</td>
<td>Uruk-hai Infantry</td>
<td>7</td>
<td>4/4+</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Uglúk</td>
<td>Uruk-hai Infantry</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, shields and armour.

**Command**
The first company purchased is automatically the command company and has Uglúk included in the base cost.

**Special Rules**
Pathfinders (Woodland).

**Furious Charge.** Uglúk can choose to expend a Might point at the start of any Charge phase. If he does so, Uglúk’s Raiders will charge D6+6*, rather than D6+2*, and receive a Charge bonus of +2, rather than +1.

**Forward, You Maggots!** If Uglúk’S Raiders fail a Terror test, Uglúk immediately inflicts D6 automatic hits on his formation – the test is then treated as having been passed.

---

Vrashkú’s Talons

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk-hai Warriors</td>
<td>Uruk-hai Infantry</td>
<td>5</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Vrashkú</td>
<td>Uruk-hai Infantry</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, crossbows and heavy armour.

**Command**
The first company purchased is automatically the command company and has Vrashkú included in the base cost.

**Take Aim!** Vrashkú can choose to expend a Might point at the start of any Shoot phase. If he does so, his formation are counted as having a Shoot value of 2+ until the end of the phase.
Sharku's Hunters

75 points + 25 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orc</td>
<td>Cavalry</td>
<td>10</td>
<td>3/5+</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Sharku</td>
<td>Orc</td>
<td></td>
<td>4/-</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and thrown weapons. For +5 points per company, the entire formation may be given either shields – increasing each company’s Defence to 4(5) – or bows.

Command
The first company purchased is automatically the command company and has Sharku included in the base cost.

Special Rules
Expert Riders, Prowlers.

Savage Onslaught. If Sharku’s Hunters make a successful charge, they cause terror until the end of the turn.

Mauhúr’s Marauders

100 points + 30 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uruk-hai Scouts</td>
<td>Uruk-hai Infantry</td>
<td>7</td>
<td>4/4+</td>
<td>4</td>
<td>4(6)</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Mauhúr</td>
<td>Uruk-hai Infantry</td>
<td></td>
<td>5/-</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company and has Mauhúr included in the base cost. The command company may have the following options:

- Banner Bearer: 35 points
- Uruk-hai Drummer: 15 points

Special Rules
Pathfinders (Master).

Man-flesh! If Mauhúr’s Marauders win a combat, they inflict an extra D6 automatic hits on the enemy. This represents the enemy wounded being captured for fresh meat. The number of hits is calculated before the enemy tests for panic.

Thrydan Wolfsbane

50 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thrydan Wolfsbane</td>
<td>Man Hero</td>
<td>4/-</td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>4</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Epic Actions
• Epic Strike

Special Rules
Inspiring Leader (Men), Wargbane.

Death to the Forgoil! Thrydan’s formation is automatically steadfast if beaten in a close combat that involves one or more Rohan formations. In addition, Thrydan receives a +2 modifier to the roll to win a Heroic Duel when fighting against a Rohan Hero.

Legendary Formation
One to six companies.

Legendary Formation
One to three companies.

“...answering cries of orc-voices came from the right... Mauhúr had apparently arrived and was attacking the besiegers.”

– The Lord of The Rings

“Death to the Forgoil! Death to the Strawheads! Death to the Robbers of the North.”

– The Dunland Host at Helm’s Deep
The Lord of The Rings

177
Saruman the White Hand

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saruman</td>
<td>Spirit</td>
<td>Hero</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>6</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Channelling
- Epic Challenge
- Epic Ruination

**Epic Channelling.** Saruman may call an Epic Channelling at the start of his move. Saruman may re-roll failed Focus tests for the remainder of the turn.

**Epic Ruination.** Saruman may call an Epic Ruination at the start of his move. For the remainder of the turn, any magical power Saruman casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination.

**Magic**
Saruman knows all the Spells of Ruin and Command. He has a Mastery level of 3.

**Special Rules**
Inspiring Leader (Master), Overlord, Touched by Destiny.

**Voice of Saruman.** Any enemy formation wishing to charge Saruman’s formation must first roll a D6. On a roll of 1-3 the charge automatically stalls – Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal.

Lurtz

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lurtz</td>
<td>Uruk-hai</td>
<td>Hero</td>
<td>-</td>
<td>6/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>

**Epic Actions**
- Epic Strike
- Epic Rage

**Special Rules**
Inspiring Leader (Uruk-hai), Pathfinders (All).

**Mighty Blow.** Lurtz can choose to expend 1 Might point at the start of any Fight phase. If he does so, each hit caused by his company will cause a casualty, regardless of the foe’s Resilience.

**Assassin’s Shot.** Lurtz may attempt an Assassin’s Shot at any point during his Shoot phase. Nominate a visible enemy Hero within 24” and arc of sight and roll a D6. On a 4 or more, the target’s Resilience is reduced by 1 (to a minimum of 1) for the remainder of the turn. This is a special kind of attack and does not prevent Lurtz from moving at full speed or charging.

Gríma Wormtongue

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gríma</td>
<td>Man</td>
<td>Hero</td>
<td>-</td>
<td>-1/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>-2</td>
</tr>
</tbody>
</table>

**Special Rules**
Treacherous Snake. Gríma is not assigned to a friendly formation, but an enemy one! He is deployed after all other formations have been placed on the table. Gríma’s formation always suffers penalties to its Fight and Courage, as shown above. If, however, Gríma’s formation ever passes or fails a Courage test on the roll of a double, he is discovered to be a traitor and slinks off before justice can be meted out upon him. Remove Gríma from play as a casualty.
The Misty Mountains were once home to Khazad-dûm, the greatest of all Dwarven strongholds. Yet the Dwarves could not prevail against the plague of Goblinkind that swept through mine and tunnel to bring ruin to the great city.

Khazad-dûm is now called Moria – the Black Pit. No more does the air ring to the sound of hammer on anvil or the crash of picks against rock. The halls no longer echo to the rich music of Dwarf songs. Now there is only the skittering of claws on stone and the laughter of Goblin voices echoing through the broken halls. Cobwebs and debris fill the passageways and halls, and the once fine stonework is cracked and defiled.

When the drums in the deep begin to boom out their ominous rhythm, the Goblin hordes emerge from the gloomy corners of Moria and muster for war. By their hundreds they surge forth from fissures and passageways, leaping across cracks and chasms and clambering effortlessly over barricades and obstacles as they rush to get to grips with intruders. Cave Trolls, tormented into a frenzy by their Goblin captors, are unleashed from pits and caves and driven towards the foe at the head of the army. The Goblin horde of Moria might not boast the most skilled fighters, nor the greatest tactics, but it is still a terrifying force made up of thousands of cruel warriors.

Yet there are greater threats than Goblins in the dark places of the world. Monsters from an earlier age lurk in the deepest caverns and perch upon ancient rock spires. Who knows how many Dragons survived the terrible wars of antiquity? Can anyone say for sure that the Balrog of Moria was the last of its kind? There are evils concealed in the hidden places of Middle-earth, and it can only be a matter of time before Sauron bends them to his will.
Moria Goblin Warband

15 points / company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goblin Warrior</td>
<td>Goblin Infantry</td>
<td>8</td>
<td>2/5+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Goblin Captain</td>
<td>Goblin Infantry</td>
<td>-</td>
<td>3/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Goblin Shaman</td>
<td>Goblin Infantry</td>
<td>-</td>
<td>2/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear

Each company has armour and hand weapons. The entire formation may have shields – increasing each company’s Defence to 3(5) – or shortbows for +5 points per company.

Command

The first company purchased is automatically the command company.
The command company may have the following options:

- Goblin Captain 50 points
- Goblin Drum 75 points
- Goblin Shaman 100 points

Goblin Drum. The onerous pounding of a Goblin Drum combines the effects of a Banner Bearer, Drummer and Taskmaster. In addition, a formation with a Goblin Drum must re-roll failed At the Double! rolls.

Magic

A Goblin Shaman knows all the Spells of Ruin. He has a Mastery level of 1.

Special Rules

Pathfinders (Master), Prowlers.

Mob Rule. Goblin Companies provide +2 dice when supporting, not +1.

Warg Pack

20 points / company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wargs</td>
<td>Warg</td>
<td>10</td>
<td>3/-</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Warg Chieftain</td>
<td>Warg</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear

Teeth, claws and incredibly foul tempers (hand weapons).

Command

The first company purchased is automatically the command company.
The command company may have the following options:

- Warg Chieftain 50 points

Special Rules

Prowlers.

“The wolf that one hears is worse than the orc that one fears.”

Boromir, The Lord of the Rings
Giant Spider Brood

35 points / company

**Wargear**

Vicious mandibles (hand weapons).

**Special Rules**

Pathfinders (Master), Prowlers.

**Poisoned Bite.** All companies in the Giant Spider Brood re-roll To Hit rolls of '1' with close combat attacks.

---

Moria Prowler Warband

20 points / company

**Wargear**

Each company has armour and two-handed weapons.

**Command**

The first company purchased is automatically the command company.

The command company may have the following options:

- Goblin Captain
- Goblin Drum
- Goblin Shaman

**Special Rules**

Pathfinders (Master), Prowlers.

**Poisoned Weapons.** All companies in the Prowler Warband re-roll failed To Hit rolls of '1' with close combat attacks.

**Mob Rule.** Goblin companies provide +2 dice when supporting, not +1.

---

Cloud of Bats

35 points / company

**Wargear**

Teeth and claws (hand weapons).

**Special Rules**

Terror.

**Flock of Doom.** A Cloud of Bats moves and charges like a flying monster.
Spider Queen

Rare Formation
Single model.

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spider</td>
<td>Monster</td>
<td>8</td>
<td>7/5+</td>
<td>7</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear
Vicious mandibles (hand weapons).

Special Rules
Inspiring Leader (Spiders), Hard to Kill! Pathfinder (All), Prowler.

Poisoned Bite. The Spider Queen may re-roll To Hit rolls of ‘1’ with close combat attacks.

Cave Troll

Rare Formation
Single model.

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cave Troll</td>
<td>Troll</td>
<td>8</td>
<td>6/5+</td>
<td>6</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Massive club or spear (hand weapon) and thrown weapons.

Special Rules
Terror, Hard to Kill!

Stone Giant

Rare Formation
Single model.

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stone Giant</td>
<td>Giant</td>
<td>10</td>
<td>10/5+</td>
<td>9</td>
<td>6</td>
<td>2</td>
<td>5</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Massive club or axe (hand weapon) and thrown weapons.

Special Rules
Terror.

“Let those call it the wind who will; there are fell voices on the air; and these stones are aimed at us.”
— Boromir,
The Lord of The Rings

Extremely Hard to Kill! A Giant is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill rule, but with the following table.

1-3 No effect. The blow hits home, but the Giant seems blithely unaware of the injury.
4-7 Flesh wound. The attack cuts deep into the Giant’s flesh. The Giant gains a wound counter (use a coin or other suitable marker to represent this).
8-11 Debilitating strike. The strike inflicts terrible damage. The Giant gains two wound counters.
12-14 Devastating wound. The strike inflicts terrible damage. The Giant gains three wound counters.
15+ Death blow. The Giant is slain outright — remove it from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.
Spider Broodling Swarm  
40 points / company  

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
Spider Broodlings | Spider | 8 | 2/- | 4 | 1* | 2 | 2 | 3 | -

**Wargear**
Vicious mandibles (hand weapons).

**Special Rules**
Ambushers, Pathfinders (Master), Prowlers.

**Poisoned Bite.** All companies in the Spider Broodlings Swarm may re-roll failed to hit rolls of '1' with close combat attacks.

*Swarm. The formation counts its Defence as 10 for the purposes of shooting attacks and magical powers that inflict damage.

Gundabad Blackshields  
20 points / company  

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
Blackshield | Goblin | 8 | 2/5+ | 4 | 4(6) | 8 | 1 | 3 | -
Blackshield Captain | Goblin | - | 3/- | - | - | 2 | 4 | 2 | -
Goblin Shaman | Goblin | - | 2/- | - | - | 1 | 3 | 1 | -

**Wargear**
Each company has heavy armour and shields.

**Command**
The first company purchased is automatically the command company.
The command company may have the following options:

- **Goblin Captain**
  50 points

- **Goblin Drum**
  75 points (see Moria Goblin Warband on page 182)

- **Goblin Shaman**
  100 points (see Moria Goblin Warband on page 182)

**Special Rules**
Pathfinders (Master), Prowlers.

**Mob Rule.** Goblin companies provide +2 dice when supporting, not +1.

**Ancient Enemies.** If Gundabad Blackshields lose a fight that involves at least one formation of Elves or Dwarves, they are steadfast on a roll of 5 or 6, rather than 6.

Cave Drake  
160 points  

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
--- | --- | --- | --- | --- | --- | --- | --- | --- | ---
Cave Drake | Dragon | 12 | 6/- | 7 | 7 | 2 | 2 | 3 | -

**Wargear**
Claws and fangs (hand weapon).

**Special Rules**
Terror, Very Hard to Kill!

**Gaping Maw.** Drakes are infamous for swallowing their opponents whole. At the start of a fight involving a Drake, the controlling player rolls a D6 — on a score of 4 or more, the Drake must call a Heroic Duel (no Might points are required). If the Drake wins the duel, it does not roll on the Heroic Duel table, but instead automatically eats its foe — remove the enemy Hero from the game as a casualty.

---

"Far, far below the deepest delving of the Dwarves, the world is gnawed by nameless things."
— Gandalf,  
The Lord of The Rings
**Dragon of Ancient Times**

400 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragon</td>
<td>Flying Monster</td>
<td>12</td>
<td>8/2+</td>
<td>8</td>
<td>6</td>
<td>2</td>
<td>5</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**

Fangs and claws (hand weapon).

**Magic**

A Dragon may be upgraded to a spellcaster with Mastery level of 3 and knowledge of all the Spells of Ruin for +75 points.

**Special Rules**

**Terror.**

**Extremely Hard to Kill!** A Dragon is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill rule, but with the following table.

1-3  No effect. The blow hits home, but the Dragon seems blithely unaware of the injury.

4-7  Flesh wound. The attack cuts deep into the Dragon's flesh. The Dragon gains a wound counter (use a coin or other suitable marker to represent this).

8-11 Debilitating strike. The strike inflicts terrible damage. The Dragon gains two wound counters.

12-14 Devastating wound. The strike inflicts terrible damage. The Dragon gains three wound counters.

15+  Death blow. The Dragon is slain outright – remove it from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.

**Breathe Fire.** A Dragon's fire breath is a shooting attack with the following profile:

<table>
<thead>
<tr>
<th>Range</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire Breath</td>
<td>12&quot;</td>
</tr>
</tbody>
</table>
The Balrog of Morgoth

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spirit</td>
<td>Monster</td>
<td>10</td>
<td>10/2</td>
<td>10</td>
<td>7</td>
<td>6</td>
<td>2</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

Wargear
Fangs, claws and a variety of conjured flaming weapons (hand weapon).

Magic
The Balrog knows all the Spells of Ruin. He has a Mastery level of 3.

Special Rules
Terror.

**Extremely Hard to Kill** The Balrog is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill rule, but with the following table.

- 1-3 No effect. The blow hits home, but the Balrog seems blithely unaware of the injury.
- 4-7 Flesh wound. The attack cuts deep into the Balrog's flesh. The Balrog gains a wound counter (use a coin or other suitable marker to represent this).
- 8-11 Debilitating strike. The strike inflicts terrible damage. The Balrog gains two wound counters.
- 12-14 Devastating wound. The strike inflicts terrible damage. The Balrog gains three wound counters.
- 15+ Death blow. The Balrog is slain outright – remove it from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.
Durbûrz, Goblin King of Moria

Epic Hero

Single model.

**Epic Actions**
- Epic Strike
- Epic Cowardice

**Epic Cowardice.** Durbûrz may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

**Special Rules**
*Inspiring Leader (Goblins).*

**Iron Fist.** Durbûrz has the Overlord special rule, but only formations from the Misty Mountains may benefit from it.

---

Drûzhag, the Beastcaller

Epic Hero

Single model.

**Epic Actions**
- Epic Cowardice

**Epic Cowardice.** Drûzhag may call an Epic Cowardice at the start of the Fight phase. He can immediately move to a friendly formation within 12", provided that formation is not itself involved in a fight.

**Magic**

Drûzhag knows all the Spells of the Wilderness and all the Spells of Ruin. He has a Mastery level of 2.

**Special Rules**
*Inspiring Leader (Wargs, Bats, Spiders).*

**Summon Beasts.** Drûzhag may expend a Might point at the start of his move. If he does so, place a new formation of Wargs, Bats, Giant Spiders or Broodling swarms anywhere within 12" of Drûzhag. This formation is D3 companies in size and may act normally in the turn it is summoned.

---

"The end comes, and then drums, drums in the deep..."

- The Lord of The Rings
Sauron has ever found the race of Man apt to his deceitful promises, and there are many such realms that have fallen under his shadow.

Harad is by far the greatest of these subjugated lands, bent to the Dark Lord’s will through its long enmity with Gondor. Harad’s people have grown accustomed to war, and its armies are filled with hardened tribal warriors, brutal mercenaries and unscrupulous Corsairs. The armies of Harad boast many thousands of men under arms, supported by swift raiders and mighty Mûmakil whose advance makes the very ground shudder. In the past the armies of Harad have been poorly led, for fear is ever a poor substitute for valour. But now they march united under the banner of the legendary Serpent Lord, and there will be a reckoning with their ancient foes.

To the east of Mordor lie the Rhûnish kingdoms, an alliance of warlike and indisputably evil Men whose loyalty has long since been pledged to Sauron – unsurprisingly, as the Dark Lord has invested much time and effort in bringing them under his sway. These Easterlings are as disciplined as the finest troops in Gondor, driven by a fanatical desire to serve the dark master to whom they sacrifice.

Lastmost is the kingdom of Khand, a rolling land of plains and hills. The Khandish folk are as wild and warlike as those of Rhûn, yet their savagery is fuelled by a warrior-code that prizes victory in combat above all else – a trait that makes them highly prized as mercenaries in the neighbouring lands.

So is Gondor’s peril worsened, for any of these Fallen Realms would prove a dire threat were they to attack alone. United with one another and with Sauron’s Orcish hordes, only a miracle will prevent them from bringing Gondor to its knees...
Common Formation
One to nine companies.

Haradrim Warband
25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Haradrim Warriors</td>
<td>Man</td>
<td>6</td>
<td>3/4+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Haradrim Chieftain</td>
<td>Man</td>
<td>-</td>
<td>4/+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Hâsharin</td>
<td>Man</td>
<td>-</td>
<td>5/+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>-</td>
<td>1</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons and armour. The entire formation may be given bows at +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Haradrim Chieftain | 50 points
Banner Bearer     | 35 points
Hâsharin          | 50 points
Haradrim Taskmaster | 25 points
Haradrim Hornblower | 15 points

Special Rules
Poisoned Weapons. All companies in the Haradrim Warband may re-roll failed To Hit rolls of ‘1’ with close combat and shooting attacks.

Master of Blades. A Hâsharin invariably has his own mission to accomplish and does not fight with his formation in the usual way. A Hâsharin's company never uses his Fight value. Roll a D6 at the start of any Fight involving a Hâsharin and consult the following table to determine what he does.

1-2 Poisoned Flurry. The Hâsharin causes D3 automatic hits on one enemy formation in base contact. These hits are resolved at the same time as strikes made by monsters.

3-4 Assassin’s Blade. The Hâsharin calls a Heroic Duel against a target of the controlling player's choice. If there are no eligible targets, the Hâsharin attacks with a Poisoned Flurry instead.

5-6 Sacrificial Strike. If the enemy formation is infantry or cavalry, it takes D6 automatic hits. Otherwise, it takes D3 hits. In either event, the Hâsharin is removed as a casualty.

Common Formation
One to six companies.

Haradrim Raider Warband
25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Haradrim Raiders</td>
<td>Man</td>
<td>10</td>
<td>3/4+</td>
<td>3</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Haradrim Chieftain</td>
<td>Man</td>
<td>-</td>
<td>4/+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has lances, hand weapons and armour. The entire formation may be given bows at +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Haradrim Chieftain | 50 points
Banner Bearer     | 35 points

Special Rules
Poisoned Weapons. All companies in the Haradrim Raider Warband may re-roll failed To Hit rolls of ‘1’ with close combat and shooting attacks.
Serpent Guard Warband

30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serpent Guards</td>
<td>Man</td>
<td>6</td>
<td>4/-</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td>Serpent Guard Chieftain</td>
<td>Man</td>
<td></td>
<td>5/-</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Command
The first company purchased is automatically the command company.
The command company may have the following options:

<table>
<thead>
<tr>
<th></th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serpent Guard Chieftain</td>
<td>50</td>
</tr>
<tr>
<td>Banner Bearer</td>
<td>35</td>
</tr>
<tr>
<td>Hasharik</td>
<td>50</td>
</tr>
<tr>
<td>Haradrim Hornblower</td>
<td>15</td>
</tr>
</tbody>
</table>

Special Rules
Poisoned Weapons. All companies in the Serpent Guard Warband may re-roll failed To Hit rolls of '1' with close combat attacks.

Serpent Rider Warband

30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serpent Rider</td>
<td>Man</td>
<td>10/4/</td>
<td>3/4</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Serpent Rider Chieftain</td>
<td>Man</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has lances, hand weapons and armour. The entire formation may be given bows at +5 points per company.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

<table>
<thead>
<tr>
<th></th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Haradrim Chieftain</td>
<td>50</td>
</tr>
<tr>
<td>Banner Bearer</td>
<td>35</td>
</tr>
<tr>
<td>Haradrim Hornblower</td>
<td>15</td>
</tr>
</tbody>
</table>

Special Rules
Poisoned Weapons. All companies in the Serpent Rider Warband may re-roll failed To Hit rolls of '1' with close combat and shooting attacks.

Corsair Raiding Party

25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corsairs of Umbar</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Corsair Captain</td>
<td>Man</td>
<td></td>
<td>5/-</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Corsair Bo'sun</td>
<td>Man</td>
<td></td>
<td>3/-</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons. For +5 points per company the entire formation may be given either shields – increasing each company's Defence to 3(S) – or bows.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

<table>
<thead>
<tr>
<th></th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corsair Captain</td>
<td>50</td>
</tr>
<tr>
<td>Corsair Bo'sun</td>
<td>50</td>
</tr>
</tbody>
</table>

Bo'sun. The Bo'sun combines the effects of a Banner Bearer and a Drummer.
Khandish Mercenary Warband  25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Khandish Mercenaries</td>
<td>Man</td>
<td>6</td>
<td>3/4+</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Khandish Chieftain</td>
<td>Man</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has two-handed weapons and armour. The entire formation may exchange their two-handed weapons for bows for no additional cost.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

- Khandish Chieftain 50 points
- Banner Bearer 35 points
- Khandish Hornblower 15 points

Khandish Mercenary Raiders  25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Khandish Mercenaries</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Khandish Chieftain</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, armour and bows.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Khandish Chieftain 50 points
- Banner Bearer 35 points
- Khandish Hornblower 15 points

Special Rules
Skilled Riders.

Easterling Cohort  30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easterlings</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5(7)</td>
<td>1</td>
<td>3</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Easterling Captain</td>
<td>Man</td>
<td>-</td>
<td>5/4-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Dragon Knight</td>
<td>Man</td>
<td>-</td>
<td>7/4-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and shields. The entire formation may be given pikes for +5 points per company.

Command
The first company purchased is automatically the command company. The command company may have the following options:

- Easterling Captain 50 points
- Banner Bearer 35 points
- Easterling War Priest 100 points (see Easterling Archer Cohort opposite).
- Dragon Knight 35 points
- Easterling Drummer 15 points
Easterling Archer Cohort  35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easterlings</td>
<td>Man</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Easterling Captain</td>
<td>Man</td>
<td>-</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Easterling War Priest</td>
<td>Man</td>
<td>-</td>
<td>3/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, heavy armour and bows.

**Command**
The first company purchased is automatically the command company.
The command company may have the following options:

- Easterling Captain: 50 points
- Banner Bearer: 35 points
- Easterling War Priest: 100 points
- Easterling Drummer: 15 points

**Magic**
An Easterling War Priest knows all the Spells of Darkness.
He has a Mastery level of 1.

---

Easterling Kataphrakt Cohort  35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easterling Kataphrakts</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>4</td>
<td>5(6)</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Captain of Kataphrakts</td>
<td>Man</td>
<td>10</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Dragon Knight</td>
<td>Man</td>
<td>-</td>
<td>7/-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Easterling War Priest</td>
<td>Man</td>
<td>-</td>
<td>3/-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons, heavy armour and shields.

**Command**
The first company purchased is automatically the command company.
The command company may have the following options:

- Easterling Captain: 50 points
- Banner Bearer: 35 points
- Easterling War Priest: 100 points (see Easterling Archer Cohort above).
- Dragon Knight: 35 points
- Easterling Drummer: 15 points

---

Watcher Warband  35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Watchers of Kärna</td>
<td>Man</td>
<td>6</td>
<td>4/3+</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>4</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**
Each company has hand weapons and armour. The entire formation may be given bows at +5 points per company.

**Special Rules**
Ambushers.

**Poisoned Weapons.** All companies in the Watcher Warband may re-roll failed To Hit rolls of "1" with close combat and shooting attacks.
## Half Troll Warband

95 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Half Trolls</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>8</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

### Wargear

Each company has hand weapons and armour. The entire formation may be given two-handed weapons at +5 points per company.

### Special Rules

*Berserk, Indomitable, Terror.*

---

## Mahûd Warband

30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mahûd Warriors</td>
<td>Man</td>
<td>Infantry</td>
<td>6</td>
<td>4/3+</td>
<td>4</td>
<td>3(5)</td>
<td>8</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Mahûd Chieftain</td>
<td>Man</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

### Wargear

Each company has hand weapons, armour and shields. The entire formation may be given blowpipes for +5 points per company.

### Command

The first company purchased is automatically the command company. The command company may have the following options:

- Mahûd Chieftain: 50 points
- Banner Bearer: 35 points
- Mahûd Hornblower: 15 points

---

## Mahûd Raider Warband

30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mahûd Warriors</td>
<td>Man</td>
<td>Cavalry</td>
<td>10</td>
<td>4/3+</td>
<td>4</td>
<td>3(4)</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Mahûd Chieftain</td>
<td>Man</td>
<td>Cavalry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

### Wargear

Each company has hand weapons, armour and shields. The entire formation may be given blowpipes for +5 points per company.

### Command

The first company purchased is automatically the command company. The command company may have the following options:

- Mahûd Chieftain: 50 points
- Banner Bearer: 35 points
- Mahûd Hornblower: 15 points
Corsair Arbailesters  

25 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Corsairs of Umbar</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>3(6)</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Corsair Captain</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, crossbows and pavisse shields (bonus included in the Defence shown above).

Command
The first company purchased is automatically the command company. The command company may have the following options:

Corsair Captain  
50 points

Black Númenórean Regiment  

35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Númenóreans</td>
<td>Infantry</td>
<td>6</td>
<td>4/4+</td>
<td>3</td>
<td>5(7)</td>
<td>8</td>
<td>1</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Black Marshal</td>
<td>Infantry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, heavy armour and shields.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Black Númenórean Marshal  
50 points

Banner Bearer  
35 points

Special Rules
Terror.

Morgul Knight Regiment  

35 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Morgul Knights</td>
<td>Cavalry</td>
<td>10</td>
<td>4/4+</td>
<td>3</td>
<td>6(7)</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>-</td>
</tr>
<tr>
<td>Knight Commander</td>
<td>Cavalry</td>
<td>-</td>
<td>5/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

Wargear
Each company has hand weapons, lances, heavy armour and shields.

Command
The first company purchased is automatically the command company. The command company may have the following options:

Morgul Knight Commander  
50 points

Banner Bearer  
35 points

Special Rules
Terror.
**Khandish Charioteer** 100 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Khandish Charioteer</td>
<td>Man</td>
<td>10</td>
<td>4/4+</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>2</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Monster</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Khandish King</td>
<td>Man</td>
<td>10</td>
<td>5/4+</td>
<td>6</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
</tbody>
</table>

**Wargear**
Armour, bow and two-handed weapon.

**Special Rules**

**Hard to Kill!**

**Charriot.** A charging Khandish Charioteer receives +4 bonus dice in the ensuing Fight phase, rather than +1.

**Option**
The Khandish Charioteer may be upgraded to a Khandish King for +50 points.

---

**Rare Formation** One company comprising a Mûmak and thirteen crew.

**War Mûmak of Harad** 250 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mûmak</td>
<td>Mûmak</td>
<td>-</td>
<td>4/4</td>
<td>9</td>
<td>8</td>
<td>*</td>
<td>2</td>
<td>4</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>Monster</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mûmak Crew</td>
<td>Man</td>
<td>-</td>
<td>3/4+</td>
<td>-</td>
<td>-</td>
<td>12</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Wargear**
The Mûmak is a massive monstrosity that requires no weaponry. The crew have hand weapons and bows.

**Special Rules**

**Terror.**

**Massive Monster.** The Mûmak counts as an elevated position. It can therefore see and be seen over the top of other formations.

**Poisoned Weapons.** The Mûmak Crew may re-roll failed To Hit rolls of '1' with shooting attacks.

**Trample!** The Mûmak is a huge beast that can trample its enemies into the ground. The Mûmak moves 3D6" in the Move phase. Turn the model to face in the direction you want it to move and then roll the dice to see how far it goes. It must move the full distance rolled on the dice in a straight line, unless it encounters any difficult, defensible or impassable terrain, the board edge or another Mûmak, in which case it will stop and suffer D6 automatic hits. The one exception is if the Mûmak arrives as reinforcements – then it will stop 1" away from other formations. It will trample as normal in following phases.

The Mûmak will trample through friendly and enemy formations as it moves. Each formation that the Mûmak moves through suffers D3 Strength 9 hits for each company that was moved over. If the Mûmak ends its move on top of a formation, then in addition to the effects above, the formation must attempt to get out of the way. The formation must make a fall back move and any companies that fail to get clear of the Mûmak's base are ground into the dirt and destroyed! This fall back move can be made even if the formation has already moved or fallen back this turn. Note that formations that are forced to fall back in this manner are not disordered unless they were already so before the Mûmak trampled them!

**Charge of the Mûmak!** The Mûmak follows the normal rules for a charging monster, with the following exceptions. Unless the charge stalls or cannot reach the enemy, the Mûmak turns to face its target and then moves in a straight line. A Mûmak that charges will not trample over the enemy – instead it stops when it reaches the foe in order to attack them with its huge tusks, powerful trunk and pounding feet. Note that friendly formations will be trampled over as described above, so take care not to leave them in the way!

*Stomp and Gore!* In the Fight phase, all formations the Mûmak is fighting suffer D3 hits per company they contain, at Strength 10 against enemies that the Mûmak has charged, and Strength 8 against enemies that charged it. No combat modifiers apply to these dice rolls.

**The Crew.** The crew of the Mûmak may shoot in the Shoot. The number of attacks they make is equal to the number of crew divided by 2, rounding up. The crew may shoot at a target so long as one of them is in range and can see the target (remember that the Mûmak counts as an elevated position) and even if the Mûmak has moved. Their shooting does not prevent the Mûmak from charging. The crew never fight in the fight phase.

**Ridiculously Hard to Kill!** The Mûmak is a terrible foe, far too mighty to be slain by a single blow. It uses the Hard to Kill! special rule, but with the table on the next page.

**Stampeded!** If a Mûmak has gained one or more wound counters this turn, then there is a chance it will stampede. Roll 2D6 at the end of the turn and compare the total to the number of surviving crew. If the score is greater than the number of crew, then the Mûmak will stampede in its next turn. In the Move phase, a Mûmak that stampedes must turn to face a random direction and move 6D6" in a straight line, trampling other models as described above.
Should this move take the Mûmak into difficult, defensible or impassable terrain, another Mûmak, or off the table, then it is slain and removed from play. A stampeding Mûmak may not charge. At the end of the turn roll again to see if the Mûmak continues to stampede or comes back under control.

**Ridiculously Hard to Kill Table**

1-3 One crewman is slain but, this aside, the Mûmak is unharmed.

4-7 One crewman is slain and the Mûmak gains a wound counter (use a coin or other suitable marker to represent this).

8-11 Two crewmen are slain and the Mûmak gains two wound counters.

12-14 Three crewmen are slain and the Mûmak gains three wound counters.

15+ The Mûmak is slain outright. Remove it and any surviving crew models from the game.

If a natural 6 is rolled on the table, the attacker immediately rolls again and applies both results.
**Abraham Guard**

100 points +30 per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Abraham Guard</td>
<td>Man</td>
<td>6</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>The Golden King</td>
<td>Man</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

**Wargear**

Each company has hand weapons and armour.

**Command**

The Abraham Guard includes a command company with the Golden King and a Banner Bearer included in the base cost. The command company may also have the following:

Hornblower 15 points

**Special Rules**

Poisoned Weapons. All companies in the Abraham Guard may re-roll failed To Hit rolls of '1' with close combat and shooting attacks.

The Golden Hoard. At the start of the game, place a counter somewhere on the board to represent the riches that the Golden King wishes to add to his hoard - his Abraham Guard will fight with fury to claim them. All companies in the Abraham Guard formation have +1 Fight and +1 Strength whilst within 3" of the hoard counter.

---

**Suladán, the Serpent Lord**

150 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
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<th>F</th>
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<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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</thead>
<tbody>
<tr>
<td>Suladán</td>
<td>Man</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
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<td></td>
</tr>
</tbody>
</table>

**Epic Actions**

- Epic Challenge
- Epic Strike
- Epic Charge

**Special Rules**

Inspiring Leader (Men).

Perilous Hubris. Suladán must always call a Heroic Duel at the start of the Fight phase if he is fighting an enemy formation that includes a Hero. However, if Suladán slays his foe, he immediately gains a single Might point.

Hero of Legend. The first time each turn Suladán expenditures a Might point, roll a D6. On the result of a 4 or more, he immediately regains a single Might point.

---

**Dalamyer, Fleetmaster of Umbar**

100 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
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<th>R</th>
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<th>Mt</th>
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<tbody>
<tr>
<td>Dalamyer</td>
<td>Man</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
<td>2</td>
<td></td>
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</tbody>
</table>

**Epic Actions**

- Epic Challenge
- Epic Strike
- Epic Poison

Epic Poison. Dalamyer may call an Epic Poison at the start of the Fight phase. For the remainder of the phase, Dalamyer's formation may re-roll any failed rolls To Hit.

**Special Rules**

Flashpowder and Caltrops. Enemy formations do not receive charge bonuses in a turn in which they charge Dalamyer's formation.
Amdûr, Lord of Blades

165 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
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<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tr>
<td>Amdûr</td>
<td>Man</td>
<td>Hero</td>
<td>7/4+</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>5</td>
<td>3</td>
<td></td>
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</tbody>
</table>

Epic Actions
- Epic Rampage
- Epic Strike
- Epic Duel

Epic Rampage. Amdûr may call an Epic Rampage at the start of any Fight phase. For the remainder of that turn, each time Amdûr’s company scores a hit in close combat, they immediately make another attack. This continues until all of Amdûr’s attacks miss, or the enemy are slain.

Epic Duel. This Epic action works exactly like a Heroic Duel, save for the fact that Amdûr rolls two dice, rather than one, and uses the highest result.

Special Rules
Inspiring Leader (Men).

Queen Berúthiel

100 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
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<tr>
<td>Queen Berúthiel</td>
<td>Man</td>
<td>Hero</td>
<td>3/–</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>4</td>
<td>2</td>
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Epic Actions
- Epic Challenge
- Epic Channelling

Epic Channelling. Queen Berúthiel may call an Epic Channelling at the start of her move. Queen Berúthiel may then re-roll failed Focus tests for the remainder of the turn.

Magic
Queen Berúthiel knows all the Spells of Darkness. She has a Mastery level of 2.

Special Rules
Spirit Grasp, Spirit Walk, Terror.

Epic Hero
Single model.

“...and only the heathen kings, under the domination of the Dark Power, did thus, slaying themselves in pride and despair, murdering their kin to ease their own death.”
— Gandalf the White,
The Lord of The Rings

The Shadow of the Nazgûl

A Fallen Realms army is also allowed to choose the following Epic Heroes as if they were part of the Fallen Realms army list (see page 163):
- Khamûl the Easterling
- The Knight of Umbar
- The Betrayer
- The Undying
- The Shadow Lord
- The Dark Marshal (if you choose the Dark Marshal as your leader, Black Númenóreans and Morgul Knights are common formations, rather than rare).
Angmar
There are many desolate lands in Middle-earth. Some have been left barren and lifeless by war or plague, others become the haunt of terrible creatures. These places are a warning to all creatures of good hearts, for this is the bleak future that Sauron promises for all of Middle-earth.

Chief of these forsaken lands is the realm of Angmar. It is a chill place of shadows and ghosts, a bitter land made over into the image of its ruler: the Witch-king. For a time, the armies of Angmar were unstoppable, but not a few of the foul creatures were defeated at the Lord of the Nazgûl's command. Even when his armies were finally defeated at the Battle of Fornost, many of the Witch-king's vassals were only scattered, not destroyed, and they fled back to the dark places as the armies of Men and Elves tended to their own wounds.

Few men live in Angmar now, for even the blackest-hearted rogues have fled to safer lands. Trolls stalk the neglected highways, ghosts lurk amid the ruins and barrow-kings hold court in crumbling palaces. Wisdom may dictate that the denizens of Angmar should be scourged from existence once and for all, but such an undertaking is nigh impossible. When an army ventures into Angmar, few creatures are drawn to the invaders like moths to a flame. No beacons are lit and no messengers sent, yet still they come, directed by the blackest of malice to slay and destroy. Even so far north, the will of Sauron holds sway.

At the end of the Third Age, Angmar lies quiet for the most part. Unless bent to the will of the Nazgûl or their dark master, its denizens are content to vie with one another for the crumbling territories. Yet still the rumours abound in neighbouring lands, tales of ghostly armies on the march, or of shadow-shrouded stalkers on the great road. With Sauron's will at work so broadly through Middle-earth, does Angmar stir once more to wakefulness?
Ghostly Legion

One to six companies.

60 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
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<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Ghosts</td>
<td>Spirit</td>
<td>6</td>
<td>3/-</td>
<td>3</td>
<td>5</td>
<td>8</td>
<td>1</td>
<td>5</td>
<td>-</td>
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<tr>
<td>Ghostly Captain</td>
<td>Spirit</td>
<td>Infantry</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
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Wargear

Being incorporeal creatures, Ghosts count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Command

The first company purchased is automatically the command company. The command company may have the following options:

- Ghostly Captain: 50 points
- Banner Bearer: 35 points

Special Rules

Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Ghostly Riders

One to six companies.

60 points per company

<table>
<thead>
<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tr>
<td>Ghostly Riders</td>
<td>Spirit</td>
<td>Cavalry</td>
<td>12</td>
<td>3/-</td>
<td>3</td>
<td>5</td>
<td>2</td>
<td>5</td>
<td>-</td>
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<tr>
<td>Ghostly Captain</td>
<td>Spirit</td>
<td>Cavalry</td>
<td>4/-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>2</td>
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</table>

Wargear

Being incorporeal creatures, Ghosts count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Command

The first company purchased is automatically the command company. The command company may have the following options:

- Ghostly Captain: 50 points
- Banner Bearer: 35 points

Special Rules

Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Spectral Host

One to four companies.

80 points per company

<table>
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<tr>
<th>Race</th>
<th>Type</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Spectres</td>
<td>Spirit</td>
<td>Infantry</td>
<td>8</td>
<td>2/-</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td>1</td>
<td>5</td>
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</tbody>
</table>

Wargear

Being incorporeal creatures, Spectres count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Special Rules

Spirit Grasp, Spirit Walk, Terror.

Sap Strength. Any enemy formation in base contact with one or more formations of Spectres at the start of the fight phase must pass a Courage test or have its Strength reduced to 1 for the remainder of the phase.
Carn Dûm Warband

30 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
<th>Mt</th>
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<tbody>
<tr>
<td>Barbarians of Carn Dûm</td>
<td>Man</td>
<td></td>
<td>6</td>
<td>4/-</td>
<td>3</td>
<td>4(6)</td>
<td>8</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Barbarian Chiefman</td>
<td>Man</td>
<td></td>
<td>5/-</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>3</td>
<td>2</td>
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</table>

Wargear
Each company has hand weapons, armour and shields.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Barbarian Chiefman 50 points
Banner Bearer 35 points
Hornblower 15 points

Special Rules
Berserk.

"...they were overcome by the evil king of Carn Dûm in the Land of Angmar..."
— Tom Bombadil,
The Lord of The Rings

Angmar Orc Warband

15 points per company

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
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</thead>
<tbody>
<tr>
<td>Orc Warrio</td>
<td>Orc</td>
<td></td>
<td>6</td>
<td>3/5+</td>
<td>3</td>
<td>8</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Orc Captai</td>
<td>Orc</td>
<td></td>
<td>4/-</td>
<td></td>
<td></td>
<td>2</td>
<td>3</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Angmar Shaman</td>
<td>Orc</td>
<td></td>
<td>3/-</td>
<td></td>
<td></td>
<td>1</td>
<td>3</td>
<td>1</td>
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</table>

Wargear
Each company has hand weapons. For +5 points per company, the entire formation may be given shields – increasing each company’s Defence to 3(5) – or bows, or two-handed weapons.

Command
The first company purchased is automatically the command company.
The command company may have the following options:

Orc Captain 50 points
Banner Bearer 50 points
Orc Drummer 25 points
Orc Taskmaster 25 points
Angmar Shaman 100 points

Magic
An Angmar Shaman knows all the Spells of Dismay. He has a Mastery level of 1.

Special Rules
Mob Rule. Orc companies provide +2 dice when supporting, not +1.

Court of Fallen Kings

120 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
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<th>R</th>
<th>C</th>
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</thead>
<tbody>
<tr>
<td>Barrow-wights</td>
<td>Spirit</td>
<td>8</td>
<td>3/-</td>
<td>3</td>
<td>7</td>
<td>8</td>
<td>2</td>
<td>5</td>
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</tbody>
</table>

Wargear
Being incorporeal creatures, Barrow-wights count as armed only with hand weapons, regardless of the equipment they are actually carrying.

Special Rules
Indomitable, Spirit Grasp, Spirit Walk, Terror, We Stand Alone.

Paralysing Touch. Each close combat hit caused by a company of Barrow-wights will cause a casualty, regardless of the foe’s Resilience.
Shade

100 points

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Shade | Spirit | Monster | 8 | 2/- | 1 | 7 | 1 | 1 | 5 |

**Wargear**

Being incorporeal creatures, Shades count as armed only with hand weapons, regardless of the equipment they are actually carrying.

**Special Rules**

Hard to Kill! Spirit Grasp, Spirit Walk, Terror.

Chill Miasma. All formations within 12" of the Shade, both friendly and enemy, have their Fight value reduced to 2, regardless of any other bonuses. Note that other penalties, such as for fighting with two-handed weapons, can reduce the Fight value further.

Werewolf Pack

120 points

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Werewolves | Spirit | Infantry | 10 | 7/- | 5 | 4 | 8 | 2 | 4 |

**Wargear**

Teeth and claws (hand weapon).

**Special Rules**

Indomitable, Terror, We Stand Alone.

Feral Charge. A charging Werewolf Pack receives +D6 bonus dice in the ensuing Fight phase, rather than +1.

Buhrdûr

125 points

**RACE** | **TYPE** | **M** | **F** | **S** | **D** | **A** | **R** | **C** | **Mt**
---|---|---|---|---|---|---|---|---|---
Buhrdûr | Troll | Monster | 8 | 7/5+ | 6 | 6 | 3 | 2 | 4 | 3 |

**Epic Actions**

Buhrdûr can use the following Epic actions as if he were an Epic Hero.

- Epic Strike
- Epic Strength

**Epic Strength.** Buhrdûr may call an Epic Strength at the start of the Fight phase. Until the end of the phase, Buhrdûr’s Strength is increased to 10.

**Wargear**

Massive jagged blade (hand weapon) and thrown weapons.

**Special Rules**

Ambusher, Terror, Very Hard to Kill!
Gûlavhar, the Terror of Arnor  

200 points

<table>
<thead>
<tr>
<th>RACE</th>
<th>TYPE</th>
<th>M</th>
<th>F</th>
<th>S</th>
<th>D</th>
<th>A</th>
<th>R</th>
<th>C</th>
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<tbody>
<tr>
<td>Gûlavhar</td>
<td>Sprint, Flying Monster 12</td>
<td>6/4+</td>
<td>7</td>
<td>5</td>
<td>4</td>
<td>2</td>
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</tbody>
</table>

**Epic Actions**
Gûlavhar can use the following Epic actions as if he were an Epic Hero.
- Epic Strike
- Epic Rage

**Wargear**
Fangs, claws and homicidal rage (hand weapon).

**Special Rules**
Terror, Very Hard to Kill!

Predator's Instinct. Gûlavhar may call a Heroic Fight without expending a Might point.

**Legendary Formation**
Single model.

---

**The Shadow of the Nazgûl**
An Angmar army is also allowed to choose the following Epic Heroes as if they were part of the Angmar army list (see page 163):

- The Witch-king of Angmar
- The Dwimmerlaik
- The Tainted