

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

WAR OF THE RING™ BATTLEHOSTS



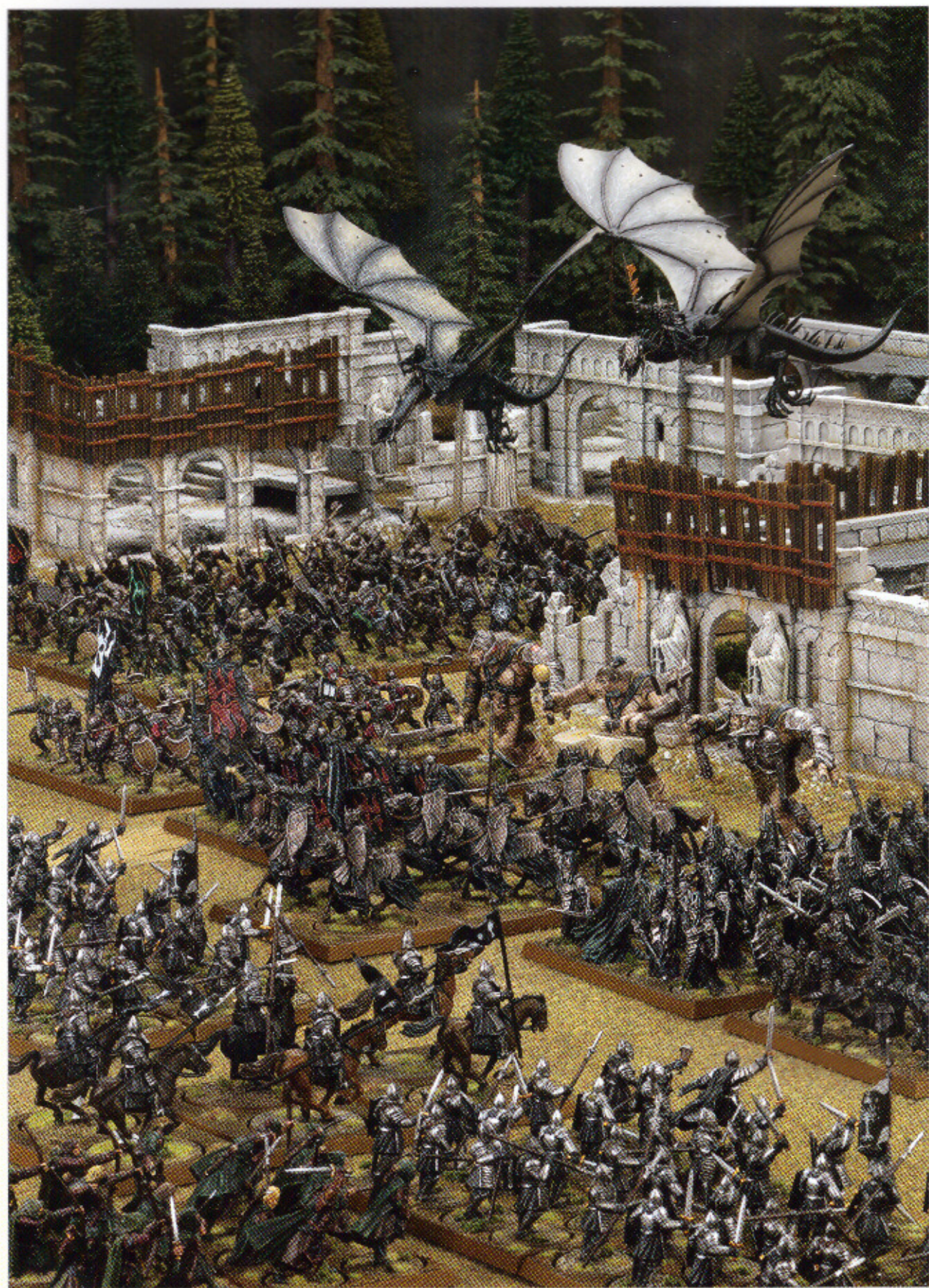
Unleash the Armies of Legend

WAR OF THE RING™
EXPANSION



GAMES
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NEW LINE GUNDAM



The army of Mordor pours out of a ruined city, intent on destroying all in their path.

WAR OF THE RING™ BATTLEHOSTS



By Robin Cruddace



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Introduction



Vast armies have been raised as the War of The Ring sweeps across Middle-earth. Foremost on the battlefields are commanding heroes – powerful champions who have gathered to them mighty battlehosts.

This book is an expansion for War of The Ring, one that enables you to group your formations into powerful units called battlehosts. These will form the core of your army, presenting you with a new way of collecting and personalising your forces, with extra abilities and tactics to exploit. Using this gaming supplement alongside the War of The Ring rulebook, you will be able to build and add battlehosts to your War of The Ring armies and use them in your battles for Middle-earth.



What's it all About?

Whilst the heroes and villains of Middle-earth inevitably get the glory (or infamy as the case may be), they do not often charge headlong into the fray without a band of trusty warriors at their side. Éomer does not ride to the aid of Helm's Deep single-handed, but at the head of a vast host of Rohirrim. When Lurtz hunts down the Fellowship of The Ring, he does so with a legion of battle-hungry Uruk-hai at his command. That is what this expansion is all about – warriors, be they heroic individuals or otherwise, who band together and in doing so become a more powerful fighting force. It is these groups of exciting personalities and combinations of troops that we call battlehosts and they make any War of The Ring army more evocative. This book presents you with some of the most iconic and inspiring of all battlehosts, those that fight to decide the very fate of Middle-earth.

Will you sweep aside your enemies with the Army of the Dead or crush all before you with a Mûmak War Herd? With battlehosts, the choice is yours.



How this Book Works

This book is divided into several sections. The focus of each section is detailed below:

What are Battlehosts?

This section explains what a battlehost is and how to include one (or more) of them in your armies and games of War of The Ring.

The Warriors of The Ring

The bulk of this book is split into ten parts, one for each of the factions involved in the War of The Ring. Each part contains:

Battlehosts: Powerful bands of warriors to personalise your War of The Ring collection and incorporate into your battles for Middle-earth. Each battlehost includes a description of its role on the battlefield along with details of any new special rules and abilities they can use to secure victory. In addition, every battlehost contains a selected showcase of its Heroes and warriors, gloriously painted by Games Workshop's famous 'Eavy Metal team. Here you will find colour schemes, heraldries and markings to inform and inspire the creation and painting of your own battlehosts.

Fortunes and Fates: Brand-new Fortunes and Fates to bolster your forces and unleash upon your opponent. Each of the ten factions found in the War of The Ring rulebook gains access to a unique range of new Fortunes or Fates. These pages, found at the back of each Faction's section, detail the Fortunes and Fates that can be used by your forces.



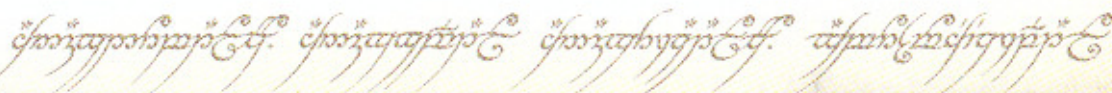
Unleashing Battlehosts

This section looks at collecting, painting and gaming with your battlehosts. Here you will find advice on building an army with battlehosts, ideas and suggestions for converting and personalising your miniatures, and tactics to unleash your new force on the battlefield. Also included are ideas and suggestions for including battlehosts in your War of The Ring scenarios, from pick-up, points-balanced games to the famous battles and events from The Lord of The Rings.

Find out more

While this book is the definitive guide to collecting and gaming with battlehosts in your War of The Ring army, there are always new painting ideas to try, more tactics to use and different battles to fight. The monthly magazine White Dwarf contains articles about all aspects of the Lord of The Rings hobby, and you can find articles specific to War of The Ring: Battlehosts on our website:

www.games-workshop.com





What are Battlehosts?

Battlehosts are the most heroic and powerful groups of formations to fight in the War of The Ring.

A battlehost consists of several formations from the War of The Ring rulebook. Battlehosts represent powerful groups of warriors and mighty warbands that fight side-by-side in Middle-earth, and in doing so become greater than the sum of their parts. Some battlehosts are based on the forces present during the pivotal battles of the War of The Ring, whilst others are mighty warbands that have joined forces to oppose, or enact, the evil will of the Dark Lord Sauron.

By grouping together warriors who have common foes and battle-skills, battlehosts help to add extra depth and character to your army. The warriors that make up a battlehost tend to have similar uniforms and markings; colour schemes that might well define the overall look of your entire army. Battlehosts also give you access to new special rules, creating powerful fighting forces and opening up a whole new series of strategies to exploit.

Create your Gondor force around the noble fiefdom of Dol Amroth, or base your Mordor army about the foreboding fortress of Barad-dûr. Amass Éomer's hard-hitting cavalry and recreate the devastating charges at Helm's Deep and the Pelennor fields. Add cunning gaming tactics to your legions of cruel Haradrim and bolster your brutal Uruk-hai with new abilities and powers. Whether you decide to unleash the fury of the Last March of the Ents or spread death and dismay with the dreaded Nazgûl, is up to you...

Using Battlehosts

The battlehosts presented in this book can be used in any game of War of The Ring. Including battlehosts in your army is simple. After you have chosen your faction, you can include any battlehosts from that faction, and from allied factions if you wish. You may take several battlehosts in the same army, but each battlehost can only be taken once.

A battlehost consists of several formations and Heroes from the War of The Ring rulebook, some of which must be taken if the battlehost is to be fielded, whilst others are optional. Each battlehost will clearly list the formations and Heroes it must include; having purchased them, you are free to include any of the optional formations that are listed. A formation or Hero that is not listed in a particular battlehost may not be included as part of it.

For a formation to be included in a battlehost it is sometimes necessary for it to contain a certain number of companies – this is indicated by a number in brackets after the name of the formation. Where there is no number it is assumed that the minimum size for each of these formations is a single company. You are free to buy any additional upgrades for any formations, including additional companies, as detailed in their individual entries in the War of The Ring rulebook.

Having purchased a battlehost's formations, you must then pay an additional points cost in order to field these formations as a battlehost. The points cost is indicated in the top-right hand corner of the page and takes account of all the additional special rules and abilities your warriors will gain. Having paid this premium, your battlehost is ready to take to the battlefield.

For an example, let us look at the Warg Riders of Isengard battlehost. This battlehost consists of Sharku's Hunters (which must contain at least 3 companies), and between 2 and 4 Warg Rider Warbands (each of which must contain 6 companies). To field this battlehost you will require 75 points (the battlehost's premium) plus the points cost of every company and upgrade (wargear and command options for example) in the battlehost.

Having selected all of your battlehosts, continue to build the remainder of your army as detailed in the War of The Ring rulebook.

Note that any of your battlehost's Epic Heroes (or Heroes leading a Legendary Formation) can be nominated as your army's leader if you wish. If none of your battlehosts contain a suitable leader, or if you wish your army to be led by a different character, just select one from the War of The Ring rulebook, as normal.

Battlehosts and the Decrees

Formations in a battlehost are ignored for the purposes of the Decree of Rarity. This may mean that your army ends up with more Rare formations than would normally be permitted. When building the rest of your army, simply ignore any Rare and Common formations and companies that are part of a battlehost.

Some battlehosts include formations from allied factions. For the purposes of the Decree of Allies these formations are ignored. However, if the battlehost itself is from an allied faction, then the total points cost of the battlehost counts towards the 25% points limit on allies that can be included in your army as normal.

Clearly it is not possible for your army to include the same Hero more than once; the Decree of Legends remains unchanged. If two different battlehosts require the same Epic Hero or Legendary formation in order to be fielded, you can take one or the other, but not both.

Heroes only gain the special rules for the battlehost they were originally bought with and a Hero cannot belong to more than one battlehost in the same army. It is of course possible that your opponent may include the same battlehosts and Heroes that you have taken. It goes without saying that during such games, your opponent's battlehosts and Heroes do not confer advantages onto formations in your army, and vice-versa. The two armies are fighting a battle to the death after all!



Deploying Battlehosts

Each battlehost counts as a single formation for the purposes of deployment and reinforcements. When deploying a battlehost, you should place all of its Heroes and formations on the board at the same time, making it clear to your opponent what the battlehost consists of. You will find that many of a battlehost's special rules only apply whilst they remain within a certain distance of their Heroes. As a result, it is often a good idea to deploy a battlehost's formations in close proximity to each other.

In games where you are using reinforcements, you can choose not to deploy a battlehost, having it arrive as reinforcements later on. You cannot, however, split a battlehost's constituent formations up – they either all deploy on the board or they all arrive as reinforcements. If during deployment you must roll to determine which formations can deploy and which must arrive as reinforcements, make a single dice roll for the entire battlehost. Similarly, if you must roll to determine when and where your reinforcements will arrive, roll for the entire battlehost as if it were a single formation and apply the result.

Battlehosts arrive as reinforcements as per the normal scenario rules, but with all formations in the battlehost arriving during the same Move phase. If one or more of these formations cannot be placed due to insufficient space, they will automatically arrive in the following turn from the same table edge as their parent battlehost – there is no need to roll for them again.

Because certain warriors act as scouts for their parent battlehost, formations that have the Ambushers ability are an exception to the normal rules for deploying a battlehost. Such formations can be deployed using the Ambushers rule as described in the War of The Ring rulebook. This means they can 'arrive' after their parent battlehost has deployed (or before, if reinforcements are being used).

Once a battlehost has been deployed, its constituent Heroes and formations can act completely independently, albeit with the additional bonuses and special rules afforded to them as listed on the battlehost page.

Battlehosts' Fortunes and Fates

This book introduces additional Fortunes and Fates that are specific to a particular faction.

If your army includes a battlehost from a particular faction, you may select any of that faction's Fortunes or Fates. If you include battlehosts from allied factions, you may also select Fortunes and Fates from their faction (and note that their points cost does not count towards the points limit on allies).

You can choose any combination of Fortunes and Fates, be they from this book or the War of The Ring rulebook, but the total number taken cannot exceed the limit your army is normally allowed to include. No Fortune or Fate can be duplicated in the same army.

The Warg Riders of Isengard ①

75 points + models ②

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① Title:

The name of the battlehost is presented next to an icon representing the faction to which it belongs.

② Points Cost:

In addition to the total points cost of the models in the battlehost, as listed in the War of The Ring rulebook, there is an extra points cost you must pay to field the battlehost.

③ Description:

This gives a description of the battlehost and its battlefield role, including details of who the warriors and Heroes are and why they fight together.

④ Battlehost:

This lists the formations and Heroes that must be included in the battlehost as well as the minimum number of companies each formation needs to include.

⑤ Special Rules:

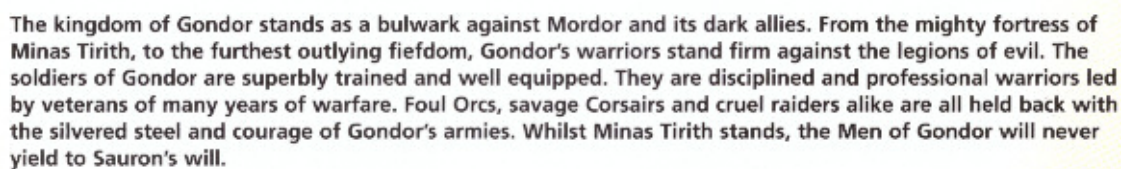
There may be special rules that apply to some or all of the formations in the battlehost. These are in addition to the 'usual' special rules, as described in the War of The Ring rulebook.

⑥ Diagram:

This diagram illustrates the core formations, companies and Heroes that make up the battlehost.

⑦ Showcase:

Shown here are a few examples of the Heroes and warriors that fight in the battlehost, including some details and descriptions of their banners, markings, uniforms and heraldry.





The Defenders of Minas Tirith

50 points + models

Gondor is under siege. Sauron's hordes assail the walls of Minas Tirith itself and Winged Nazgûl circle overhead like vultures to a corpse. The hearts and souls of Men are heavy with dread and their morale is starting to wane. Instead of leading his people in their hour of need, Denethor, Steward of Gondor has locked himself away, consumed by his own grief and despair. When all looks lost it is Gandalf who steps into the void, rallying Minas Tirith's warriors and rekindling the fires of hope. Whilst the commanding voice of the White Wizard can still be heard from the walls of Minas Tirith, the soldiers of Gondor will continue to fight.

BATTLEHOST

- Gandalf the White
- Peregrin Took, Guard of the Citadel
- 2-6 Minas Tirith Warriors formations (3+ companies)
- 1-3 Minas Tirith Archers formations (3+ companies)
- 0-1 Battlecry Trebuchet formation

SPECIAL RULES

Return to your Posts: As long as they are within 12" of Gandalf, all formations in this battlehost will automatically regroup in the Move phase.

Do Not Give in to Fear: As long as they are within 12" of Gandalf, all formations in this battlehost re-roll failed Terror tests. In addition, these formations re-roll their Panic test if they roll an 'Onset of Dismay' result.

Keep Firing! As long as they are within 12" of Gandalf when he calls a Heroic Shoot action, all formations in this battlehost also count as having called a Heroic Shoot. Note that this also affects Battlecry Trebuchets, even though they would not normally be able to call a Heroic Shoot.

*"...Gandalf took command of the last
defence of the City of Gondor..."*

- The Lord of The Rings





75 points + models

The Ecthelion Guard

In the heart of Minas Tirith stands the Tower of Ecthelion, a gleaming pinnacle of alabaster stone whose uppermost reaches touch the clouds. It is from this imposing citadel that the Stewards of Gondor rule, and through their efforts Minas Tirith has endured through many long years of war. The Tower of Ecthelion is ruled by Denethor and guarded by the very finest soldiers Gondor has to offer, warriors who have been tested against the evils of Mordor and have proven their valour time and again on the field of battle. They are equipped with the very finest weapons and armour that the White City has to offer, as befits their role as Gondor's elite. The bravest of troops necessitate the most able of commanders, and the Ecthelion Guard count amongst their number captains such as Boromir and Faramir, Denethor's own sons. With warriors such as these, the city of Minas Tirith has prevailed against all that Mordor has sent against it.

BATTLEHOST

- Denethor's Guard (3+ companies)
- 0-1 Boromir
- 0-1 Faramir
- 1-2 Guards of the Fountain Court formations (2+ companies)
- 2-4 Minas Tirith Warriors formations (3+ companies)
- 0-4 Citadel Guards formations

SPECIAL RULES

The Steward's Sons: As long as Denethor is within 12" of Boromir, his Broken Mind special rule is suspended. In addition, if Denethor calls a Heroic action whilst he is within 12" of Faramir and/or Boromir, Faramir and/or Boromir will automatically call a Heroic action of the same type without using any Might points.

Ecthelion's Finest: As long as they are within 12" of Denethor, all formations in this battlehost automatically pass their At the Double! tests and re-roll failed Terror tests.



Denethor's Guard (including Denethor and Beregond)



Minas Tirith Warriors



Minas Tirith Warriors



Guards of the Fountain Court



Denethor



Minas Tirith Warrior



Minas Tirith Banner Bearer

It is a great honour for a warrior of Minas Tirith to serve amongst the First Company, also known as the 'House of Ecthelion', whose captains are descended from the Stewards of old. Instead of silver, the trees upon their breastplates are a shining gold. So too are those upon their banners, gilded upon a field of purest white.

"...it is before the walls of Minas Tirith that the doom of our time will be decided..."

— Hlrgon, The Return of The King

Handwritten text in a stylized script, likely a decorative flourish or signature.



Rangers of Gondor predominantly wear dark greens and browns, the better to blend into the forested undergrowth of Ithilien whilst they scout enemy positions and prepare ambushes.



Faramir's Rangers

25 points + models

The heavily forested realm of Ithilien lies between the River Anduin and the Mountains of Shadow. When the armies of Mordor march against Gondor it is through the rugged land of Ithilien that they must first pass, and it is the Rangers of Gondor then that stand as the first line of defence. The Rangers of Gondor constantly patrol the woodlands of Ithilien and are experts with both sword and bow. These warriors act as autonomous units when on patrol, trained to assess an enemy's strength before launching their ambushes. The Rangers will eliminate those they can whilst reporting back to Faramir, their captain, when an enemy's strength is too great to overcome alone. When such a force is encountered, Faramir will muster as many Ranger warbands as he can to one of Ithilien's outposts, there to lead the counter-attack, personally and repel the wrath of Mordor from Gondor's borders.

BATTLEHOST

- Faramir
- Rangers of Ithilien
(3+ companies)
- 2-4 Rangers of Gondor formations
(3+ companies)

SPECIAL RULES

Forward Scouts: All formations in this battlehost have the Pathfinder (Master) and Ambushers abilities. In addition, if arriving from reinforcements, this battlehost can re-roll any dice roll that determines when and where it will arrive.

The First Line of Defence: As long as they are within 12" of Faramir, all formations in this battlehost are steadfast on a 5 or 6, instead of a 6.



"The road may pass, but they shall not! Not while Faramir is Captain."

– Mablung, Ranger of Ithilien, The Two Towers



The Garrison of Osgiliath

50 points + models

Many a fierce battle has been fought over the ruins of Osgiliath, for it acts as a bastion against Sauron's hordes. It is one of the only places where the mighty River Anduin is fordable by Mordor's armies and so is strategically vital. Indeed, Osgiliath is so important that Boromir himself, Gondor's boldest and most able captain, was tasked to recapture the war-torn outpost. Under Boromir's command, the Orc hordes were driven back across the River Anduin and the Steward of Gondor decreed that the ruined city be garrisoned lest it fall to Mordor once more. The struggle to hold Osgiliath rages still and those men posted to garrison the outpost learn quickly the art of fighting amongst the ruins, for those that don't soon feel the sting of Orcish blades. As the Shadow of Mordor looms ever closer the Garrison of Osgiliath stands ready for a new battle, perhaps it is the chief onslaught of the war that comes?

BATTLEHOST

- Boromir
- Osgiliath Veterans (3+ companies)
- 2-4 Minas Tirith Warriors formations (3+ companies)
- 0-2 Rangers of Gondor formations
- 0-2 Citadel Guards formations

"If the river is taken, if the garrison at Osgiliath falls, the last defence of this city will be gone."

— Gandalf, The Return of The King

SPECIAL RULES

Grizzled Veterans: As long as they are within 12" of Boromir, all formations in this battlehost are automatically steadfast if beaten in close combat by Orcs.

City Fighters: All formations in this battlehost have the Pathfinder (Mountains) special rule to represent their sure-footedness when scrambling over city ruins.

In addition, when occupying a terrain feature that is either ruins or a building, supporting companies from this battlehost contribute D3 attacks instead of just 1 (for both shooting and close combat) – roll separately for each company.



Boromir



Osgiliath Veteran



Captain of Minas Tirith



Osgiliath Veterans (including Cirion and Boromir)



Minas Tirith Warriors



Minas Tirith Warriors

Whilst many of the warriors that garrison Osgiliath are veterans, troops are continuously being posted there from Minas Tirith to bolster its defences. These new warriors incorporate green into their uniforms, the same as is worn by the Rangers of Gondor; their stalwart brothers in arms in the defence of Osgiliath. The White Tree of Gondor emblazoned upon the soldier's breastplates is also edged in this green, representing the hope and growth of Gondor in these dark times.



Prince Imrahil of Dol Amroth



Swan Knight of Dol Amroth



Foot Knight of Dol Amroth

Knights and Men-at-arms of Dol Amroth wear gleaming silver armour. Whilst the Knights bear white symbols on a deep blue field, Men-at-arms invert this palette, showing blue symbols on white. Swan emblems and motifs depicting the white Ships of Belfalas are commonly used symbols. The grey horses of Dol Amroth are swathed with blue caparisons bearing similar devices.



Swanhost of Dol Amroth

50 points + models

Mightiest and most influential of Gondor's fiefdoms is the land ruled by the inspirational Lord of Dol Amroth, Prince Imrahil. Like his people, Imrahil's ancestry can be traced back to the nobles of ancient Númenor. It is perhaps unsurprising then that the courage and skill at arms of the warriors of Dol Amroth are all but unmatched in the lands of Gondor. The swan-helmed knights, resplendent in their gleaming silver armour, epitomise the martial valour of Númenor that was, and every soldier is devoted to the protection of Dol Amroth and Gondor. When war marches upon the lands of Men, it is the lances and pikes of noble Dol Amroth that lead the counter-attack.

BATTLEHOST

- Prince Imrahil of Dol Amroth
- 2-4 Knights of Dol Amroth formations (3+ companies)
- 1-2 Foot Knights of Dol Amroth formations (3+ companies)
- 1-2 Men-at-arms of Dol Amroth formations (3+ companies)

The Men of the Outlands

If you include the Fiefdoms of Gondor (see page 13) and the Swanhost of Dol Amroth battlehosts in the same army, the Swanhost of Dol Amroth will gain the Stand United rule (see page 13) as if they were part of the Fiefdoms of Gondor battlehost.

SPECIAL RULES

The Lineage of Númenor: As long as they are within 12" of Prince Imrahil of Dol Amroth, all formations in this battlehost re-roll failed Courage tests. In addition, these formations ignore any negative modifiers to their Courage.

Amroth to Gondor: As long as they are within 12" of Prince Imrahil when he calls a Heroic Charge action, all formations in this battlehost also count as having called a Heroic Charge action. In addition, as long as they are within 12" of Prince Imrahil when he calls an Epic Charge action, all formations in this battlehost also count as having called an Epic Charge action.



Knights of Dol Amroth



Knights of Dol Amroth



Foot Knights of Dol Amroth



Men-at-arms of Dol Amroth



75 points + models

The Fiefdoms of Gondor

With the armies of Sauron spreading across Gondor, Minas Tirith has need of her allies like never before. The fiefdoms of Gondor are many and widespread, stretching from the Mountains of Mordor to the Great Sea. Though each is given leave to govern themselves, all are sworn to the defence of Minas Tirith in times of peace and war. To this end, when the Beacons of Gondor are lit and the call for assistance is answered by all the fiefdoms of that realm. From neighbouring Lossarnach to lands as distant as Pinnath Gelin do the men of the Outlands march to reinforce the White City, there to stand united against the darkness that, if unopposed, threatens to destroy them all.

BATTLEHOST

- 1-2 Axemen of Lossarnach formations (3+ companies)*
- 1-2 Clansmen of Lamedon formations (3+ companies)
- 1-2 Rangers of Gondor formations (3+ companies)
- 1-2 Minas Tirith Warriors formations (3+ companies)
- Blackroot Vale Archers (3+ companies)
- 0-1 Wardens of the Keys

*One Axemen of Lossarnach formation must include Forlong the Fat.

SPECIAL RULES

For Gondor! As long as they are within 12" of Forlong the Fat when he calls a Heroic Fight, all formations in this battlehost also count as having called a Heroic Fight.



Stand United: If two or more formations from this battlehost are fighting against the same enemy formation in the Fight phase, they all receive a +1 bonus to their Fight value.

Aim for their Eyes: Duinhir's Blackroot Vale Archers felled Mûmakil by shooting at the monster's eyes. When fielded as part of this battlehost, Blackroot Vale Archers' shooting attacks gain a +1 bonus to any rolls on the Hard to Kill table (or equivalent).

The Men of the Outlands

If you include the Fiefdoms of Gondor and the Swanhost of Dol Amroth battlehosts (see page 12) in the same army, the Swanhost of Dol Amroth will gain the Stand United rule as if they were part of the Fiefdoms of Gondor battlehost.



Axemen of Lossarnach (including Forlong the Fat)



Blackroot Vale Archers (including Duinhir)



Rangers of Gondor



Minas Tirith Warriors



Clansmen of Lamedon



Forlong the Fat



Duinhir



Warrior of Minas Tirith



Ranger of Gondor

The Soldiers of Gondor wear the colours of the Fiefdom in which they were recruited. Archers from the Blackroot Vale are swathed in grey cloaks and dark blue tunics whilst Pinnath Gelin Spearmen don lacquered green armour. The Rangers of Pelargir wear scarlet tunics and sometimes replace their green cloaks with black ones when patrolling city streets.



Army of the Dead

In centuries past, the folk of what would later be called the Dwimorberg pledged their allegiance to fight the minions of Sauron. However, when battle was joined they refused to fight and in doing so became oathbreakers. They were cursed by Isildur, doomed to wander the halls of their homes in a deathless state. Centuries later Aragorn, Isildur's heir, summons the cursed dead to the Stone of Erech and offers the damned a chance to fulfil their oath and have peace. Not even the malice-filled King of the Dead can refuse the prospect of breaking their tormented bondage and now a ghostly army follows Aragorn, their spectral blades as deadly as any of forged iron.

BATTLEHOST

- Court of the Dead King (3+ companies)
- 2-4 Warriors of the Dead formations (3+ companies)
- 0-2 Riders of the Dead formations

An Alliance of Living and Dead

If you include both the Return of The King (see page 15) and the Army of the Dead battlehosts in the same army, the Army of the Dead will gain the For Gondor! For the King! rule (see page 15) as if they were also part of the Return of The King battlehost.

SPECIAL RULES

Regain Your Honour: The Warriors of the Dead fight without any thought other than the destruction of their enemies, so eager are they to fulfil their oath and earn eternal rest. As long as they are within 12" of the King of The Dead, all formations in this battlehost have the Berserk rule.

Terror Incarnate: Enemy formations that are charged by two or more formations from this battlehost suffer a -1 penalty to their resulting Terror tests. In addition, enemy formations that lose a fight against a formation from this battlehost will suffer an Onset of Dismay result on a roll of a 1 or 2, instead of just a 1.



King of the Dead



Warrior of the Dead



Warrior of the Dead
Banner Bearer



Warrior of the Dead



Court of the Dead King (including King of the Dead)



Warriors of the Dead



Warriors of the Dead

"I am Isildur's heir. Fight for me and I will hold your oath fulfilled. What say you?"

— Aragorn, The Return of The King



The Return of The King

75 points + models

As Sauron's forces threaten to destroy Minas Tirith, Aragorn, son of Arathorn and heir to the throne of Gondor, has returned. Aragorn has journeyed far and endured much, but he has not travelled such an epic quest alone. The Dúnedain, the dour Rangers of the North, answer their lord's summons, as do the brave men of Gondor's southern fiefdoms, such as Angbor the Fearless and the Clansmen of Lamedon. Neither is it just men that accompany Isildur's Heir; the Elves Elladan and Elrohir have fought besides Aragorn and his kinsmen for many years and they will not abandon them now, and ever at his side stand the stalwart Legolas and Gimli, accompanying the King as he returns to Gondor in its hour of greatest need. Thus does Aragorn, Gondor's rightful King, return to the White City at the head of a mighty army.

BATTLEHOST

- The Three Hunters OR Aragorn, Gimli and Legolas
- Elladan
- Elrohir
- The Grey Company
- 2-4 Clansmen of Lamedon formations (2+ companies)*

*One Clansmen of Lamedon formation must include Angbor the Fearless.

An Alliance of Living and Dead

If you include both the Return of The King and the Army of the Dead battlehosts (see page 14) in the same army, the Army of the Dead will gain the *For Gondor! For the King!* special rule as if they were also part of the Return of The King battlehost.

SPECIAL RULES

The Turning of the Tide: Aragorn's arrival marks the turning of the tide for the forces of Good, snatching victory from the jaws of defeat. You may only use the Turning of the Tide special rule once per game. If you lose a fight involving a formation in this battlehost roll a D6 – on a 4+ (2+ if Aragorn is in the fight) your side is now treated as having won that fight.

Surprise Assault: The arrival of Aragorn and his kinsmen is as unexpected as it is terrifying for Sauron's forces. As long as they are within 12" of Aragorn, all formations in this battlehost have the Terror rule.

For Gondor! For the King! As long as they are within 12" of Aragorn, all formations in this battlehost re-roll To Hit rolls of a 1 in a fight.



Aragorn



Clansman of Lamedon



Halbarad



Grey Company

The Grey Company are named for both their grim demeanour and the grey cloaks they wear. They are forbidding men, grim of face and worn as weathered rocks.



The Three Hunters



The Grey Company (including Elladan, Elrohir and Halbarad)



Clansmen of Lamedon (including Angbor the Fearless)



Clansmen of Lamedon

"Aragorn has need of his kindred. Let the Dúnedain ride to him..."

– Gimli, The Lord of The Rings

Handwritten text in a stylized script, likely representing the title 'The Return of The King' in a fictional language.



Gondor Fortunes

These are additional Fortunes that you can select as long as your army contains one or more battlehosts from the Gondor army list.

Horn of Gondor

100 points

The sonorous blasts of this war-horn are enough to drain the bravest foe of resolve.

Persistent effect. Choose one Gondor Epic Hero in your army to carry the Horn of Gondor. This Hero counts as a Hornblower and causes Terror.

Spiritbane Weapons

100 points

These enchanted blades were forged many long years ago by the Men of the Westemnet to aid them in their struggle against the evil Witch-king of Angmar and the living dead cannot abide the touch of such weapons. Who knows how many such weapons lie hidden and forgotten in Middle-earth, awaiting a time when they will be needed once more?

Persistent effect. Choose one Gondor formation in your army (excluding Warriors of the Dead, Riders of the Dead of the Court of the Dead King). That formation gains the Spiritbane special rule.

The Valour of Númenor

75 points

The blood of Númenor is not yet spent in the land of Gondor, and its people have not yet forgotten all pride and dignity.

Intervention. Use this Fortune at the beginning of any Fight phase. Nominate one of your Gondor infantry or cavalry formations. For the remainder of the turn, the nominated formation will strike at the same time as cavalry (if it is infantry) or as monsters (if it is cavalry).

Barded Warhorses

75 points

Gondor's nobles can equip their warhorses with fine barding, cladding their steeds in the same steel as the knights who ride them.

Persistent effect. Choose one formation of either Minas Tirith Knights or Knights of Dol Amroth in your army. That formation's Defence characteristic is increased by 1.

Swan Banner of Dol Amroth

75 points

The distinctive blue banner of the Lord of Dol Amroth is a potent reminder to the Men of Minas Tirith that they do not stand alone against the evil of Sauron.

Persistent effect. Choose one formation of either Foot Knights of Dol Amroth or Knights of Dol Amroth in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game. In addition, if Prince Imrahil of Dol Amroth is in the same company as this banner, his Inspiring Leader special rule will affect all friendly formations of Men within 18".

Stand, Men of the West!

75 points

The courage of Men will not fail this day...

Intervention. Use this fortune immediately after one of your formations of Men loses a fight. That formation is automatically steadfast.

Siege Captain

50 points

The Siege Captains of Gondor spend their entire lives training in the art of siege and their mastery with artillery is second to none.

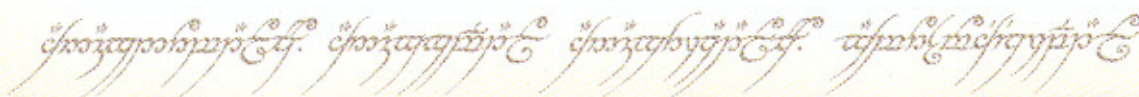
Intervention. Use this Fortune at the beginning of the Shoot phase. Nominate one of your Gondor formations with the Artillery special rule. For the remainder of that turn, the nominated formation adds +1 to any rolls on the Artillery table (including the Avenger Bolt Thrower table).

Hidden Weapons Cache

25 points

Armouries and forges are not commonplace outside of Gondor's cities and so many veterans, especially Rangers, have come to rely on hidden stores of weapons to replace their broken swords and replenish their arrows.

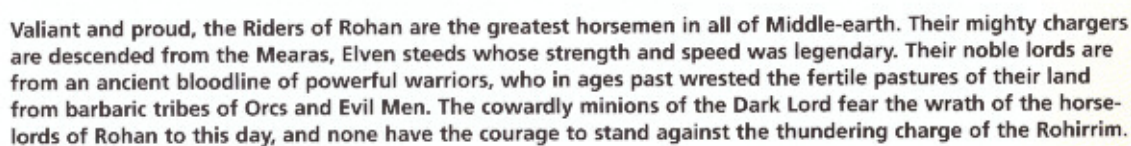
Persistent effect. Before forces are deployed on the board, nominate a single building or ruin. Any unit (friend or foe) that occupies this feature counts as having bows, shields and two-handed weapons in addition to its normal equipment. Be sure to tell your opponent which weapon the formation will be using in a fight.





Warriors of Gondor launch a counter-attack into the lands of Harad

၎င်းတို့သည် နေရာတိုင်း၌ နေထိုင်ကြသည်။





Théoden's Guard

75 points + models

Every young Rider of Rohan dreams that one day he will distinguish himself enough to be chosen to join the King's own bodyguard. That is the greatest honour that a Rohirrim can ever hope to achieve – to ride at the side of the King himself, to one day have the chance of performing some great deed under the eyes of the Lord of the Mark. For to be praised by the King in front of his reunited companions in the Great Hall of Meduseld is indeed the highest boon that a warrior can be granted. And whether this praise is going to be granted to them in person, or posthumously, is immaterial to the loyal knights.

BATTLEHOST

- Théoden, King of Rohan
- 0-1 Déorwine, Captain of the Royal Guard
- The King's Guard (3+ companies)*
- 1-3 Royal Knights formations (3+ companies) OR 1-3 Rohan Royal Guard formations (3+ companies)*

*Note that this battlehost can consist of either cavalry or infantry, but not both. The King's Guard must include Gamling with the Royal Standard of Rohan

SPECIAL RULES

For the King! As long as they are within 12" of Théoden, all cavalry formations in this battlehost benefit from the Earth-shaking Charge rule on a roll of 4+ rather than 6.

Fear no Darkness! As long as they are within 12" of Théoden, all formations in this battlehost ignore any negative modifiers to their Courage value.



Théoden



Gamling



The King's Guard (including Théoden and Gamling)



Royal Knights



Rohan Royal Guard



"Let this be the hour when we draw swords together. Fell deeds awake. Now for wrath! Now for ruin! And a red dawn!"

– Théoden, The Two Towers

All of the hand-picked Rohirrim that have the honour of riding with the King of Rohan as his personal bodyguard receive a shield with burnished gold leaf detailing. This symbol of duty and strength, as well as their fighting prowess and courage, sets them apart from the other Riders.

The Lord of Westfold, Erkenbrand, is a great warrior and it is said that the blood of Helm Hammerhand flows true in his veins. His courage and feats of heroism are legend in Rohan and those who fight by his side endeavour to live up to his qualities. Wherever Erkenbrand's distinctive red shield is seen, Men know that hope is not yet lost, for wherever he goes, the spears of the Westfold will surely follow. Erkenbrand bravely led the defence of the Westfold, from the tragedy at the Fords of Isen where Isengard openly declared war against Rohan, to the legendary siege of Helm's Deep where his warriors arrived just in time to take vengeance for the devastation of their homeland by crushing the army of the White Hand.

- Erkenbrand's Riders OR
Erkenbrand, Captain of the Westfold
- 3-6 Riders of Rohan Éoreds
(3+ companies)

Lord of the Westfold: As long as they are within 12" of Erkenbrand, all formations in this battlehost re-roll failed Terror tests.

As long as they are within 12* of Erkenbrand, all formations in this battlehost strike at the same time as monsters.



Erkenbrand's Riders (including Erkenbrand)



Riders of Rohan



Riders of Rohan



Riders of Rohan



Erkenbrand



Erkenbrand's Banner Bearer

Erkenbrand's shield bears the symbol of the white horse of Rohan on a bright red field. The Riders of the Westfold honour their leader by displaying similar markings on their own shields and banners, a detail which makes them stand out amongst the other warriors of Rohan.

"Down from the hills leaped Erkenbrand, lord of the Westfold."

– The Two Towers



Éomer



Éomer's Banner Bearer

The riders under the control of Éomer, Third Marshal of the Riddermark, can be easily distinguished by their banners, all depicting the star and horse heraldry of Rohan. Éomer's own colours, a deep scarlet, are proudly shown on his personal banner and are borne into battle by a favoured warrior of the Riddermark.



Éomer's Knights

25 points + models

Though estranged from the Court of Rohan due to the machinations of Grima Wormtongue, Éomer, a Marshal of the Riddermark, could never truly abandon his homeland. Thus he and his Éored resolved themselves to patrolling Rohan's borders, holding back the Orcs, Uruk-hai and Dunlendings who were rampaging through the realm of the horse-lords. When Gandalf brings word to Éomer that his uncle, the King of Rohan, is besieged in Helm's Deep, no time is wasted in riding to their rescue. Led by the legendary White Rider, Éomer's Knights became nigh unstoppable. As they charged the enemy, Evil creatures felt their resolution falter. The tightest pike block and the sturdiest shield wall broke apart as many of the minions of Evil turned tail and ran in the face of such a sight – their formation irredeemably disrupted, weakened and ripe for destruction.

BATTLEHOST

- Éomer, Marshal of the Riddermark
- 0-1 Gandalf the White
- 4-6 Riders of Rohan Éoreds
(3+ companies)

SPECIAL RULES

Run them Through: As long as they are within 12" of Éomer when he calls a Heroic Charge, all formations in this battlehost also count as having called a Heroic Charge.

Light of Battle: If Gandalf is included in this battlehost, then he gains the Light of Battle rule. As long as they are within 12" of Gandalf, all formations in this battlehost will never lose their charge bonus for charging pike-armed enemy formations.

"Rohirrim! To the King!"

– Éomer, The Two Towers



Riders of Rohan (including Éomer)



Riders of Rohan



Riders of Rohan



Riders of Rohan

Rohan Fortunes



These are additional Fortunes that you can select as long as your army contains one or more battlehosts from the Kingdom of Rohan.

Horns of the Rohirrim

125 points

The sonorous sound of the hunting horns of Rohan is a herald of relief and succour for its allies, and a sign of impending doom for its enemies.

Intervention. Use this Fortune at the beginning of any Priority phase. Until the beginning of your following turn, all friendly Rohan formations with a Hornblower cause Terror.

Now for Wrath, Now for Ruin!

75 points

After a rousing speech from their lord, the Riders of Rohan charge forwards like a bolt of lightning, running down all in their path.

Intervention. Use this Fortune immediately before rolling for the charge distance of one of your Rohan cavalry formations. That roll is automatically a 6 – unstoppable charge!

An End Worthy of Song

50 points

The heroic sacrifice of one of their champions inspires the men of Rohan to great acts of valour.

Intervention. Use this Fortune when one of your Rohan Heroes is slain in a Heroic Duel, just before removing the model. All friendly Heroes within 12" of the dying model immediately gain a point of Might. This can even raise a Hero's Might above his starting value!

Legendary Throw

50 points

Knowing that monsters will wreak carnage if not stopped, a Horse-lord rises in his stirrups and, with a cry, casts his spear into the heart of the mighty beast.

Intervention. Use this Fortune during one of your Shoot phases. Pick a single enemy monster within 6" of one of your Rohan Heroes. Roll a dice, on a 2+ the throw strikes true and wounds the creature – immediately roll on the Hard to Kill! table (or equivalent), and apply the result to the monster.

The Strength of the Mearas

50 points

The horses of Rohan are descended from the lords of horses and some of their strength still flows through the veins of these noble steeds.

Persistent effect. Choose one Rohan cavalry formation in your army – their Strength is now increased by 1.

Bring it Down!

25 points

This Éored has been especially trained to hunt and destroy the Trolls and other monsters that infest the southern foothills of the Misty Mountains. These brave warriors have slain many foul creatures that would otherwise be free to prey upon the people of Rohan.

Persistent effect. Choose a single Common Rohan infantry or cavalry formation in your army. This formation re-rolls any To Hit rolls of a 1 when fighting against monsters.

Defensive Stakes

25 points

The Men of Rohan sometimes bolster their defences with sharpened stakes hammered into the ground. Though simple, they are extremely effective.

Persistent effect. Before forces are deployed on the board, nominate a single defensible terrain feature that is either a building or ruins. Any formation (friend or foe!) occupying the terrain feature counts as being armed with pikes in addition to their normal equipment.

Headstrong Young Ones

25 points

The young Riders in this Éored are more than eager to prove themselves on the fields of battle.

Persistent effect. Choose one Common Rohan cavalry formation in your army. Every time this formation rolls an unstoppable charge result, its companies get D6 extra attacks rather than D3.

Lord of Horses

25 points

Gandalf's noble mount is none other than Shadowfax, lord of horses. In his presence, the steeds of the Rohirrim seem to gallop stronger and faster.

Persistent effect. While Gandalf the White is with a formation of Rohan cavalry, that formation automatically passes their At the Double! tests.



Handwritten Rohan script at the bottom of the page.



Elven Kingdoms



The wisdom and martial skill of the Elves is without equal by the mortal races of Middle-earth. They are graceful and majestic beings, infused with an inner glory that Evil creatures tremble before. For many centuries have the Elven Kingdoms battled the minions of Sauron and though the numbers of the Elves are dwindling, they remain powerful foes that oppose the will of the Dark Lord. The Elves stand ready to protect Middle-earth against the evil that draws near, now as they have always done.



Thranduil's Host

The Wood Elves from the Halls of Thranduil, deep in the heart of Mirkwood, are staunch supporters of the fight against Sauron. Indeed they are at the very forefront of such battles, for the evil, haunted realm of Dol Guldur lies upon the doorstep of their realm. It is a brave foe indeed who trespasses into the woodland realms of the Elves, for their warriors constantly patrol their borders and they are skilled indeed with the bow. Thranduil's kin are canny foes who strive to outmanoeuvre and ambush their unsuspecting enemies piecemeal rather than face them in bloody, open combat. To this end, the graceful Elves move invisibly through the woodland, completely silent but for feigned voices and mystical songs that lure their quarry into carefully prepared traps. Without warning, the Wood Elves strike their targets down with efficient volleys of arrows, killing their enemies without ever being seen.

BATTLEHOST

- Thranduil, King of Mirkwood
- 0-1 Legolas, Prince of Mirkwood
- 1-2 Mirkwood Sentinels formations
- 3-6 Wood Elf Warbands
(3+ companies)

*"...they say you breathe so loud that they
could shoot you in the dark."*

- Legolas, The Lord of The Rings

SPECIAL RULES

Woodland Stalkers: All formations in this battlehost can use the Ambushers special rule, but can only do so in woods or forests.

Tree Folk: All formations in this battlehost receive an additional +1 to their Defence bonus when occupying a defensible terrain feature that is either woods or forests.

Thranduil's Nobles: Thranduil is accompanied by the noblest warriors of his realm. As long as they are within 12" of Thranduil, all formations in this battlehost re-roll failed Courage tests.



Thranduil



Minkwood Sentinel



Wood Elf Warrior



Mirkwood Sentinels



Wood Elf Warband (including Thranduil)



Wood Elf Warband



Wood Elf Warband

The Elves of Mirkwood are, just like Thranduil and his son Legolas, fair of hair. These Elves eschew the glittering armour plate that some of their kin are known to don, preferring instead to rely upon stealth and manoeuvrability for protection. The tunics and clothing of such Elves are earthy in colour, matching the greens, browns and silver-birch greys of their woodland realm. Their Elven cloak, often clasped by a gold or green brooch, are likewise coloured although there are those that swear that the very fabric shifts in tone and hue to blend into their surroundings.



Galadriel



Celeborn



Galadhrim Warrior



Galadhrim Archer

The Guardians of the White Lady have sworn to give their lives to protect Galadriel, Queen of Lothlórien. They wear cloaks of purest white and armour of gleaming silver. It is said that their bow-strings each contain several strands of the Queen's own hair.



Lothlórien Warhost

75 points + models

The woodland realm of Lothlórien is the greatest of all Elven realms that remain in Middle-earth. It is through the martial skill of its warriors and the secret strength that is hidden amongst its glades that this place of power has endured against all the evils that have beset it. However, it is more than Elven steel and slender-arrow that guard Lothlórien, for it is here that some of the wisest and noblest of Elves dwell and they wield mighty magic. Most powerful of them all is the Lady Galadriel. Descended from the mightiest of Elvenkind her power is terrible to behold. Whilst the Elves of Lothlórien remain in Middle-earth they will protect the lands of the Free Peoples and oppose the Dark Lord.

BATTLEHOST

- Galadriel, Lady of Lothlórien OR Galadriel, Protectress of Lothlórien
- Celeborn, Lord of Lothlórien
- 3-4 Galadhrim Regiments (3+ companies)
- 1-2 Galadhrim Knight Regiments (3+ companies)
- 1-2 Galadhrim Archer Regiments (3+ companies)
- 0-1 Guardians of Caras Galadon
- 0-2 Guards of the Galadhrim Court

SPECIAL RULES

More than Songs and Arrows Protect Us:

Whenever a Hero from the Lothlórien Warhost attempts a Will of Iron roll, he may add +1 to the result if he is within 12" of Galadriel.

The King and Queen of Lothlórien: If Celeborn and Galadriel are in the same company and their formation makes a successful charge, the enemy must take the ensuing Terror test on three dice, discarding the highest result.



Galadhrim Regiment (including Galadriel and Celeborn)



Galadhrim Regiment



Galadhrim Regiment



Galadhrim Archer Regiment



Galadhrim Knight Regiment



Rivendell Guardians

50 points + models

The Haven of Rivendell stands as a bastion of light in a world that has dwelt for too long under Mordor's shadow. It is a tranquil place of wisdom and healing that is veiled with power, for this is the home of Elrond, Master of Rivendell and greatest of the lore-masters in Middle-earth. Elrond was present during the Last Alliance of Men and Elves where he was the herald of the High King Gil-galad himself. Elrond has ever strived to see an end to the threat of Sauron and he and his warriors have been fighting against the Dark Lord and his Orcs for many long years. Elrond is aided by a council of the wisest Elves, chief amongst whom is Erethor, an esteemed member of the White Council. Together they have forged plans to thwart Sauron's devilry and Elves from all over Middle-earth travel to Rivendell to give what aid they can. Now that the forces of Mordor are once more in ascendancy, Middle-earth has need of the wisdom and swords of Rivendell like never before.

BATTLEHOST

- Elrond
- Rivendell Guard
- 1-2 High Elf Archer Regiments (3+ companies)
- 1-4 High Elf Regiments (3+ companies)
- Gildor's Household (3+ companies)
- 0-2 High Elf Cohorts

"...there is power in Rivendell to withstand the might of Mordor..."

— Gandalf, The Lord of The Rings

SPECIAL RULES

Tangado haid! With a cry, Elrond orders his warriors to hold their positions and slay the Orcs. As long as they are within 12" of Elrond, all formations in this battlehost re-roll any To Hit rolls of a 1 against Orcs. In addition, as long as Elrond is alive, formations of Orc infantry do not receive any bonus dice for charging against formations from this battlehost.

The Wisdom of Rivendell: If Elrond and Erethor are in the same company in the Priority phase, and the roll-off to determine priority results in a draw (after any other modifiers), do not re-roll the dice – the Good side is assumed to have won the result instead.



Rivendell Guard (including Erethor)



High Elf Regiment (including Elrond)



High Elf Archer Regiment



Gildor's Household (including Gildor)



Elrond



Gildor

Gildor and his household are frequent travellers to Rivendell and staunch supporters in the fight against evil. Gildor has often aided the Elves of Rivendell and holds both Elrond and Erethor in high esteem. When fighting alongside their Rivendell cousins, Gildor's Elves are clothed in white robes to honour Erethor's position in the White Council.



Erethor



High Elf



Haldir



Galadhrim Archer



Haldir's Banner Bearer

Whilst his archers are swathed in the deep blue cloaks that mark them as the warriors of Lothlórien, Haldir wears a cloak of blood red. Haldir's warriors also incorporate this symbolic colour into their own golden armour.



Haldir's Archers

50 points + models

As the sound of horns are heard approaching the fortress of Helm's Deep, the beleaguered defenders at first fear that the dread legions of Uruk-hai have finally arrived. However, it is no Orc-horn that is heard and the Rohirrim instead receive some most unexpected allies. A column of Elves has marched to the succour of Men. At the head of the column stands Haldir whose faith in the alliance that once existed between Men and Elves is so great that he willingly volunteered to lead his warriors to stand side-by-side with the defenders of Helm's Deep. Haldir's detachment is quick to man the Deeping Wall where they are advised by their Mirkwood cousin Legolas of the weak spots of their opponent's armour. To a mere Man such knowledge would be worthless, but Elves are expert shots, able to exploit such vulnerabilities. With warriors such as these to oppose Saruman's army, Helm's Deep may still have a chance.

BATTLEHOST

- Haldir's Elves OR Haldir, Guardian of Lórien
- 0-1 Legolas, Prince of Mirkwood
- 2-4 Galadhrim Archer Regiments (3+ companies)

SPECIAL RULES

An Alliance of Elves and Men: The sight of Elves fighting alongside them raises the hearts of Men. Haldir has the Inspiring Leader (Elves and Men) ability.

Shoot Where their Armour is Weakest: As long as they are within 12" of either Haldir or Legolas in the Shoot phase, all formations in this battlehost re-roll failed To Hit rolls against Uruk-hai.



Haldir's Elves (including Haldir)



Galadhrim Archers



Galadhrim Archers

"We are proud to fight alongside Men once more."

— Haldir, The Two Towers

Elven Kingdoms Fortunes



These are additional Fortunes that you can select as long as your army contains one or more battlehosts from the Elven Kingdoms.

Star-glass 125 points

These glass phials glow as brightly as a silver flame, a light so pure that evil creatures cannot abide its glare.

Persistent effect. Choose one Elf Hero or Epic Hero in your army – this is the bearer of the Star-glass. Enemy formations wishing to charge a formation containing this Hero must re-roll any successful Terror tests. In addition, such is the blinding light of the Star-glass that enemy Heroes (including Epic Heroes and Monstrous Heroes) that fight in a Heroic Duel against the bearer suffer a -1 penalty to their Fight value.

The Standard of Lothlórien 75 points

The intricate standard of Lothlórien is a symbol of the glory of an age past when the Elves' power was at its height in Middle-earth.

Persistent effect. Choose one formation of Elves in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game. In addition, if either Galadriel (Lady of Lothlórien or Protectress of Lothlórien) or Celeborn is in the same company as this banner then they gain the Inspiring Leader (Elves) special rule.

Enchanted Stone 50 points

Many Elven lords possess a beryl, an enchanted Elf-stone that shines a bright green wherever evil lurks. With such stones the Elves are forewarned of trespassers and can ambush the ambushers.

Intervention. Use this Fate after an enemy formation with the Ambushers special rule deploys within 24" of any of your formations of Elves. Select one of your longbow-equipped units that is within range and line of sight of the ambushing unit. The nominated unit may immediately shoot the ambushers – this is an additional, but out-of-sequence, round of shooting and does not prevent the formation shooting again in the Shoot phase. In addition, such is the surprise of the ambushers at being caught that they receive no Defence bonus from the terrain against these attacks.

Galadhrim Cloaks 50 points

It is hard for even the keen eyes of the Elves to see those clad in these enchanted cloaks.

Persistent effect. Choose one Elvish formation in your army. That formation now counts as having enchanted cloaks. Formations that already have enchanted cloaks gain the Ambushers special rule.

Spiderbane Weapons 25 points

Forged by the Elves during their struggle against the spiders of Dol Guldur, these weapons carry enchantments to slay foul arachnids.

Persistent effect. Choose one formation of Elves in your army. That formation gains the Spiderbane special rule.

Sacred Haven 25 points

Most denizens of Middle-earth fear the Elven realms as much as they fear the Elves themselves, and do not willingly enter such havens.

Persistent effect. Before forces are deployed on the board, nominate a single building, ruin or forest. Enemy formations must pass a Courage test to move through or occupy this terrain feature.

The Mirror of Galadriel 25 points

From the glittering reflections in this silvered basin visions of the future are revealed to the White Lady of Lórien.

Intervention. Use this Fortune at the beginning of any Priority phase in which players need to roll-off to determine priority. The player using this Fortune rolls two dice and selects the highest when determining who has the priority during this turn.

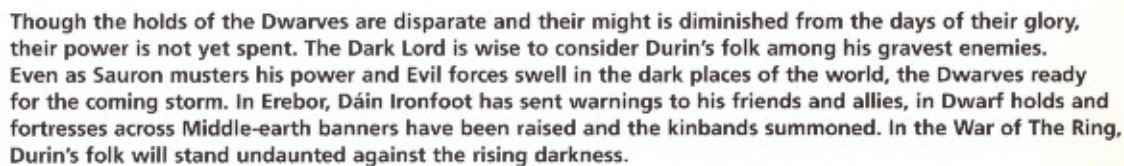
Wisdom of the Firstborn 25 points

The wisdom of the Elves gives them an innate understanding of magic.

Intervention. Use this Fortune in the Move phase before any of your spellcasters uses a magical power. Select one of your Elvish spellcasters. For the remainder of that turn that spellcaster may re-roll any failed Focus rolls.



Elven script at the bottom of the page.





75 points + models

The Host of Erebor

Sauron's bribery has failed and his threats have fallen on deaf ears. Dáin Ironfoot, King Under the Mountain has refused his overtures of peace and instead turns to the council of the wise, warning them of the shadows rising in the east. Erebor is now the greatest fastness of the Dwarves, and there Dáin is gathering a mighty throng, faithful kinsmen whose loyalty is as strong as the Dwarf-forged armour they wear and whose warrior-skills are as sharp as the axes they wield. When Sauron's armies come to Erebor, as Dáin is sure they will, they will find a foe undaunted by the Dark Lord's malice, for while the King Under the Mountain still draws breath, the Dwarves will fear no evil.

BATTLEHOST

- Dáin Ironfoot
- 0-1 King's Champion
- Múrin's Guard
- 2-4 Dwarf Warrior Kinbands (3+ Companies)
- 1-2 Dwarf Archer Kinbands (3+ Companies)
- 0-2 Khazad Guard Kinbands



SPECIAL RULES

King Under the Mountain: Dáin is a fearless and wise king, and he has led his people justly for many long years. As long as they are within 12" of Dáin, all formations in this battlehost re-roll failed Terror tests. In addition, Dáin's Courage can never be modified (up or down).

My Thought is my Own to Spend: Dáin is stubborn, even for a Dwarf, and he does not easily bend to the will of others. Dáin can spend Might points to resist a spell cast on his own formation, or any Host of Erebor formation within 12". Furthermore, Dáin adds +1 to any Will of Iron roll that he makes.



Múrin's Guard (including Múrin and Dáin Ironfoot)



Dwarf Archer Kinband



Dwarf Warrior Kinband



Dwarf Warrior Kinband



Dáin Ironfoot



Múrin



Dwarf Banner Bearer

Dáin's household is a wealthy assembly, for the Dwarves of Erebor have rebuilt their stronghold well and it is now a hive of industry. Each kinband in the throng will have its own heraldry and colours, however they all pay homage to Dáin, and so will reflect either his heraldry of the raven, or the blue colours of Dáin's own kinband in their own uniforms.



Shieldbearer

"A Dwarf's head will be less easy to bewilder than Elves or Men or Hobbits"

- Gandalf, The Lord of The Rings.

Handwritten text in a stylized script, likely a quote or a note related to the Dwarf Host of Erebor.



Drár



Dwarf Ranger

While Iron Guard wear brightly coloured uniforms, and are clad in burnished metals, the Dwarf Rangers prefer muted tones and darkly coloured capes – the better to blend into the terrain they patrol.

Dwarf Rangers wear cloaks of dark greys, enabling them to blend in with the windswept rocks that surround their homes.



Iron Guard

Iron Guard are as brave as their colours are bold. Such garish colours suit their style of war, which is straight-forward and aggressive. Blue uniforms, the heraldic colour of the Dáin, King Under the Mountain, are common amongst the Iron Guard of Erebor.



Drár's Wardens

The great east-west road that runs between the Grey Havens in the west, through the Dwarf mines in the Blue Mountains and beyond into the wilds of Rhudaur, is a well-travelled and much-journeyed supply route. Along this road travel scores of Dwarven traders, bringing wealth and information to the Dwarf holds that lie along it. It is the duty of every Dwarf hold to provide safety and protection for the travellers that pass along this road, a duty taken very seriously by Drár and the Dwarves of Erebor. Drár leads his patrols quickly over the land; the better to ambush evil trespassers and put his famed marksmanship to the test. Those foes that do not fall to Dwarven arrows must face the blades of the dour Iron Guard – renowned for their devastating charges and grim determination to keep the trade routes safe.

BATTLEHOST

- Drár's Hunters (3+ companies)
- 2-4 Dwarf Ranger Kinbands (3+ companies)
- 1-2 Iron Guard Kinbands

"The legs of Men will lag on a rough road, while a Dwarf goes on, be the burden twice his own weight."

– Gimli, The Lord of The Rings.

SPECIAL RULES

Dwarves Too Can Go Swiftly: All formations in this battlehost have a Movement value of 6 and the Pathfinders (Master) ability. In addition, as long as they are within 12" of Drár, all formations in this battlehost will automatically pass their At the Double! tests.

Dwarves Make Light of Burdens: The Dwarves who guard the east-west road are able to march swiftly, unencumbered by even great burdens. As long as they are within 12" of Drár at the start of the Move phase, all formations in this battlehost can make a full move and still fire their bows in the Shoot phase.



Drár's Hunters (including Drár)



Dwarf Ranger Kinband



Dwarf Ranger Kinband



Iron Guard

Dwarf Holds Fortunes



These are additional Fortunes that you can select as long as your army contains one or more battlehosts from the Dwarf Holds.

Baruk-Khazad!

75 points

The Dwarves are famed for their axes, for blades that never lose their edge no matter how many foes they cut down.

Persistent Effect. Choose one Dwarf formation in your army, that formation receives +1 to all rolls to hit throughout the game.



Khazad Ai-menu!

75 points

With a terrible warshout, Durin's folk hurl themselves at the enemy, scattering the foe with a terrifying charge.

Intervention. Use this fortune immediately before rolling the charge distance of one of your Dwarf formations. That roll is automatically a 6 – unstoppable charge!

The Gleaming Horn

75 points

Dwarves are makers of the finest treasures and trinkets, both functional and beautiful. This majestic horn, wrought from fair silver, sounds with a clear clarion call loud enough to shake the mountaintops.

Intervention. Use this at the start of the Charge phase. Nominate a Dwarf Hero in your army. All friendly Dwarf units within 12" of that Hero cause Terror until the end of the turn.

Dwarven Stonework

50 points

The Dwarven knowledge of stonework and masonry is second to none and their fortifications are amongst the strongest in all of Middle-earth.

Persistent effect. Before forces are deployed on the board, nominate a single defensible terrain feature that is either a building or a ruin. That feature's Defence bonus increases by 4. This Fortune cannot be combined with the Forgotten Fortifications Fortune from the War of The Ring rulebook.

Gold-lust

50 points

Dwarves are lovers of treasures and trinkets and all fine things, be they silver, gold or, best of all, Mithril. Such lust for riches has, in the past, driven Durin's Folk to fight on when all seems lost, defying sense or reason.

Persistent effect. Nominate one Dwarf formation in your army. That formation gains the Indomitable special rule.

Master Craftsmen

50 points

Dwarf workmanship is invariably of an extraordinary standard and this holds true of even their war machines, which are both carefully constructed and lovingly maintained.

Intervention. Use this fortune before you fire one of your Dwarf Ballista formations. You may re-roll any dice when rolling on the Ballista table, and when determining how many hits have been caused.

Sworn Foe

50 points

Dwarves are slow to forget and slower still to forgive. Somewhere on the battlefield is a sworn foe of Durin's folk, and many strong oaths have been uttered against him.

Persistent Effect. Choose an enemy Hero at the start of the game. Any Dwarf Hero can issue a Heroic Duel against the target without having to spend a Might point.

Long Memories

25 points

The Dwarves have stood firm throughout the centuries, unwavering in the face of many evil schemes and cunning ploys. Never let it be said that they do not learn from their suffering.

Intervention. Use this Fortune at the beginning of any Priority phase. For that phase, you may roll two dice when rolling for priority, discarding the lowest result.



Handwritten text in a stylized script, likely a Dwarf language or a decorative flourish.



75 points + models

Last March of the Ents

Having escaped the evil Grishnákh deep in the heart of Fangorn forest, Merry and Pippin fall into the care of Treebeard, a mighty Ent. The Hobbits warn Treebeard of Saruman's treachery and urge him to help their friends. Being first amongst the Ents, Treebeard summons his kin to an Entmoot, a great conference where the tree shepherds can discuss the ill goings-on in Middle-earth. Whilst it only takes several hours for the Ents to agree that the Hobbits are indeed not Orcs, the fate of Saruman the White Wizard is not such a short debate. After three nights the Ents finally reach their decision. Not since ages past have the foul Orcs and their axes so despoiled the forest, hewing the very trees that took root whilst the Ents were still young. Such wanton devastation cannot go unpunished, and so the Ents now march to Isengard, to hew the stones of Orthanc, to break down its doors and to put to an end the White Wizard's destructive ways.

BATTLEHOST

- Treebeard
- 3-9 Ents
- 0-1 Quickbeam
- 0-1 Beechbone

SPECIAL RULES

To Isengard with Doom we Come! All Ents from this battlehost re-roll To Hit rolls of a 1 when in close combat with formations from the Fortress of Isengard faction.

Ra-hoom-rah! As long as they are within 12" of Treebeard, all Ents in this battlehost can re-roll the dice to determine how far they charge.

"Leave it to the Ents!"

— Treebeard, The Lord of The Rings



Treebeard



Ents



Treebeard



Ent

The bark-like skin of the Ents can vary in colour from the dark brown of an oak to the white of a silver birch. Like the trees of Fangorn Forest itself, the bodies of the Ents can be covered in bright mosses, lichens and fungi and many Ents' leaves change colour with the seasons.



Gandalf the Grey



Hobbit Militia



Hobbit Archer



Hobbit Militia

As a rule, Hobbits don't wear uniforms or carry any heraldry – they go to battle in their everyday clothes (though naturally not their best everyday clothes). All Hobbits share a love of natural colours (and food) so browns, greens and yellows (and food stains) are commonplace amongst their raiment.



The Muster of the Shire

25 points + models

The Shire is an idyllic and peaceful land, yet it has not been left wholly untouched by war. Goblins, Orcs, Wargs and Trolls lurk within a day's travel of the Shire's outer borders. Though most such invaders are held at bay by the watchful Dúnedain who seek to preserve the Hobbits from harm, some beasts get through and must be dealt with by the Bounders of the Shire – Hobbit Archers with quick wits and deadly aim. Even so, it is rare for a large number of Hobbits to band together in the cause of battle, for they are essentially peace-loving folk. In the past, most such occasions have been spurred on by survival, such as during the White Wolf invasion, or the much-celebrated Battle of Bywater in the closing days of The War of the Ring. These militias are sometimes led by a respected member of one of the great Hobbit families – a Took, a Brandybuck or even a Baggins – but it is sometimes the will of an outsider, typically Gandalf the Grey, that unites the squabbling Hobbits. Regardless of how such a muster is raised, it is far more dangerous than its outward appearance would suggest – a Hobbit is a formidable opponent when his dander is up...

BATTLEHOST

- 0-1 Gandalf the Grey
- 0-1 Peregrin Took, Guard of the Citadel
- 0-1 Meriadoc, Esquire of Rohan
- 2-4 Hobbit Militia formations (3+ Companies)
- 1-2 Hobbit Archer Militia formations (3+ Companies)

SPECIAL RULES

At the Head of the Host. Each formation in the Muster of the Shire will have one of the following special rules to represent the temperament of the family that is leading the formation. Choose which special rule applies to each formation at the start of the game, before either force is deployed.

- **Tookish Enthusiasm.** All Tookish formations led by a Civic Leader re-roll failed Terror tests.

- **Bull-headed Brandybucks.** All Brandybucks formations led by a Civic Leader count as having Banner Bearers.

- **Bold as a Baggins.** All Civic Leaders in a Baggins formation are Courage 5 and have the Inspiring Leader (Hobbits) special rule.

- **Proudfoot by Name, Lightfoot by Nature.** All Proudfoot formations led by a Civic Leader have Movement 6 and the Pathfinder (Woodland) special rule.



"For the time will soon come when hobbits will shape the fortunes of all."

– Galadriel, The Fellowship of The Ring



Hobbit Militia



Hobbit Militia



Hobbit Archer Militia

Forgotten Kingdoms Fortunes



These are additional Fortunes that you can select as long as your army contains one or more battlehosts from the Forgotten Kingdoms.

Wizards Ought to Know Better 100 points

The Forgotten Kingdoms posed little threat to Sauron's plans until meddling Wizards roused their anger. Now they are aware of the betrayal of Wizards, and they are prepared to resist their sorceries.

Persistent effect. All of your Forgotten Kingdoms Heroes may add +1 to their Will of Iron rolls.



Your Staff is Broken 75 points

Wizards wield great power, but without their staffs to channel their spells, the threat they pose is greatly reduced.

Intervention. Use this Fortune in the Move phase and nominate one of your spellcasters. Instead of casting any spells that turn he may attempt to break the staff (staff, totem, sorcerous crown, etc.) of a single enemy Wizard. Nominate any enemy spellcaster within 18" of one of your spellcasters. Both players roll a D6 and add the respective Mastery levels of their spellcasters. If your opponent's score is greater then nothing happens. Otherwise, the enemy spellcaster's Mastery level is immediately reduced by D3. If this takes the Mastery level to 0 or less, he may no longer cast any spells during the game.

Entwash 75 points

The Ents drink draughts brewed from mountain-springs called Entwash, a single swig of which brings instant refreshment and vigour to the drinker.

Persistent effect. Choose one Ent in your army to have imbibed a bowl of Entwash. The model can now attempt to move At the Double! even though it is not a Hero. In addition the Ent now replaces its Hard to Kill! special rule with the Very Hard to Kill! special rule.

Ancient Knowledge 50 points

There are beings in Middle-earth who are as old as the mountain and with great age, comes great wisdom.

Persistent effect. Choose one Forgotten Kingdoms Epic Hero in your army. Whilst that model is still alive you may re-roll any Priority rolls of a 1.

Go Back to the Abyss 50 points

A Wizard's strongest loathing is reserved for evil spirits....

Intervention. Use this Fortune when one of your Forgotten Kingdoms spellcasters is involved in a Fight against an enemy Spirit formation (including any enemy formations led by a Spirit). The spellcaster and his formation have the Spiritbane ability until the end of the turn.

Wrathful Woodland 25 points

When roused by the Ents, the trees of Middle-earth will join them in opposing the foul Orcs that would destroy the forests.

Intervention. Use this Fortune 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.

Plucky Courage 25 points

Though Hobbits may lack the strength of other races, they are not lacking in courage.

Intervention. Use this Fortune at the beginning of any Fight phase. For the rest of the turn one of your Hobbit formations is assumed to automatically pass any Courage tests it is required to take.

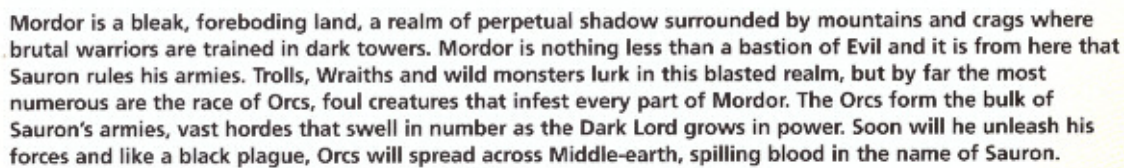
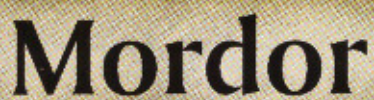
Split Stone 25 points

The Ents are made of the bones of the earth. They are stronger than Trolls and their fists can split stone if their minds are roused to the task.

Intervention. Use this Fortune after one of your Ents charges an enemy formation occupying a defensible terrain feature that is either a building or ruins. The enemy formation immediately suffers D6+4 Strength 8 hits. After hits have been resolved, the Defence bonus the terrain feature offers is permanently reduced by 1.



Handwritten text in a stylized script, likely representing a list of Fortunes or a page from a book.



75 points + models

Gorgoroth Orc Horde

Valour does not come naturally to Orcs. Only a vast horde, driven at the foe with whips and emboldened by the dread threat of the Nazgûl, can be counted brave enough to hold its own against the cold steel of the Elves and the stern heroism of Men. Sauron has ever known this to be true, and long ago set his designs to the creation of stronger and braver breeds of Orc-kind. From these great works arose the bold Uruk-hai of Barad-dûr and the mighty Morannon Orcs, but the Dark Lord still has uses for the Orc rabble swarming across the plateau of Gorgoroth – at least, whilst the fear of his wrath still grips their minds.

BATTLEHOST

- 1 Mordor Orc Warband (12-18 companies).*

**Note that this battlehost is but a single massive formation – one that is even bigger than you would normally be allowed to field! This formation must include both a Captain and a Taskmaster.*

SPECIAL RULES

The Eye of the Master is upon Us. Whenever you roll a 3 or less for priority, the gaze of Sauron is upon the Gorgoroth Orc Horde until the end of the turn – place a counter next to the formation as a reminder. Whilst fighting under the gaze of Sauron, the Gorgoroth Orc Horde re-rolls any failed Courage tests.

Might Makes Right! If the Captain is ever slain (by any means) the next biggest and meanest Orc will step up to take charge of the Horde, probably after thieving his best bits of armour and nosh in the process. Replace the Captain with a suitable rank and file Orc – he is now the formation's Captain and will have D3 Might points. Note that it's possible for a Gorgoroth Orc Horde to get through several Captains over the course of the game.

Mob Weaponry: There are so many Orcs in the Gorgoroth Horde and so many different weapons that they always seem to have the right tool for the job. The Orcs in this battlehost count as being armed with hand weapons, two-handed weapons, shields and bows. Players may wish to represent their Gorgoroth Orc companies with a variety of differently armed Orcs.



Mordor Orc Warband



"Send forth all legions. Do not stop the attack until the city is taken. Slay them all."

- The Witch-king, The Return of The King



Orc Taskmaster



Orc Captain



Orc Banner Bearer



Mordor Orc



The Mouth of Sauron



Black Guard



Orc Banner Bearer

Those Morannon Orcs that have sworn fealty to the Mouth of Sauron above all others bar the Dark Lord himself, are adorned in blackened armour to match the shadowy robes of their liege lord. Like other Orcs from Barad-dûr, their shields bear the symbol of the Eye, but it is one that incorporates the teeth of the Mouth of Sauron – a sign of their allegiance.

The Fortress of Barad-dûr

100 points + models

Barad-dûr, known as the Black Tower, is the greatest fortress in Middle-earth. From the highest pinnacle of this foreboding citadel, a great red eye, wreathed in flame, gazes across the lands of Mordor and beyond. The Lieutenant of Barad-dûr is the Mouth of Sauron, a despicable renegade who is accompanied by a bodyguard of the Black Tower's finest warriors. The Mouth of Sauron is Mordor's ambassador and it is believed that through him, the will of Sauron is enacted. Barad-dûr is home to more than traitors; Orcs of all breeds can be found in their thousands within the Black Tower. There is a peculiar prestige attached to service within the Black Tower's iron grasp; Orcs in particular believe themselves superior to others of their kind by fighting under the gaze of the Red Eye. Whatever the reason, the warriors of Barad-dûr are amongst the fiercest fighters in all of Mordor, slaughtering all in the name of Sauron.

BATTLEHOST

- The Mouth of Sauron
- Black Guard of Barad-dûr
- 1-2 Morgul Knight Regiments (3+ companies)
- 1-2 Morannon Orc Warbands (3+ companies)
- 1-2 Mordor Orc Warbands (6+ companies)
- 0-2 Black Númenórean Regiments

SPECIAL RULES

The Will of Sauron: As long as they are within 12" of the Mouth of Sauron, roll a D6 for each point of Might used (for whatever reason) by a Hero from this battlehost, including the Mouth of Sauron himself. For each roll of a 5 or 6, that Hero regains one of the used points of Might.

Do Not Fail the Eye: All formations in this battlehost are steadfast on a roll of 5 or 6, rather than 6.



Black Guard



Morgul Knight Regiment
(including the Mouth of Sauron)



Morannon Orc Warband



Mordor Orc Warband

"...wall upon wall, battlement upon battlement... Barad-dûr, Fortress of Sauron."

– The Lord of The Rings

75 points + models

The Black Legion of Mordor

The Black Legion of Mordor can be counted amongst the deadliest of all Sauron's battlehosts. Its warbands are composed of Morannon Orcs, brutish beasts clad in thick scale, and its shock troops are the dreaded Mordor Trolls. That the Legion is so mighty should be taken as no surprise, for the Black Legion stands guard over the Morannon Gate, the main entryway to Mordor, and Sauron was ever careful of the chinks in his armour. Yet the Black Legion is not given over solely to defence. Its warriors are as thirsty for slaughter and pillage as any at the Dark Lord's command. The Black Legion's name is known and feared for leagues around. For these reasons and more, the Witch-king set the Black Legion at the head of his assault on Minas Tirith. Indeed, it says much for the Black Legion's fighting prowess and discipline that it was able to fight its way clear of defeat upon the Pelennor and regroup back at the Morannon Gate.

BATTLEHOST

- 1 Mordor Troll Chieftain
- 3-6 Morannon Orc Warbands (3+ companies)
- 3-6 Mordor Trolls



SPECIAL RULES

The Dark Lord's Chosen: All formations in this battlehost re-roll To Hit rolls of a 1 in combat during any turn in which they successfully charged an enemy formation.

Commanding Bellow: As long as they are within 12" of the Mordor Troll Chieftain, all infantry formations in this battlehost will automatically pass their At the Double! rolls and all Mordor Trolls can re-roll the dice to determine how far they charge.

Yer Skull fer a Trophy! The Troll Chieftains of the Black Legion are amongst the most ferocious of their kind and live for the slaughter of enemy Heroes – especially those from Gondor. The Mordor Troll Chieftain can re-roll results of 1 when rolling on the Heroic Duel table.

"Build me an army worthy of Mordor."

– Sauron, The Fellowship of The Ring



Mordor Troll Chieftain



Mordor Troll



Mordor Troll Chieftain



Mordor Trolls



Morannon Orc Warband



Morannon Orc Warband



Morannon Orc Warband



Orc Banner Bearer

Orcs of the Black Legion carry black banners and shields blazoned with a glyph representing the Black Gate of Mordor. Their tunics are ragged and torn, but almost always blood-red – a most unusual occurrence of uniform in the forces of Mordor!



Gothmog



Morannon Orc



Morannon Orc
Banner Bearer

Gothmog's Orcs are drawn from the fiercest warriors of the Black Gate and so are equipped with better armour than those of other Orcs. These warriors wear tunics of red – the colour of the Eye of Sauron. Gothmog himself wears the same colours, as befits his status as captain of the Morannon horde.

Gothmog's Morannon Orcs

50 points + models

A new strain of Orc has appeared within the armies of Mordor, stronger and more resilient than others of their kind – the Morannon Orcs. When coupled with their superior weaponry and armour they form ideal shock troops for Sauron's attacks against Minas Tirith. The Morannon Orcs answer directly to Gothmog, a veteran warrior whose misshapen scars and mangled limbs testify to a life of brutal warfare. Under Gothmog's command the Morannon Orcs have fought many bloody and fierce battles, executing his commands without hesitation. Gothmog's attacks have cast out Gondor's armies from their strongholds along the River Anduin and now he has settled his gaze upon the war-torn ruins of Osgiliath, the final bastion that stands between the Orcs and the walls of Minas Tirith itself.

BATTLEHOST

- Gothmog, Castellan of Minas Morgul
- 4-8 Morannon Orc Warbands (3+ companies)



*"The Age of Men is over.
The Time of the Orc has come."*

– Gothmog, The Return of The King

SPECIAL RULES:

City Rats: All formations in this battlehost have the Pathfinder (Mountains) special rule to represent their sure-footedness. In addition, all formations in this battlehost gain an additional +1 to their Defence value when occupying a terrain feature that is either ruins or a building.

Hunters of Men: As long as they are within 12" of Gothmog, all formations in this battlehost are automatically steadfast if beaten in close combat by Men.

Kill All in your Path: As long as they are within 12" of Gothmog when he calls a Heroic Fight, all formations in this battlehost also count as having called a Heroic Fight.



Morannon Orc Warband (including Gothmog)



Morannon Orc Warband



Morannon Orc Warband



Morannon Orc Warband

75 points + models

Mordor Siege Lords

The War Catapults of Mordor are massive contraptions that propel either huge boulders or clusters of smaller rocks high into the air. Such weapons are designed to bring ruin to the citadels of Sauron's enemies although their heavy ammunition can pulverise flesh and bone just as easily. Some of these siege engines even have Mordor Trolls attached to their crew for the purposes of loading and, in extreme cases, defending the contraptions. However, when the catapult crews find themselves under the command of a brutal captain they become even more devastating and flaming missiles are unleashed. The whips and cudgels of the Orcs' masters quickly overcomes their innate fear of fire and the crews work themselves into a frenzy, loading burning ammunition and raining fiery death upon their enemies.

BATTLEHOST

- Gothmog, Castellan of Minas Morgul AND/OR Grishnákh's Trackers
- 1-3 Mordor Orc Warband (3+ companies)
- 0-2 Siege Bow Batteries
- 1-2 War Catapult Batteries*
- 0-6 Mordor Trolls*

*You may not include more Mordor Trolls than War Catapults in this battlehost.

"...they began to throw missiles marvellously high... and many of them by some secret art burst into flame..."

- The Lord of The Rings

SPECIAL RULES

Flaming Ammunition: As long as they are within 12" of either Gothmog or Grishnákh at the beginning of the Shoot phase, Siege Bows and War Catapults in this battlehost shoot flaming ammunition. Enemy formations do not receive a Defence bonus for occupying a defensible terrain feature against flaming ammunition attacks.

Troll Loaders: If a Mordor Troll from this battlehost is in base contact with a War Catapult in the Shoot phase, he may act as a loader, increasing the efficiency of the war engine - the War Catapult may roll two dice and pick the highest result when rolling on the Artillery table. If it does so, the Mordor Troll may not use its own throwing weapons or charge that turn - its rather limited attention is solely focused on the task of loading rocks into the catapult.



Gothmog



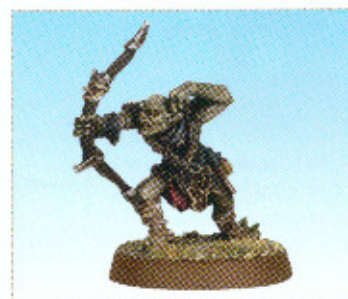
Mordor Troll Loader



Grishnákh's Trackers (including Grishnákh)



Mordor Orcs



Orc Tracker



War Catapult Battery and Troll Loader



Mordor Orc

ආරක්ෂක බලකායේ ආරක්ෂක බලකායේ ආරක්ෂක බලකායේ ආරක්ෂක බලකායේ



Shagrat



Mordor Uruk-hai



Mordor Orc Warrior

The denizens of the Tower of Cirith Ungol wear predominantly black garb. The icons and markings of Cirith Ungol depict its most dangerous inhabitant, the terrifying Shelob. Stylised symbols of spiders and webs feature prominently on the various shields and banners of those that patrol the Spider Pass, particularly amongst the Mordor Orcs, who are a cowardly and superstitious rabble.

The Hunters of Cirith Ungol

25 points + models

The Tower of Cirith Ungol guards a little-known pass that leads into the back land of Mordor. The Captain of this solitary keep is Shagrat, a savage yet canny warrior whose loyalties lie to the Dark Lord and no other. He commands a huge garrison, a legion of battle-hardened Black Uruks and twice as many Orcs. Conflict is inevitable whenever different factions of Orcs are gathered in the same cramped confines and it is only through Shagrat's brutal discipline that any semblance of order is maintained. Under his command the warriors of Cirith Ungol are unnaturally disciplined, for those who shirk, rebel or otherwise displease Shagrat are cast out of the tower and given over to the most dangerous denizen of the pass – the monstrous spider, Shelob.

BATTLEHOST

- Shagrat's Tower Guard (3 companies)
- 1-3 Mordor Uruk-hai Warbands (3+ companies)
- 1-3 Mordor Orc Warbands (6+ companies)



SPECIAL RULES

Discipline Through Fear and Brutality: As long as they are within 12" of Shagrat, all formations in this battlehost count as having a Taskmaster in their formation and can re-roll any Terror or Panic tests they are required to take. However, if Shagrat is slain, the animosity between the Orcs and Black Uruks will no longer be contained and they may start brawling. At the start of every Priority phase following Shagrat's death, roll a D6 for each formation in this battlehost. On a roll of 1 it has been attacked by rivals and the formation immediately suffers D3 casualties.



Shagrat's Tower Guard (including Shagrat)



Mordor Uruk-hai Warband



Mordor Orc Warband

"An orc-voice rose in anger... harsh, brutal, cold. It was Shagrat speaking, Captain of the Tower."

— The Lord of The Rings

50 points + models

Morgul Rat Warband

As with all Orc nests, the tower of Minas Morgul is subject to a brutal hierarchy – the strong and cunning prosper, the weak perish. So it is that the outcasts and vagabonds too scrawny to endure within that corrupt fortress haunt the wilderness outside of it. These 'Morgul Rats' are the most shifty and desperate of Orc-kind. They are little to be feared in a fair battle, but fight with desperate fury if cornered, or if numbers are on their side. Driven into battle behind the elite formations of Morannon Orcs and Uruk-hai, the Morgul Rats swiftly find themselves a dank and dark corner in which to ride out the worst of the fighting. They can smell the fear of their foes, and take care to pounce on those weaker than themselves.

BATTLEHOST

- Gorbag's Morgul Rats (3 companies)
- 2-4 Mordor Orc Warbands (3+ companies)
- 1-2 Orc Tracker Warbands (2+ companies)
- 1-2 Morgul Stalker Warbands

SPECIAL RULES

Skulk in the Shadows: All formations in this battlehost have the Ambushers special rule. In addition, if arriving as reinforcements, this battlehost can re-roll any dice roll that determines when and where it will arrive.

A Knife in the Back: All Morgul Rat Warband formations have the Prowlers special rule. In addition, as long as they are within 12" of Gorbag, all formations in this battlehost can re-roll any Terror test required to charge an enemy in the flank or rear.

"The Black Pits take that filthy rebel Gorbag!... he knifed me."

– Shagrat, The Lord of The Rings



Gorbag's Morgul Rats (including Gorbag)



Mordor Orc Warband



Mordor Orc Warband



Orc Trackers



Morgul Stalkers



Gorbag



Morgul Stalker



Orc Banner Bearer

Morgul Rats are the lowest of the low. As such, they don't normally have any particular uniform, though a few might bear the crude symbols of the captain they served before being cast out of the tower. Even other Orcs look down with distaste at the soiled and tattered rags of the Morgul Rats. Their banners carry crude likenesses of the Witch-king's helm, in the hope that their lord and master will take note of their rare moments of 'bravery' and reward them accordingly.

The Nazgûl

The nine Ringwraiths are, without doubt, the Dark Lord's greatest servants. Even at a distance the Nazgûls' presence dismays and disheartens the enemy. Up close, the terror of the Ringwraiths' coming can freeze the blood of even the noblest Hero, and their black sorcery can set whole armies to flight. Imagine then the dread power that these foul creatures unleash at the head of Sauron's assault upon the Pelennor. Nine wraiths at the height of their power, spectres of death and destruction that go where they want and slay whom they please in the name of their dark master. Even those who have opposed the Nazgûl before were surely taken aback by their combined power during the Siege of Gondor. The Ringwraiths are linked by the black sorcery that created them, and this sorcery grows more powerful when they fight as one.

BATTLEHOST

• 4-9 Winged Nazgûl

SPECIAL RULES

The King of the Wraith Host: If fielded as part of this battlehost, the Witch-king of Angmar is Very Hard to Kill! In addition, as long as they are within 12" of the Witch-king, all Winged Nazgûl in this battlehost are Very Hard to Kill!

Terror Unbound: If an enemy formation is charged by two or more Winged Nazgûl, the resulting Terror test must be made on three dice rather than two, discarding the highest dice roll.

Wraiths on Wings: If a Winged Nazgûl makes a swoop attack on an enemy formation that already suffered a swoop attack earlier in the same phase, then he inflicts an additional D3 Strength 6 hits on the enemy formation. This bonus is cumulative, so if three Nazgûl perform a swoop attack on the same unit, then the first will inflict D3 hits, the second will inflict 2D3 hits and the third will inflict 3D3 hits.

"Do not come between the Nazgûl and his prey."

— The Witch-king, The Return of The King



A Ringwraith and the Witch-king of Angmar mounted on Fell Beasts.

၁၀၀ ပိုင်း + မော်ဒယ်
 ၁၀၀ ပိုင်း + မော်ဒယ်
 ၁၀၀ ပိုင်း + မော်ဒယ်
 ၁၀၀ ပိုင်း + မော်ဒယ်



Mordor Fates

These are additional Fates that you can select as long as your army contains one or more battlehosts from Mordor.

Death! Death! Death!

75 points

The minions of Sauron care not for mercy, baying only for the death of their enemies.

Intervention. Use this Fate at the beginning of any Fight phase and nominate a single one of your Mordor infantry or cavalry formations. For the duration of that turn, that formation re-rolls all failed To Hit rolls in close combat and should they win a combat they will inflict an extra D6 automatic hits on the enemy, such is the carnage they unleash upon their hated foes.



Despoilers of Cities

50 points

The forces of Mordor do not capture the cities of their enemies, they pound them into rubble and burn them to the ground.

Persistent effect. Before forces are deployed on the board, nominate a single defensible terrain feature that is either a building or ruins. That feature's Capacity decreases by D3.

Doom and Despair

50 points

Unless the dread forces of Mordor are defeated, all know that doom and despair shall rule Middle-earth.

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

Enamoured of Evil Knowledge

50 points

Those minions of Sauron who are learned of great sorcery can bend the spells of other Wizards to the Dark Lord's malign ends.

Intervention. Use this Fate immediately after an enemy spellcaster fails a Focus roll to cast a spell. You may immediately cast a single spell known by the Wizard (even if it has already been cast that turn), exactly as if he was one of your models.

The Eye of Sauron

50 points

Atop the highest point of Barad-dûr the Red Eye stares across Mordor. Its gaze can be felt everywhere, instilling obedience in the Dark Lord's minions.

Persistent effect. To represent the Eye of Sauron, place a marker (the size of a small coin) anywhere on the board after forces have deployed but before the game begins. This marker can be moved by the Evil player by up to 18" in each Movement phase. All friendly Mordor formations within 6" of the Eye of Sauron have +1 Courage.

Morgul-spells

50 points

Those that learn their sorcery within the Dark Tower wield dark power that is to be feared, but such knowledge is not without its cost.

Persistent effect. Choose one Mordor Shaman or Black Uruk Shaman in your army. That spellcaster's Mastery is increased to 2 but, if the spellcaster should ever fail a Focus roll, his formation suffers D3 Strength 6 hits.

Severed Heads

25 points

Orcs are known to fire the heads of slain foes with their catapults, demoralising the comrades of the defiled warriors more than barrages of stone could ever do.

Intervention. Use this Fate at the beginning of the Shoot phase and nominate one of your Mordor War Catapult Battery formations. Any enemy formations that suffer one or more hits from that formation in the Shoot phase must pass a Courage test or they will immediately become disordered.

Blasted Stronghold

25 points

The daunting structures of Mordor's towers seem to sap the will of the noble hearted as they infuse Sauron's minions with unholy vigour.

Persistent effect. Before forces are deployed on the board, nominate a single defensible terrain feature that is either a building or ruins. Good formations that occupy the terrain feature suffer -1 to their Courage. If a friendly Mordor formation occupies the feature they gain +1 to their Fight value.





The Fortress of Isengard



Saruman the White has descended into madness. In his greed and ambition he has created a vast and mighty army. Isengard itself has been transformed into a mighty war-machine, one that has ravaged its own landscape to fuel its forges and equip the White Wizard's Uruk-hai legions. The treachery of Isengard will shake the very foundations of Middle-earth and under Saruman's command the neighbouring lands of Men will be stained red with spilt blood.

The Fighting Uruk-hai

Saturnian

SPECIAL RULES

- Saruman the White Hand
- 2-4 Uruk-hai Phalanxes (3+ companies)
- 2-4 Uruk-hai Warbands (3+ companies)

You Do Not Know Pain: Roll a D6 each time a formation from this battlehost suffers a hit whilst within 12" of Saruman. On a roll of a 6 the wounded Uruk-hai fights on regardless of his injuries – the hit is prevented and the formation does not suffer a casualty.

You Do Not Know Fear: As long as they are within 12" of Saruman, all formations in this battlehost re-roll failed Terror tests.



Urak-hai Phalanx (including Sanuman the White Hand)



Uruk-hai Warband



Unuk-hai Banner Bearer



Uruk-hai Phalanx



Unuk-hai Warband



Uruk-hai Captain

The Uruk-hai are clad in dark steel, contrasting sharply with the symbol of the White Hand that is displayed on their shields and banners, such is their devotion and loyalty to Saruman. In addition to bearing this symbol on their armour, the warband known as the Claws of Isengard coat their entire forearms in white paint such that they may slay their enemies with the White Hand itself.

*"We are the Servants of Saruman the Wise, the White Hand:
the Hand that gives us Man's flesh to eat."*

- Uglúk, The Lord of The Rings



Lurtz



Uruk-hai Scout



Uruk-hai Scout Banner Bearer

Uruk-hai Scouts wear little in the way of armour, normally no more than a breast plate and helmet – anything more would hamper their speed.

Uruk-hai Scouts wear dark brown or black jerkins made from tough leather to afford them an additional measure of protection whilst still allowing them to move through the wilderness with ease.



The Scouts of Saruman

25 points + models

When Saruman learns that a lowly Hobbit is in possession of the Ring of Power it is to his Uruk-hai that he turns, relentless warriors that are slowed neither by fatigue nor the glare of the sun. Strongest and most trusted of the Uruk-hai is Lurtz, a brutal leader of a brutal race. Lurtz is ordered to capture the Hobbits and return them to Isengard alive and unspoilt. Lurtz commands the elite band of Uruk-hai known as the Scouts of Saruman. They are utterly devoted to the will of the White Wizard and will track their quarry across the whole of Middle-earth if need be, killing anyone that stands in their way.

BATTLEHOST

- Lurtz
- 4-6 Uruk-hai Scout Warbands (3+ companies)
- 0-1 Uglúk's Raiders
- 0-1 Mauhûr's Marauders

SPECIAL RULES

Some Evil Gives Speed to These Creatures:

All Scouts of Saruman formations have a Move value of 8. In addition, as long as they are within 12" of Lurtz when he calls a Heroic Move action, all formations in this battlehost also counts as having called a Heroic Move.

Hunt Them down: As long as they are within 12" of Lurtz, all formations in this battlehost automatically pass their At the Double! tests.



Uruk-hai Scout Warband (including Lurtz)



Uruk-hai Scout Warband



Uruk-hai Scout Warband



Uruk-hai Scout Warband

"They run as if the very whips of their masters were behind them."

– Legolas, The Two Towers



Uglúk's Scouts

50 points + models

The Scouts of Saruman tracked their quarry to Amon Hen, where they killed the mighty Boromir and captured two Hobbits, believing them to have possession of the One Ring. However, Lurtz, their captain, was killed, slain in battle as the Uruk-hai stole away their prize. With Lurtz's death, command of the Scouts of Saruman passed to Uglúk. Knowing that his master wants the Hobbits returned alive and unspoilt, Uglúk makes to deliver the Hobbits to Isengard as quickly as possible. A band of Orcs, under the command of Grishnákh, join the Uruk-hai. Even though the Uruk-hai mistrust these newcomers they must work together if the One Ring is to be returned, for there are many patrols between them and Isengard. If the mistrust can't be overcome, well, at least the Orcs are a fresh source of meat...

BATTLEHOST

- Uglúk's Raiders (3 companies)
- Grishnákh's Trackers (2+ companies)
- Mauhúr's Marauders (3 companies)
- 1-3 Uruk-hai Scout Warbands (3+ companies)



*"We slew the great warrior.
We took the prisoners."*

– Uglúk, The Lord of The Rings

SPECIAL RULES

Meat's Back on the Menu: At the start of any Move phase, provided Grishnákh's Trackers are within 12" of Uglúk, you can choose to have Uglúk execute Orcs to feed his band of warriors. If you choose to do so, remove D6 Orc figures from Grishnákh's Trackers as casualties (chosen by the owning player). For the remainder of that turn, all formations in this battlehost within 12" of Uglúk receive +1 to their Move and Strength values.

Alive and Unspoilt: During deployment, place a token in any two Uruk-hai formations from this battlehost (Uruk-hai carrying Hobbits are ideal). Anyone attempting to shoot these Uruk-hai must place his shot with unerring accuracy lest they hit a Hobbit! To represent the marksmanship needed, both formations with these tokens count as having a Defence of 10 against enemy shooting attacks.

Mauhúr's Arrived: Mauhúr is tasked with clearing the way for Uglúk, ambushing passing patrols that might discover the Uruk-hai. When fighting as part of Uglúk's Scouts, Mauhúr's Marauders gain the Ambushers special rule.



Uglúk



Grishnákh



Mauhúr



Uruk-hai scout carrying Merry



Uglúk's Raiders (including Uglúk)



Grishnákh's Trackers (including Grishnákh)



Mauhúr's Marauders (including Mauhúr)



Uruk-hai Scout Warband

Two of Uglúk's Uruk-hai Scouts carry the Hobbits Merry and Pippin, the quicker to bring their prize back to the White Wizard in Isengard.



Sharku



Warg Rider



Warg Rider

Sharku is the chief amongst the Warg Riders, and the boldest of that entire murderous horde. He has pale skin for an Orc, making him stand out from his foul kin. Sharku's face bears the distinctive scars of a Warg's claws, rumoured to have been earned when the Orc attempted to break in one of the fearsome White Wargs of the North.



The Warg Riders of Isengard

75 points + models

The Fortress of Isengard maintains a large pack of Wargs – evil wolves the size of a horse that have been broken by the malicious spirit of Orcs. Like the Orcs, Wargs have cunning and carnivorous intellects that relish the hunt. Led by the venomous Sharku, the Warg Riders of Isengard take pleasure in running down and attacking those that cannot fight back. Saruman unleashes this murderous pack as King Théoden of Rohan leads his people on the perilous trek to Helm's Deep. The lupine Wargs catch the vulnerable convoy in an ambush and only a small band of warriors stands between Sharku's Warg Riders and bloody slaughter. Without pause, the Warg Riders pounce upon their prey.

BATTLEHOST

- Sharku's Hunters (3+ companies)
- 2-4 Warg Rider Warbands (6 companies)

SPECIAL RULES

Surprise Attack: As long as they are within 12" of Sharku at the beginning of the Fight phase, all formations in this battlehost that made a successful charge into the rear or flanks of an enemy count as making an Unstoppable Charge, regardless of the charge distance they actually rolled.

Howling with Wolf Voices: All formations in this battlehost cause Terror on any turn in which they make a successful charge.

"Send out your Warg Riders!"

– Saruman, The Two Towers



Sharku's Hunters (including Sharku)



Warg Rider Warband



Warg Rider Warband



Uruk-hai Siege Warriors

It is said that Helm's Deep will never fall while men still defend the Deeping Wall. This imposing fortification has but one weakness, a small culvert that Saruman plans to exploit with his devilry, and his explosives. The Uruk-hai tasked to destroy the Deeping Wall are led by Vráskú, a cunning and resourceful leader who cares nothing for the lives of his followers, making him the ideal captain for the task at hand. As Uruk-hai Sappers plant Saruman's bombs Vráskú orders the Uruk-hai to scale the walls and break down the Hornburg, diverting the defender's attention from the true threat. As Vráskú oversees the attack he cruelly shoots the defenders with his crossbow. All the time the Uruk-hai Berserkers approach, flaming torches in hand ready to detonate the explosives and cast down the Deeping Wall forever.

BATTLEHOST

- Vráskú's Talons (3 companies)
- 1-3 Uruk-hai Sappers formations
- 1-3 Uruk-hai Berserkers formations
- 1-2 Isengard Assault Ballista formations
- 1-2 Uruk-hai Warbands (3+ companies)*
- 1-2 Isengard Battering Rams*

*You must take an Isengard Battering Ram for each Uruk-hai Warband in this battlehost.

SPECIAL RULES

Breach their Defences: As long as they are within 12" of Vráskú, all formations in this battlehost add +1 to their Fight value when attacking a formation occupying a defensible terrain feature.

Siege Lords: Instead of firing normally, an Isengard Assault Ballista that is part of this battlehost may launch a grapple and hoist siege ladders. You may only choose to do so if your target is an enemy occupying a defensible terrain feature that is a building or a ruin. If you choose to fire in this way then any hits inflicted will be resolved at a Strength of 5 but, provided the Assault Ballista did not miss, any infantry that charge the same target that turn will count as having the Siege Ladders Fate (see page 57).



Vráskú



Uruk-hai Berserker

Berserkers are the most dangerous of all the Uruk-hai and many of these savage warriors bear the symbol of the White Hand upon their helmets. Uruk-hai Berserkers unleash such slaughter and carnage that their bodies and weapons are inevitably slick with the blood of slain enemies, giving them an even more fearsome appearance.



Vráskú's Talons (including Vráskú)



Uruk-hai Berserkers



Isengard Battering Ram



Uruk-hai Sappers



Uruk-hai Sapper



Isengard Assault Ballista



Uruk-hai Warband



Uruk-hai Warrior



Thrydan Wolfsbane



Dunlending Huscarl



Wolfsbane's Banner bearer

Thrydan Wolfsbane's personal standard depicts the head of a black wolf and is dipped in the blood of slain horses after each battle. The banner's distinctive red-stained colour is repeated by Thrydan's chieftains, displayed on their own standards and upon their round shields.



Wild Man of Dunland



Wolfsbane's Warriors

75 points + models

Ever since the Wild Men of Dunland were cast out of Rohan in ages past they have harboured a deep resentment and animosity for her people. As Saruman raises his army he has fanned those flames of hatred and the Dunlendings now rampage through Rohan, burning villages and slaughtering the people of the Westfold as they drive them towards Helm's Deep. Though they lack the finesse of other soldiers, the sheer ferociousness of the Dunlending tribesmen more than makes up for their lack of discipline and training. Respect is earned through feats of martial prowess alone and only the most violent and savage of warriors rise to prominence in Dunland. Mightiest of these chieftains is Thrydan Wolfsbane, the strongest and fiercest of all the tribes. With each passing victory more and more Dunlendings flock to Thrydan's banner, eager to shed the blood of the Rohirrim.

BATTLEHOST

- Thrydan Wolfsbane
- 3-6 Dunlending Huscarls formations (2+ companies)
- 1-2 Wild Men of Dunland formations (3+ companies)
- 0-2 Dunlending Horsemen formations

SPECIAL RULES

Reckless Hatred: As long as they are within 12" of Thrydan Wolfsbane, all formations in this battlehost re-roll any To Hit rolls of a 1 against enemy formations from the Rohan faction.

Wolf Charge: As long as they are within 12" of Thrydan Wolfsbane at the beginning of the Fight phase, all formations in this battlehost that made a successful charge that turn count as making an unstoppable charge, regardless of the charge distance they actually rolled.



Wild Men of Dunland



Dunlending Huscarls (including Thrydan Wolfsbane)



Dunlending Huscarls



Dunlending Huscarls

"They hate us... Not in half a thousand years have they forgotten their grievance..."

- Gamling, The Lord of The Rings

Isengard Fates



These are additional Fates that you can select as long as your army contains one or more battlehosts from the Fortress of Isengard.

Burning Brands 100 points

Wood and timber are no defence against fire and flame. A well-placed torch can quickly turn a sturdy stronghold into a roaring death trap for those trapped inside.

Persistent effect. Choose one Isengard formation in your army. Enemy formations do not receive Defence bonuses from a defensible terrain feature if they are fighting a formation with Burning Brands. In addition, a formation equipped with Burning Brands has the Entbane special rule.

Isengard Steel 75 points

Saruman was ever the master of industry – his knowledge of forging stronger steel is legendary.

Persistent effect. Choose one formation of Uruk-hai in your army. That formation's Defence is increased by 1. This cannot be combined with the Cursed Armour of Udûn from the War of The Ring rulebook.



Banner of the White Hand 75 points

The Uruk-hai are fiercely loyal to Saruman. Disobedience is not tolerated and those that fight under the Banner of the White Hand know that their master is watching them.

Persistent effect. Choose one formation of Uruk-hai in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game. In addition, if Saruman is in the same company as this banner then his Inspiring Leader rule will affect all friendly Uruk-hai formations within 18".

Staff of Power 75 points

Saruman is Lord of Orthanc and keeper of all the magical artefacts kept in its vaults. Who knows how many of these ancient treasures have been gifted to the White Wizard's foul minions?

Persistent effect. Choose one Uruk-hai or Isengard Shaman in your army. That Shaman's Mastery level is increased to 2.

A Feast of Man-flesh 50 points

Saruman knows well that of all feasts it is that of Man-flesh that the Uruk-hai relish the most. Saruman has promised the legions their fill if they obey him and the Uruk-hai slaughter to sate their appetite.

Intervention. Use this Fate at the beginning of any Fight phase. Nominate one of your Uruk-hai formations. For the remainder of that turn the formation gains the Manbane special rule.

Siege Ladders 50 points

The Uruk-hai use sturdy siege ladders to clamber over the walls of their enemy's strongholds, overwhelming the foe with their numbers.

Intervention. Use this Fate just before one of your Isengard infantry formations is about to fight an enemy formation that is occupying a defensible terrain feature that is either a building or ruins. For that turn, all of your supporting attacks will contribute D6 attacks instead of just 1.

Ruthless Discipline 25 points

The Uruk-hai are tough and brutal. Those that show cowardice or otherwise fail in their master's orders quickly find their shoulders relieved of their heads.

Intervention. Use this Fate when one of your Uruk-hai formations fails a Courage test – the formation immediately suffers D3+3 casualties (chosen by the owning player), but the test is now considered to have been passed.

Crebain of Dunland 25 points

Saruman has bent more than Orcs and Men to his will; flocks of black crebain fly overhead, spying out the land as they search for the White Wizard's foes.

Intervention. Before deployment, nominate a single formation in your opponent's army that has the Ambushers special rule. That formation's Ambushers ability is nullified for the game.



Isengard Fates are a collection of optional rules that can be used to enhance the game. They are designed to be used in conjunction with the main rules of the game.



Beasts of the Wild

In the untamed wilderness of the Misty Mountains there lurk Wargs, spiders and all manner of evil and vicious creatures. Left to their own devices they will prey upon any who trespass into their territory, hungry for flesh and blood. In this form they are dangerous to travellers, but little threat to trained and armed warriors. If they are united, however, it is a different matter. Drūzhag the Beastcaller has the will, and the power, to summon forth a great throng of wild creatures, beasts from the darkest, most dangerous corners of the Misty Mountains. At the head of this savage host Drūzhag plans to sweep away the civilised realms of Elves, Men and Dwarves in a feral frenzy of teeth and claws.

WARHOST

- Drūzhag the Beastcaller
- 1-2 Moria Goblin Warbands (3+ companies)
- 3-6 Warg Packs (6+ companies)
- 0-2 Cloud of Bats formations
- 0-2 Giant Spider Broods
- 0-2 Spider Brooding Swarms

"The wargs have come west of the mountains!"

— Aragorn, The Lord of The Rings

SPECIAL RULES

The Swiftess of Wolves: The Beasts of the Wild race towards the foe, spurred on by the twisted vision of Drūzhag. As long as Drūzhag is within 12" at the beginning of the Move phase, all formations in this warhost will gain +1 to their Move value until the end of the phase.

No Ordinary Beasts: At the beginning of the Fight phase Drūzhag grants a single Beasts of the Wild formation within 12" (excluding formations of Goblins) supernatural abilities. For the duration of the Fight phase, the chosen formation gains the Spirit Grasp special rule.



Drūzhag the Beastcaller



Giant Spider



Warg



Warg

These Wargs have distinctive snow-white fur, similar to the mysterious wolves that beset the Fellowship of The Ring in the Misty Mountains.



Moria Goblin Warband (including Drūzhag the Beastcaller)



Warg Pack



Warg Pack



Warg Pack

Misty Mountains Fates



These are additional Fates that you can select as long as your army contains one or more warhosts from the Misty Mountains.

Warg Swarm

75 points

Drawn by the sounds of battle and the howls of their cousins, Wargs will flock towards a fight in search of easy pickings.

Intervention. Use this Fate at the start of any turn, before rolling for priority. Immediately place a formation of D3+1 Warg Packs anywhere on the board but no closer than 12" to any enemy model.

Stolen Mithril Coat

50 points

Many Dwarven holds have been plundered, their most treasured possessions taken by the foul Goblins as spoils of war.

Persistent Effect. Choose one Goblin Hero or Epic Hero in your army. That Hero's Resilience is increased by 1.

Ancient Evil

50 points

There are dark things in the depths of the Misty Mountains that know many great spells, and how to undo many others – often with deadly effects to their unwary opponents.

Intervention. Use this when a Balrog of Morgoth attempts a Will of Iron roll. The spell is automatically cancelled and the spellcaster's formation immediately suffers D3 Strength 4 hits.

Dark Skies!

50 points

Clouds of leather-winged bats and evil birds soar across the battlefield, their wings blotting out the sun and shrouding those below in an unnatural darkness that heralds the coming of the Dark Lord.

Persistent Effect. While this Fate is in effect, all shooting attacks have their range reduced by 6" (to a minimum of 6" – it's dark, but not that dark!). At the end of each turn roll a D6, on the score of a 1 the clouds dissipate and daylight returns as normal.

Secret Tunnels

50 points

Forgotten outlets, hidden tunnels and secret trap doors provide Goblins with a sneaky way to infiltrate the strongholds of Middle-earth, or escape should the enemy prove too powerful.

Persistent Effect. Before forces are deployed on the board, place a counter within 12" of a single defensible terrain feature that is either a building or ruins. This counter represents the entrance to the terrain feature via the secret tunnels. Provided no enemy formations are within 1" of the counter, your Goblin formations may enter or leave the terrain feature via the secret tunnel, treating the counter as if it were part of the terrain feature itself. The Death Beyond the Gates rule does not apply if Goblins can leave a terrain feature using secret tunnels (but if they do not take a Courage test they must leave via the secret tunnels). A Goblin formation may not attack an opponent occupying this terrain feature using the tunnels.

Unfair Fight

25 points

Individually Goblins are no match for the heroes of other races, however when they band together they can prove quite formidable.

Intervention. Play this fortune prior to resolving any Heroic Duel involving a Goblin Hero or Epic Hero. All Goblin Heroes and Epic Heroes involved in the fight add their Fight values to the one of the model involved in the duel, and may pool their Might points to work out who wins the duel. Should the Goblin still lose, all the models helping him will suffer the same damage he suffers.

Life is Cheap

25 points

The weak-willed Goblins can be forced to achieve any task if the threat in case of failure is dire enough.

Intervention. Use this Fate after a friendly Misty Mountains' formation has failed a Courage test. The formation suffers D3 hits for each point the test was failed by but is then assumed to have passed the Courage test.

Relentless Advance

25 points

When you are one amongst hundreds, what does it matter if a few of your comrades are slain?

Persistent Effect. If taken, this Fate affects all friendly Misty Mountains formations in your army. Instead of being driven back by enemy shooting attacks, friendly formations from the Misty Mountains that are not Stalwart will suffer D3 automatic hits.



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Fallen Realms



Sauron's minions are many and diverse; more than Orcs and wraiths answer to the Dark Lord. To the east and south of Mordor lie the lands of evil Men whose hearts were long ago corrupted and subjugated to Sauron's dark will. Many of these warlike Men will fight for riches, some out of their fanatical loyalty to Sauron and others still for fear of his wrath. They are dangerous and brutal warriors that pose a constant threat to the safety of Middle-earth. Now, united, these Fallen Realms answer the Dark Lord's summons and they march to burn the fair cities of Gondor to the ground.



50 points + models

Khamûl's Easterlings

The Easterlings hail from the distant lands of Rhûn. Fierce and well disciplined, these warriors are equipped with the finest weapons and trained beyond reproach, taught to fight in deadly phalanxes where their spears form an almost impenetrable hedge of sharpened blades.

Worse, unlike the unruly mobs of Orcs and superstitious tribesmen that submit to the Dark Lord's will through fear, the Easterlings worship Sauron as a noble and vengeful deity to be praised above all others, and honour the wights and wraiths that share in his power. Chief amongst these is Khamûl, Lieutenant of Sauron and second in power amongst the Nazgûl to none but the Witch-king himself. In the presence of Khamûl, the Easterlings fight with unparalleled zeal and their phalanxes of golden-armoured warriors cut through the Dark Lord's enemies like a scythe through wheat.

BATTLEHOST

- Khamûl, The Easterling
- 1-2 Easterling Kataphrakt Cohorts (3+ companies)
- 1-2 Easterling Archer Cohorts (3+ companies)
- 2-4 Easterling Cohorts (3+ companies)

SPECIAL RULES

Black-hearted Discipline: As long as they are within 12" of Khamûl, all formations in this battlehost re-roll failed Terror tests and are steadfast on the roll of a 5 or 6, rather than 6.

Phalanx: All companies in this battlehost that are armed with pikes provide +2 dice when supporting, not +1.



Easterling Kataphrakt Cohort
(including Khamûl, The Easterling)



Easterling Cohort



Easterling Cohort



Easterling Archer Cohort

"Wicked Men. Servants of Sauron. They are called to Mordor."

— Gollum, The Two Towers



Khamûl the Easterling



Easterling Warrior



Easterling Kataphrakt

Unlike many of the forces commanded by Sauron, the disciplined Easterlings dress in strict uniform. As befits their status as elite warriors the Easterlings are clad in helmets and scale-armour of shining gold. Their shields are likewise a bright golden hue. The cloth worn by each warrior is a rich scarlet, with veteran warriors permitted to adorn the collars of their headdress with golden lining if they so choose. The same colours can be seen under the dark robes of Khamûl himself, a hint of this Ringwraith's ancient origins.

Handwritten text in a decorative script, likely representing the Easterling language.



Dalamyr's Corsairs



Dalamyr,
Fleetmaster of Umbar



Corsair of Umbar

Corsairs habitually cover themselves with tattoos, some of which are simple swirls whilst others are stylised representations of the dread creatures of the seas.



Corsair Arbalester



Corsair Captain

Dalamyr's flagship is the *Shrike*, and its crew are the scourge of the fiefdoms of Gondor. Wherever its black sails are spotted, carnage quickly ensues. None dare show cowardice or disobedience whilst Dalamyr is aboard and under the Fleetmaster's command the *Shrike* has hauled away a king's ransom in plunder time and again, leaving only a trail of death its wake. Much of this bloodshed is the result of the *Shrike's* Reavers, cut-throats who are considered barbaric even by the amoral standards of the Corsairs. Mad with bloodlust and the desire to slaughter, the Reavers are often chained up in the *Shrike's* hold while at sea to prevent 'accidents' amongst the crew. On land, they fight alongside the *Shrike's* crew, butchering any in their way, including other Corsairs. Dalamyr is more than willing to sacrifice the lives of his crewmen if they will offer a suitable distraction – one that allows him to put his Hâsharin's skills to use and fulfil his own sinister, secretive mission.

BATTLEHOST

- Dalamyr, Fleetmaster of Umbar
- 3-6 Corsair Raiding Parties (3+ companies)
- 1-2 Corsair Arbalesters formations

*"The Corsairs are upon us!
It is the last stroke of doom!"*

– Men of Gondor, The Lord of The Rings

SPECIAL RULES

Reavers: Corsair Raiding Parties that are part of this battlehost have the Berserk special rule. However, unless the formation is within 12" of Dalamyr at the beginning of the Fight phase, they suffer a -1 penalty when rolling on the Berserk table. If the result is a 0 the Berserk formation suffers D6 hits resolved at its own Strength +4.

The Fleetmaster: As long as Dalamyr is within 12", all formations in this battlehost count as having a Taskmaster.



Corsair Raiding Party (including Dalamyr)



Corsair Raiding Party



Corsair Raiding Party



Corsair Arbalesters



The Army of Umbar

The city of Umbar can muster a great many warriors under arms, as one would expect of a city ruled by seven paranoid lords, each with his own oath-sworn army. Chief amongst these warriors are the villainous crews of the Corsair fleet, hard-bitten raiders and pillagers all. Less cut-throat, but more numerous by far, are the Haradrim tribesmen of the surrounding lands, bought by gold or coerced by threats to carry their blades in Umbar's service. Yet the shock troops of the Corsair city are the personal guards of the city lords, the Black Númenóreans rumoured to be the descendants of the original traitors who stole the city away from Gondor's rule. This martial might would surely be amongst the most fearsome of all the armies of Middle-earth, were it not for the continual threat that it would collapse into a morass of back-stabbing as the various factions strove against one another, rather than the common foe. Only the dread presence of a Ringwraith has any hope of keeping the Army of Umbar in order.

BATTLEHOST

- The Betrayer AND/OR The Knight of Umbar
- 1-2 Haradrim Warbands
(3+ companies)
- 1-2 Haradrim Raider Warbands
(3+ companies)
- 1-2 Corsair Raiding Parties
(3+ companies)
- 0-2 Corsair Arbalester formations
- 0-2 Black Númenórean Regiments
- 0-2 Morgul Knight Regiments

SPECIAL RULES

The Shadow of the Nazgûl: As long as either the Betrayer or the Knight of Umbar are within 12", all formations in this battlehost gain +1 to their Fight value, and re-roll failed Courage tests. However, if both Ringwraiths are slain, the alliance that binds the various factions together will evaporate. At the start of every Priority phase following the Ringwraiths' deaths, roll a D6 for each formation in this battlehost. On a roll of 1 it has been attacked by their rivals and the formation immediately suffers D3 casualties (not hits!).



Corsair Raiding Party (including the Knight of Umber)



Haradrim Warband (including the Betrayer)



Haradrim Raider Warband

"These cursed Southrons come now marching up the ancient roads to swell the hosts of the Dark Tower."

- Mablung, The Lord of The Rings



The Knight of Umbar



The Betrayer



Haradnim Banner Bearer
showing the icon of Velnakir

Warriors of Umbar bear heraldry based upon their allegiance. The most powerful Lords of Umbar are Alcarin, Veinakar and Castavakh, whose respective symbols are crossed scimitars, a stylised portcullis and a trident. Though most of the Corsairs and Haradrim in their service wear basic garb, particularly trusted warriors will also be clad in the colours of their liege lord.



75 points + models

The Golden Army of Abrakhân

The Haradrim city of Abrakhân sits upon one of the great crossroads of Middle-earth. It is a bloated spider grown fat and wealthy upon a web of trade routes, the Golden King who rules the city taking his due of the caravans that ply the roads to and from Khand, Mordor and the corsair city of Umbar. Unlike other Haradrim Kings, Abrakhân's ruler holds little hatred in his heart for the folk of Gondor, seeing more profit in his illicit trades with the fiefdoms than in open war. Nevertheless, the Golden King fears the Dark Lord as much as any of his peers, and so the Golden Army of Abrakhân marches to the Pelennor in Sauron's name.

BATTLEHOST

- Abrakhân Guard
- 2-4 Haradrim Warbands (3+ companies)
- 1-2 Haradrim Raider Warbands (3+ companies)
- 0-2 Khandish Mercenary Warbands
- 0-2 Khandish Mercenary Raiders
- 0-2 Half Troll Warbands

SPECIAL RULES

Treasures Laid in Hoard: The warriors of the Golden Army are hard-bitten mercenaries who will fight so long as the promise of wealth holds true. As long as the Golden King is within 12", all formations in this battlehost use his Courage (he is their paymaster, after all). This Courage value cannot be reduced for any reason whilst the Golden King is alive.

Golden Promises: The ruler of Abrakhân has monies enough to bribe his enemies, even in the teeth of battle. All enemy formations that are within 12" of the Golden King at the start of the Fight phase must pass a Courage test or else be distracted by the handfuls of thick golden coins being flung into the air. Any formation failing such a Courage test is reduced to Fight 1 for the remainder of the phase.



Abrakhân Guard (including the Golden King)



Haradrim Raider Warband



Haradrim Warband



Haradrim Warband



The Golden King



Haradrim Raider



Warriors of the Golden Army wear robes dyed in royal blues and purples. The Golden Army's banners carry Abrakhân's royal symbol – the desert scorpion.



Mahûd Wartribe

The savage tribesmen of Far Harad are known as the Mahûd. They are a primitive and superstitious people, but they are no less dangerous for that. To fight the Mahûd is a fearsome thing, for they make no pretence at strategy or tactics, instead coming howling at their enemies, their distinctive war paint only adding to their intimidating visage. The Mahûd respect only strength and martial prowess. No wonder then that leadership of the tribes goes to the strongest and canniest of warriors. These Chieftains can inspire their followers to great deeds of courage, even in the face of overwhelming odds, but they must forever prove their worth. For a Chieftain to show even a moment's weakness is an invitation to be deposed by another rising warrior. On occasion, a particularly aggressive warrior will succeed not only in ruling a single tribe, but a whole region of the southern savannahs. These are the Kings of the Mahûd and their mighty wartribes are feared by the men of neighbouring Khand and distant Gondor alike.



Mahûd King



Mahûd Chieftain



Mahûd Warrior

The distinctive war paint of the Mahûd gives them a terrifying visage. The individual patterns denote each warrior's standing within his tribe. The markings displayed by Mahûd Warriors are therefore relatively simple whilst those worn by Chieftains are more complex. The most elaborate face markings are the reserve of the Kings of the Mahûd.

BATTLEHOST

- 2-4 Mahûd Warbands (2+ companies)*
- 1-2 Mahûd Raider Warbands (3+ companies)*
- 1 War Mûmak of Harad
- 0-2 Half Troll Warbands

**At least one formation in this battlehost must include a Mahûd Chieftain. One Mahûd Chieftain in this battlehost must be nominated to be a Mahûd King.*

SPECIAL RULES:

Mahûd Mûmak Crew: The Mahûd Wartribe's War Mûmak is crewed not by Haradrim, but instead by Mahûd Warriors. These crew members replace their bows with blowpipes and count as having a Shoot value of 3+ but otherwise they behave exactly as normal Mûmak Crew. In addition, this War Mûmak counts as having the Mahûd Beastmaster Fate as detailed on page 71. Note that this Fate does not count towards the maximum limit of Fates you may include in your army nor does it prevent you selecting the Mahûd Beastmaster Fate as normal.

Mahûd King: As long as they are within 12" of the Mahûd King, all formations in this battlehost count as having a Taskmaster and are steadfast on a 5 or 6 instead of a 6. In addition, the Mahûd King counts as an Army Banner, but only to formations in this battlehost.



War Mûmak



Mahûd Raiders (including Mahûd King)



Mahûd Warband



Mahûd Warband



Mûmak War Herd

100 points + models

The mighty Mûmakil are huge creatures used by the Haradrim as beasts of burden and war for centuries, harnessed with great howdahs from which the crew can fire down upon their foes. Each Mûmak stands taller than a house and the very ground shakes at their step. If the stampede of one of these behemoths is a fearsome sight, then the charge of a War Herd is truly terrifying. All before such an overwhelming force scatter lest they are trampled and gored to death. The tribes of the Harad have mustered all such herds and marched with the ponderous creatures to the Pelennor. Even the Mahûd War Tribes of Far Harad, where the Mûmakil were first thought to have been captured and broken, have journeyed with their herds to obey the will of Sauron. Never before have so many Mûmaks been gathered in one place and it is doubtful that such an awesome spectacle shall ever again be witnessed. With monsters such as these at Sauron's command, Gondor shall be trampled to dust.

BATTLEHOST

- 3-6 War Mûmakil of Harad

SPECIAL RULES:

Overwhelming Charge: It's almost impossible to get out of the way of a charging War Herd. Instead of moving the War Mûmakil independently in the Move phase, as long as each War Mûmakil is within 6" of another from the same battlehost, you can perform an Overwhelming Charge. If you choose to do so, turn all the War Mûmakil to face the same direction and move them forward 3D6" (each War Mûmak moves the same distance), re-rolling any failed To Hit rolls suffered by formations that are trampled on.

The Ground Trembles: When a War Herd marches, the ground itself trembles, throwing off the aim of even the best marksman. As long as each War Mûmakil is within 6" of another from the same battlehost, enemy formations within 12" of any of them count their Shoot value as being 1 worse than it would normally be.

Terrifying Advance: Enemy formations that are within 12" of at least two War Mûmakil from this battlehost suffer a -1 penalty to their Terror tests. This penalty is increased by 1 for each additional War Mûmakil from this battlehost (above the initial two) that is within 12" of the enemy formation.

"There came great beasts, like moving houses... the mûmakil of the Harad..."

- The Lord of The Rings



War Mûmakil of Harad



Mahûd Mûmak Chieftain



The Haradrim often daub the forehead and flanks of their War Mûmakil with war paint. These designs often match the Haradrim's own tribal markings and many now incorporate the Eye of Sauron as the ponderous beasts march to Gondor. These symbols are repeated upon the standards that hang from the War Mûmakil's howdahs.

Handwritten text in a stylized script, likely representing a Haradrim name or phrase.



Watcher of Kârna

By tradition, the Watchers of Kârna wear dark brown or black coats with red sashes. Their robes are of plainer material, fashioned of simple brown cloth. While the Watchers themselves do not carry banners, the initiate warbands often carry standards depicting a crown and a serpent.



Haradrim Warrior



Haradrim Banner Bearer showing the icon of Kârna



The Host of Kârna

75 points + models

Nobody knows what was once worshipped within Kârna's hallowed halls, so utterly lost in history is the truth. Yet those who live near to that ill-fated city know all too well what dwells there now: the dread Dîmlokhi. These restless spirits prowl Kârna's ruins, feasting upon trespassers in cruel midnight rituals. Given free reign, the Dîmlokhi would bring terror to lands far beyond Harad, perhaps even to the shores of Gondor's fiefdoms. So it is well for Middle-earth that the Watchers of Kârna hold the Dîmlokhi within the ruined walls, caging ghost and spectre through the effort of blade and bow. Yet despite the importance of their calling, not even the Watchers of Kârna can deny a summons to the Great Army of Harad. So it is that many of their warriors and initiates travel north to the great widow-making field of the Pelennor, to ply skills of sword and bow against the defenders of Gondor.

BATTLEHOST

- 1 Watcher Warband
- 3-6 Haradrim Warbands (3+ companies)
- 0-2 Haradrim Raider Warbands



"...Mordor has allied itself with the Easterlings and the cruel Haradrim..."

— Boromir, The Lord of The Rings

SPECIAL RULES

Surprise Attack! All formations in the Host of Kârna have the Ambushers special rule. In addition, if arriving as reinforcements, this battlehost can re-roll any dice roll that determines when and where it will arrive.

Stalk in Silence. All formations in the Host of Kârna are treated as wearing enchanted cloaks and have the Pathfinder (Master) special rule.

Hunters of Ghosts. All formations in the Host of Kârna have the Spiritbane special rule. In addition, as long as they are within 12" of the Watcher Warband, all formations in the Host of Kârna (including the Watcher Warband) roll an additional D6 when taking a Terror test.



Watcher Warband



Haradrim Warband



Haradrim Warband



Haradrim Warband

The Fallen Realms Fates



These are additional Fates that you can select as long as your army contains one or more battlehosts from the Fallen Realms.

Banner of the Serpent Lord

75 points

The banner of Suladân shows a serpent coiled around the Kahriril Blade, the symbol of leadership in Harad and to which all must swear allegiance.

Persistent effect. Choose one formation of Haradrim, Haradrim Raiders, Serpent Guard or Serpent Riders in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game. In addition, if Suladân is in the same formation as this banner then his Inspiring Leader rule will affect all formations of Men from the Fallen Realms army list.



Poisoned Weapons

75 points

The Haradrim and their allies smear the tips of their arrows in deadly venom and coat their blades in vile poisons.

Persistent effect. Choose one Fallen Realms formation in your army that does not already have the Poisoned Weapons special rule. That formation now gains the Poisoned Weapons special rule and may re-roll any failed To Hit rolls of a '1' with close combat and shooting attacks.

Black Scorpion Venom

50 points

Most dangerous of all venoms is that of the black scorpions, the merest touch from which can stop a man's heart.

Persistent effect. Choose one Fallen Realms Hero in your army to have coated their dagger in Black Scorpion Venom. Each hit caused by this Hero in a Heroic Duel will cause a casualty, regardless of his foe's Resilience.

Fear and Doubt

50 points

Long ago, noble men of Númenor were corrupted by the will of Sauron. The folk of Rohan and Gondor are ever fearful that the same weakness may lurk within their own hearts.

Intervention. Use this Fate just before an enemy formation of Men makes a Courage test. Roll a D6 – on a 2 or more that test is automatically failed.

Mahûd Beastmaster

50 points

The influence that these Beastmasters wield over the great Mûmakil is beyond compare.

Persistent effect. Choose one War Mûmak of Harad in your army to have a Mahûd Beastmaster – he replaces one of the crew members. This War Mûmak, and all other War Mûmakil within 12", count as having a Hornblower. The Mahûd Beastmaster is treated as a normal crew member (with an identical profile) in all other respects.

Tusk Weapons

50 points

Some Mahûd tribes hammer steel spikes into the tusks of the mighty Mûmakil or else hang barbed-chains between them, increasing the bloodshed one of these mighty beasts might wreak.

Persistent effect. Choose one War Mûmak of Harad in your army to have tusk weapons. This War Mûmak inflicts D3+1 hits per company instead of D3 per company when making a Stomp and Gore! attack against an enemy formation.

Warrior Pride

50 points

Many of the southern tribes respect only strength, courage and the willingness to slay the enemy. These warriors fight with a reckless bravery that borders on the insane.

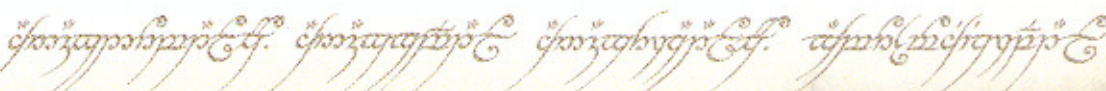
Persistent effect. Nominate one formation of Fallen Realms infantry or cavalry in your army. This formation is now Indomitable. In addition, during any combat in which a Hero or Epic Hero within the formation fights in a Heroic Duel, the formation will automatically be steadfast if beaten in combat.

Unhallowed Halls

25 points

The Watchers of Kârma cage the most dangerous of spirits within the stone walls of cursed ruins. Such places are anathema to those with pure hearts and only the foolish willingly enter, for the imprisoned spirits are always seeking ways to escape and lash out at their jailers.

Persistent effect. Before forces are deployed on the board, nominate a single defensible terrain feature that is either a building or ruins. Any formation (friend or foe) occupying this terrain feature gains the Terror special rule. At the end of every turn, however, any such formation must take a Courage test. For every point the test is failed by, the formation suffers a casualty (not a hit!) as the spirits vent their anger.





Angmar



Angmar is a haunted, forsaken realm, as bleak and barren as any outside Mordor itself. Only the brave or the foolish willingly enter this vile place, for it was from Angmar that the dreaded Witch-king ruled and his malign presence has forever tainted this land. Angmar is a realm of chill shadows where only black-hearted creatures and evil spirits now dwell. As Sauron rises in power, tales abound that the evil in Angmar stirs once more. It is rumoured that the shrill cry of the Witch-king can be heard in the wind and that legions of Ghosts, Orcs and savage Barbarians answer the eerie summons.



The Dwimmerlaik



The Tainted



Ghost of Angmar

The Ghosts of Angmar are so ancient that they are almost completely translucent, pale white with only brown hues, the colour of rot and decay, visible through their translucent forms. Armour of bronze or even gold has been seen on these spectres, a mockery of the gilded armour of the Kings of Arnor – the ancient enemies of Angmar.



Spirit Legions of Angmar

75 points + models

The dead do not rest easy in the cursed realm of Angmar. Malign spirits, remnants from an earlier age who refused to yield to whatever lies beyond life, are possessed with the might to enslave creatures long after their mortal bodies can endure no longer. Bodiless and insubstantial, these creatures dwell within Angmar's shadow to this day, neither living nor dead, their souls burning with hatred for the living. The only allegiance these spirits know is to the Nazgûl, the Ringwraiths who, being unliving creatures themselves, are able to bend the restless dead to their will and infuse them with a portion of their own sorcerous power. In ages past the Witch-king himself commanded legions of ghosts and spectres against the Men of Arnor – now, at the behest of the Dwimmerlaik and the Tainted, the evil spirits of Angmar bring terror and dismay to the descendants of that once noble realm.

BATTLEHOST

- The Dwimmerlaik AND/OR the Tainted
- 2-4 Spectral Hosts
- 1-2 Ghostly Legions (3+ companies)
- 2-4 Shades
- 0-2 Court of Fallen Kings
- 0-2 Ghostly Riders
- 0-1 Werewolves

*"...all foul, all rotting, all dead.
A fell light is in them."*

– Frodo, The Lord of The Rings

SPECIAL RULES

Ethereal Forms: In the presence of the Dwimmerlaik even enchanted Elven blades lose their power. As long as they are within 12" of the Dwimmerlaik, all formations from this battlehost add +1 to their Defence value.

Chill Touch: In the presence of the Tainted the Ghosts' merest touch is enough to freeze their opponent's blood. As long as they are within 12" of the Tainted, all formations from this battlehost add +1 to their Strength value.

An Army of Ghosts: As long as they are within 12" of either the Dwimmerlaik or the Tainted, formations from this battlehost are exempt from a Shade's Chill Miasma special rule.



Spectral Host (including the Tainted)



Spectral Host (including the Dwimmerlaik)



Ghostly Legion



Shades



75 points + models

Buhrdûr's Warband

Buhrdûr is a creature of pure evil, a mighty Troll spawned in the darkest caves of the Misty Mountains. Buhrdûr has gathered to him all manner of fell creatures. Trolls are inevitably drawn to the strongest and most violent of their kind and Wargs also sense in Buhrdûr a mighty pack leader – one that will lead them to plenty of fresh meat. The Goblins of the Misty Mountains and the Orcs of Angmar are always drawn to the scent of plunder and despair. Buhrdûr's Warband grows with each victory as ever more beasts flock to his side. However, it is not just the size of this warband that has gained Buhrdûr such a dread reputation. Unlike others of his kind, Buhrdûr is possessed of a ruthless cunning. It is perhaps because none expect a Troll to be anything other than dull-witted that Buhrdûr's Warband has been so successful – for who expects Trolls to lie in ambush? Thus have many passing heroes been slaughtered by Buhrdûr, caught in the jaws of a brutal and surprisingly efficient trap.

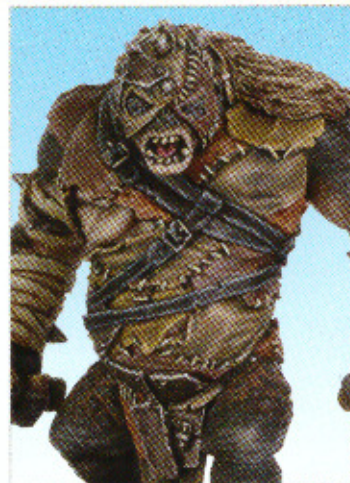
BATTLEHOST

- Buhrdûr
- 3-6 Cave Trolls
- 1-2 Angmar Orc Warbands (3+ companies)
- 1-2 Warg Packs (6+ companies)
- 1-2 Moria Goblin Warbands (3+ companies)

SPECIAL RULES:

Pack Leader: As long as they are within 12" of Buhrdûr, all formations in this battlehost can use Buhrdûr's Courage value for any Courage tests they are required to make.

It's a Trap! All Buhrdûr's Warband formations have the Prowlers and Ambushers special rule. In addition, if arriving from reinforcements, this battlehost can re-roll any dice roll that determines when and where it will arrive.



Buhrdûr



Warg Chieftain



Angmar Orc

The Orcs of Angmar tend to be outcasts from Mordor and are swathed in an assortment of dirty cloths of dark greens, greys and black. Their shields and banners are most often black, a few of which depict symbols of ancient, fearsome beasts such as a Dragon or some other terrifying creature. Only those Orcs that fight under the gaze of the Witch-king have any semblance of a uniform, carrying as they do banners resembling the shrieking face of their lord.



Buhrdûr



Cave Trolls



Angmar Orc Warband



Moria Goblin Warband



Warg Pack

Handwritten text in a stylized, cursive script, likely a signature or a decorative element.



Angmar Fates

These are additional Fates that you can select as long as your army contains one or more battlehosts from Angmar.

Die Now and Curse in Vain

75 points

Only the foolish stand against one of Sauron's chosen servants, for their very touch is death.

Intervention. Use this Fate at the beginning of any Fight phase and choose one Angmar Hero in your army. For the remainder of the turn, each close combat hit inflicted by that Hero or his company will cause a casualty, regardless of the foe's Resilience.



Banner of Angmar

75 points

The Banner of Angmar depicts a ghostly, shrieking face that appears to move as if it were alive. Such a sight chills the blood of all who gaze upon it.

Persistent effect. Choose one Angmar formation in your army that has a Banner Bearer. That banner is now an Army Banner for the remainder of the game. In addition, whilst the Banner Bearer is alive, his formation gains the Terror special rule.

Barrow Blades

50 points

Foul sorceries cursed these blades long ago and now the only armour that is proof against their bite is a shield of courage.

Persistent effect. Nominate one Angmar infantry formation in your army that is not Spirits. That formation gains the Spirit Grasp rule.

No Man May Kill Me

50 points

Many a warrior has tried to kill one of the Nazgûl, none have succeeded.

Persistent effect. Nominate one Ringwraith in your army. Roll a D6 each time a hit is inflicted on this Ringwraith as the result of a Heroic Duel. If the score is a 4 or more the hit is prevented.

Corpse Candles

25 points

The evil spirits that inhabit Middle-earth have been known to use fey lights to ensnare their victims.

Intervention. Use this Fate at the beginning of any Move phase and nominate a single enemy formation. That formation must immediately take a Courage test. If the test is passed nothing happens. If the test is failed the formation succumbs to the lure of the Corpse Candles and your opponent cannot move the formation this phase, but you can, treating it as if it were one of your own. You cannot make a Heroic Move or move At the Double! with this formation and Epic Heroes cannot join or leave it during the Move phase – they are far too distracted by the pretty lights.

The Dead Shall Rise

25 points

The dead do not always rest easy and the ranks of spectres and ghosts are forever swelling.

Intervention. Use this Fate at the start of any Fight phase and nominate one of your infantry Spirit formations. Roll a D6 for each casualty the formation inflicts in close combat that turn – on the roll of a 5 or 6 the Spirit formation replenishes a single casualty it suffered earlier in the battle as the bodies of the recently deceased turn against their former friends. This Fate cannot restore companies that have been removed from the game.

Cry of Terror

25 points

The piercing shriek of Sauron's most terrifying minions can be heard over the din of battle and the howling winds.

Intervention. Use this Fate at the beginning of the Shoot phase and nominate a single enemy infantry or cavalry formation that is within 12" of one of your Spirit formations (or a Ringwraith). The enemy formation must immediately take a Courage test, but on a single D6 only. For every point the test is failed by, the formation suffers a casualty (not a hit!) as several warriors flee or else literally die of fright.

Haunted Stronghold

25 points

Ghosts and spectres haunt many a ruin in Middle-earth, their essences bound to the stones themselves.

Persistent effect. Before forces are deployed on the board, nominate a single building or ruin. All formations (friend or foe) suffer a -1 to their Courage value whilst they occupy the Haunted Stronghold unless they are Spirits or are joined by an Epic Hero that is a Spirit. In addition, any Good formation that wishes to move through or occupy the feature must first pass a Courage test. If the test is failed, the formation treats the feature as impassable terrain for the duration of that move.





The Galadhrim Elves of Lothlórien attempt to repel an army of rampaging Orcs.

Galadhrim Elven of Lothlórien attempt to repel an army of rampaging Orcs.



Unleashing Battlehosts

Battlehosts add a new dimension to both building and playing with your War of The Ring armies, so answer the call-to-arms and muster together your mightiest warriors – the battle for Middle-earth is about to begin.

Because battlehosts are so important to the look and feel of your army, it feels right that they should take centre stage in both your collection and during your battles. This section looks at building and playing with battlehosts.

Build me an Army...

There are two basic methods of building battlehosts into your army. The first and most obvious way is to simply add every model you'd need to field a battlehost to your collection. This is perfect if you are new to the Lord of The Rings hobby as it provides you with a sizeable collection of miniatures to paint and play games with.

However, if you already have a War of The Ring army, you will probably want to take your existing models and forge them into battlehosts. Because battlehosts are often built around Core formations, it is entirely plausible that your collection already contains a battlehost, or at least the better part of one. As a result, it is always worthwhile checking to see if, by including an extra Hero or a few extra companies, you can use the bulk of your existing army and form a battlehost or two. By doing so you can help to give your army a more unified look and provide it with even more character, as well as giving your force an extra trick or two to unleash upon the battlefield.



Some battlehosts are composed almost entirely of Rare formations. Fielding large numbers of such troops is typically the reserve of very large games as you would normally need to include an equivalent number of Common formations to satisfy the Decree of Rarity. However, by taking the appropriate battlehost, you can include large numbers of Rare formations as a matter of course, helping you to raise a truly elite army.

Many players will want to distinguish their battlehosts from their other troops. This can easily be done with variations in uniforms, iconography and markings when painting your battlehosts. This not only looks fantastic, it also helps to remind both players which formations belong to which battlehost as the battle ensues. The showcases presented in this book are packed with examples of how to paint your battlehosts. Alternatively, they may help to inspire some of your own colour schemes. Some players may wish to further unify their formations by modelling unique banners for them or basing them on custom-made movement trays.

Supporting the Battlehost

When building an army, many players will naturally want to form their battlehosts first. The question that then arises is: 'what to spend the rest of my points on?' Well, assuming you have taken all of the battlehosts you want then it's back to the army lists in the War of The Ring rulebook.

It's always worth thinking about any Heroes or formations that might complement your army's theme. Perhaps you will reinforce the Lothlórien Battlehost with one of Lórien's many patrols – a formation of Wood Elves led by Haldir, Guardian of Lórien, for example.

You could also consider those Heroes and formations that complement your particular battlefield strategy. For example, a formation or two of cavalry can act as outriders to slower-moving infantry battlehosts, intercepting possible threats to your flanks. Perhaps you'll decide to include a formation of missile troops (or even some artillery) to soften up the enemy before your cavalry battlehosts hit home? If you're finding your elite battlehosts are in danger of being outnumbered then why not consider fielding some more Common formations to bolster your battlelines?

Some of the most iconic creatures in the whole of Middle-earth are its monsters. These models often form the centrepiece to a War of The Ring collection and they can help to define the overall theme of an army – after all, what Mordor army would be complete without a few Trolls? As monsters are extremely powerful all-round units they are ideal for supporting your battlehosts. Indeed, by fielding powerful monsters alongside battlehosts you will present your opponent with the unenviable task of trying to stop both. It's much like being caught between a rock and a hard place, albeit one that is filled with lots of angry Trolls, Ents, Oliphants, Dragons...

You can further cement the theme of your army by selecting Fortunes and Fates. After all, the Swan Banner of Dol Amroth is the ideal upgrade for Prince Imrahil and his Swanhost, and no Mûmak War Herd would be complete without a Mahûd Beastmaster to command it. With a little extra effort you can represent Fortunes and Fates by modelling special conversions or applying a unique painting scheme to your models. Perhaps you could paint the plate mail of an Uruk-hai Warband with a brighter metallic shade to show that they are clad in strong Isengard Steel? Maybe you could represent the Standard of Lothlórien with a suitably lavish paint job on one of your Galadhrim Banner Bearers? The Fortunes and Fates presented in this book (and the War of The Ring rulebook) offer great opportunities for modellers and painters to show off their skills and further personalise their War of The Ring collection.



Gaming with Battlehosts

Battlehosts provide a solid core of warriors led by powerful Heroes, with new special rules and abilities. There isn't nearly enough space here to discuss all the possible tactics to use, besides, part of the fun is in finding and developing your own combination of tactics. However, there are a few general points to bear in mind when playing with battlehosts, tips that all budding commanders should take note of.

It may sound obvious, but two battlehosts are better than one. By fielding multiple battlehosts in your army you can contest not just one, but several key positions on the battlefield. As you play larger and larger games you'll discover new tactics that work particularly well when fielding two (or more) battlehosts in combination – imagine combining the speed of the Warg Riders of Isengard with the sheer brutality of the Fighting Uruk-hai. Don't forget that you can also include allied battlehosts in your army, giving you some radically different formations to add to your collection, paint and use in your games.

Battlehosts and Heroes

The Heroes in a battlehost are crucial to its effectiveness. Not only are they powerful warriors but many of the battlehost's formations depend on being in close proximity to their Hero. Suffice to say that as Heroes cannot be in two places at the same time; their influence is limited to only a single part of the battlefield. It is easy for a battlehost's formations to become separated during the chaos of battle and clearly situations will arise when it is beneficial to split a battlehost up. Perhaps it is vital to send a battlehost's cavalry contingent ahead or keep a formation of infantry behind to guard an objective? Remember though, a battlehost's greatest strength lies in its combined power and it should not be given up easily.

Don't let your Heroes get stranded. Heroes leading cavalry formations are particularly vulnerable if they charge ahead of their supporting infantry and overextend themselves as they slaughter a bloody path ever deeper into the enemy lines. Before you know it, they're surrounded by the enemy and in deep trouble! So remember, keep your battlehost together and protect your Heroes. Guard the flanks of your Legendary Formations and, if a formation takes heavy casualties, consider moving its Epic Heroes into another of the battlehost's full-strength formations.

Fighting Against Battlehosts

Try to keep an eye out for where your opponent's Heroes are, particularly if they are leading battlehosts. If you can kill them then the rest of their battlehost will immediately become less of a threat. A common tactic is to slay the battlehost's commanders in a Heroic Duel – a risky tactic as they tend to be powerful warriors but, if successful, a gamble that may well end up winning you the entire battle. If you get the chance to engage these champions, take it! However, whilst you are attempting to kill your opponent's Heroes, remember that he will be trying to do the same to you...

Another sound piece of advice is to remember the age-old strategy of divide and conquer. If you can lure a formation or two away from their parent battlehost, far enough that they no longer gain the abilities afforded to them by their Heroes, you can destroy them piecemeal. If none of this works then try and focus on destroying one battlehost at a time. Concentrate your entire army's firepower onto your target, weakening it before your formations charge in. If you have them, use your spellcasters to either bolster your own fighting strength, or weaken your opponent's.



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Battlehosts and Scenarios

Battlehosts can form part of any War of The Ring army and can be used in any of your scenarios, from pick-up games to the great battles of the War of The Ring and beyond.

Because you must pay a points cost to field a battlehost, they can be included in any points-balanced game of War of The Ring – the Battle Scenario presented in the War of The Ring rulebook being a good example. In other games, where points are not used, agree with your opponent of the best way to include battlehosts into your scenarios.

Battlehosts and Linked Games

The War of The Ring rulebook presents rules for playing a linked series of games. When playing in such games with battlehosts, players will need to be canny than ever with their Heroes. If they should fall in battle you run the risk of depriving your battlehosts of their most valuable asset. However, these Heroes are accompanied by a band of battle-hardened warriors who will fight to recover their fallen leaders and protect them from further harm. It can be imagined that the battlehost's remaining warriors leap to the aid of their fallen champion, protecting his unconscious form – even some Orcs will prevent their masters from meeting an early demise on the battlefield, doubtless in the hope that they will earn themselves a bigger share of the loot as a reward.

To represent this, we suggest that if any of a battlehosts' Heroes are killed in battle you may add +1 the dice rolls to see if they miraculously survive.

Battlehosts and the Great Battles

Battlehosts are ideal for use in the Great Battles of the War of The Ring. Clearly some of the battlehosts were created with this purpose in mind. For instance: Éomer's Knights are ideal for the Relief of Helm's Deep, and Gothmog's Morannon Orcs are perfect for use in the Battle for Osgiliath. Perhaps you will recreate the Battle for Pelargir, and see if the Army of the Dead can overrun Dalamir's Corsairs. Simply look at the suggested participants in such games and match them with the appropriate battlehosts.

Of course, players should feel free to alter these scenarios if they wish to include additional or different battlehosts. It's great to replay these battles with a small tweak. For example: what if Boromir had not joined the Fellowship and had remained with his warriors at Osgiliath? You could then replay the Battle for Osgiliath scenario pitting Gothmog's Morannon Orcs against the Osgiliath Garrison.

Battlehosts and Other Scenarios

Battlehosts are ideally suited for recreating the classic battles depicted in the scenes and chapters of the Lord of The Rings films and books. How about recreating the ambush on the Harad Road, when Faramir's Rangers rained their arrows down upon a Mûmak War Herd, or pitting Théoden's Guard against the Warg Riders of Isengard? Why not go one step further and fight a series of linked battles around the border wars between the Gondor and Harad, or the Dunlending invasion of Rohan, or the Battle of Ithilien? There really is no limit to the ways you can incorporate battlehosts into your War of The Ring games and players should feel free to invent scenarios of their own.

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Produced by Games Workshop

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British cataloguing-in-Publication Data: A catalogue record for this book is available from the British Library.

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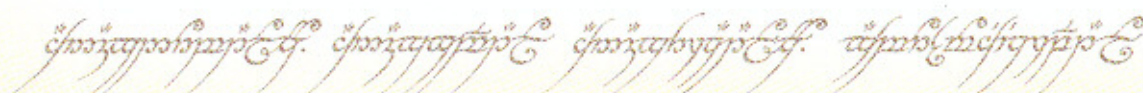
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