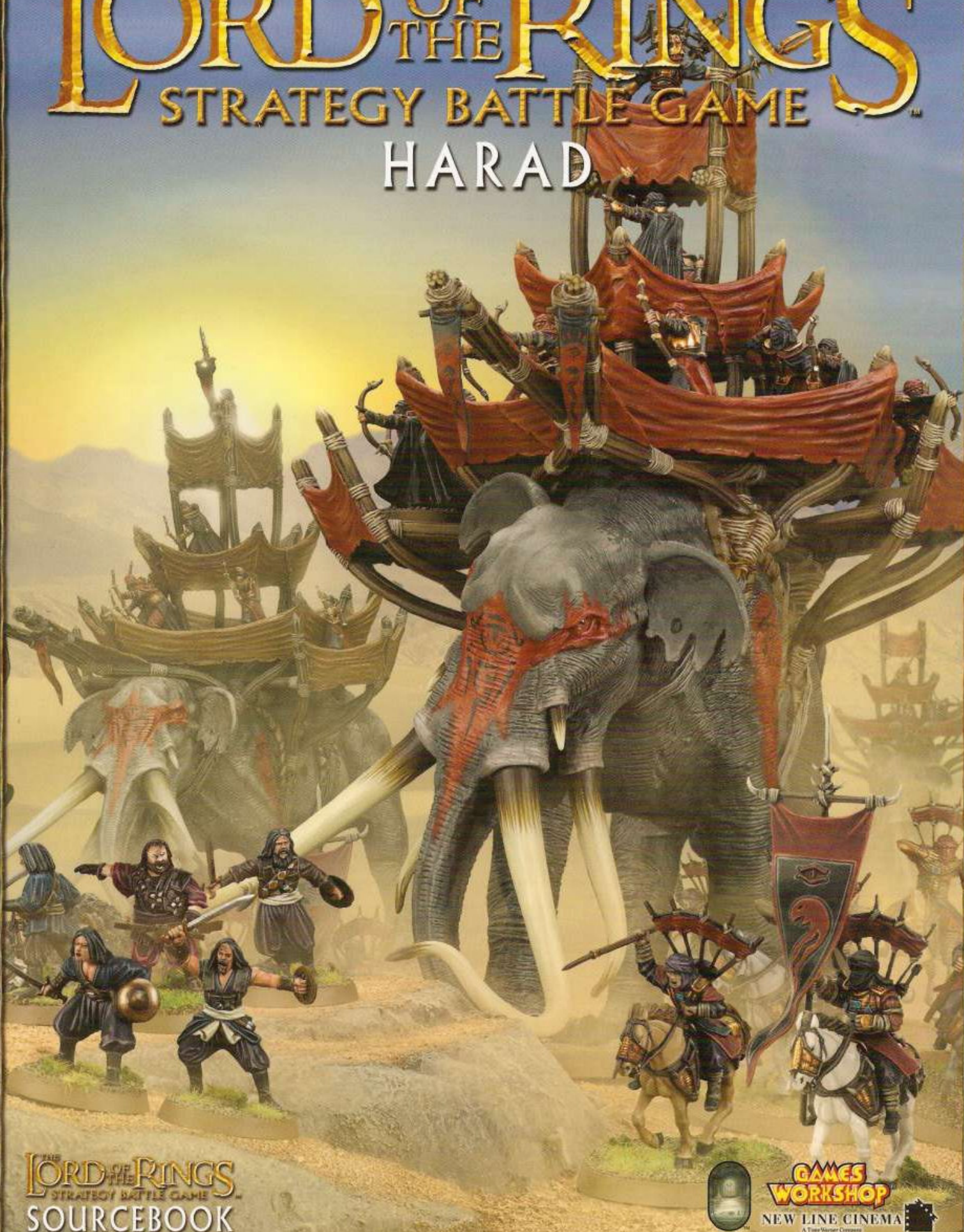


THE LORD OF THE RINGS

STRATEGY BATTLE GAME

HARAD



THE LORD OF THE RINGS
STRATEGY BATTLE GAME
SOURCEBOOK

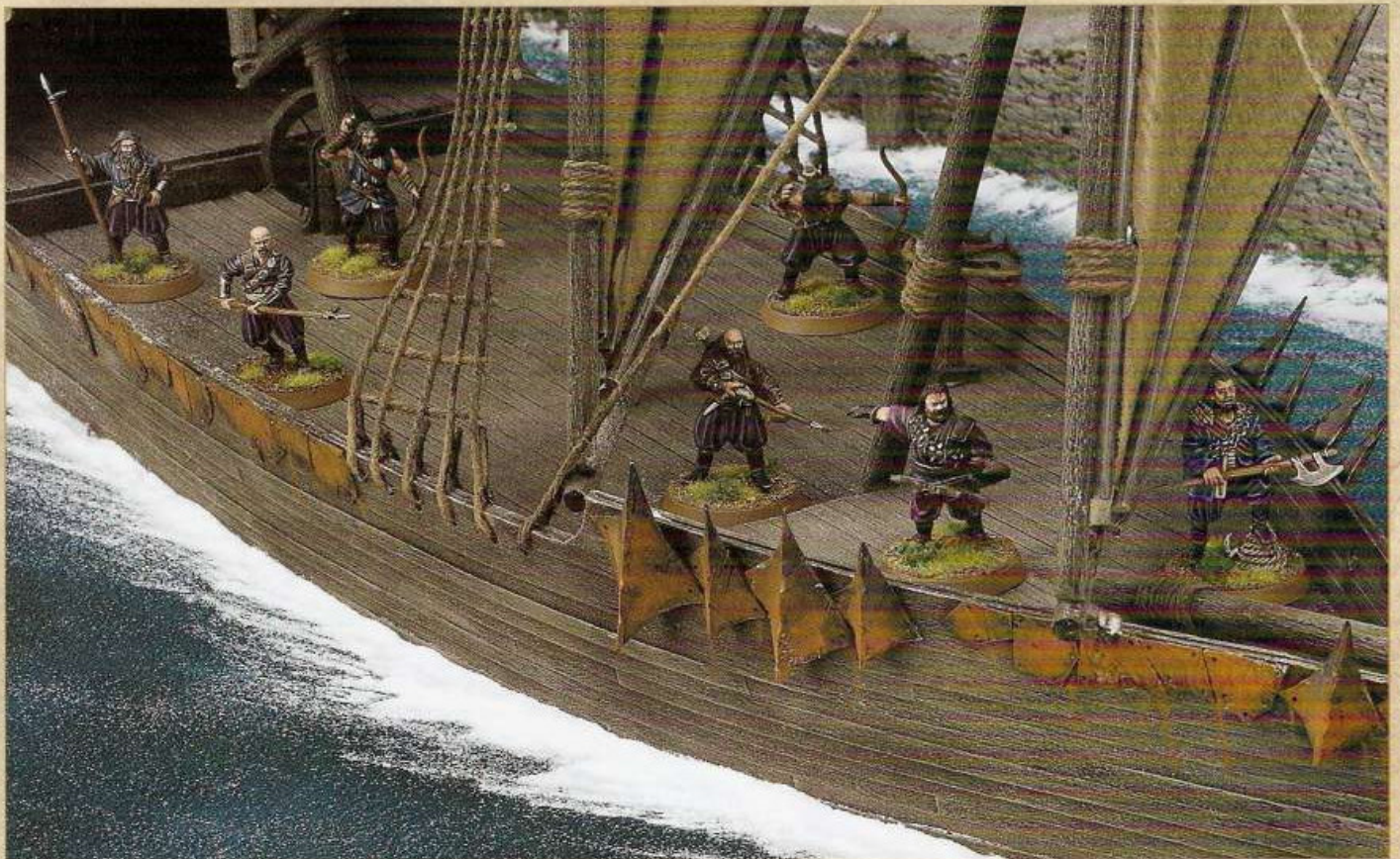


**GAMES
WORKSHOP**

NEW LINE CINEMA
A Time Warner Company



Suladân the Serpent Lord leads a raid against the Rohirrim.



The Corsairs of Umbar ply the Bay of Belfafas searching for plunder.

Հայրենիքի՜ մահազարթոյն՝ մահազարթոյն՝ մահազարթոյն՝ մահազարթոյն՝ մահազարթոյն՝ մահազարթոյն՝

HARAD

A SOURCEBOOK FOR
THE LORD OF THE RINGS STRATEGY BATTLE GAME



Haradim are the enemies of the West. They are the most numerous and most powerful of the enemies of the West. They are the most numerous and most powerful of the enemies of the West.

CONTENTS

Introduction	3	Far Harad	40
The History of Harad	6	Gaming with Far Harad	42
Tribes of the Serpent	8	Painting a Mahûd Army	43
Evil Heroes	8	An Alliance of Evil	44
Evil Warriors	17	Umbar	46
The Serpent Horde	22	Gaming with Umbar	48
Gaming with the Serpent Horde	24	The Warband of Lord Varkan	49
Painting a Serpent Horde Army	25	Scenarios	50
The Army of Suladân	26	The Battle of Kârna	50
The Great Army of Harad	28	The Spoils of War	52
The War Mûmak of Harad	30	Uprising!	54
The Corsair Fleets	32	Raid on Anfalas	56
Gaming with the Corsair Fleets	34	Assault on Glamorgarth	58
The Crew of the <i>Shrike</i>	35	The Great Army of Harad	60
Harad	36	Profile Summary	64
Gaming with Harad	38		
The Merchant Guard of Abrahân	39		

Written by
Matthew Ward

Conceptual design: Alessio Cavatore & Rick Priestley

Illustration & Maps: Nuala Kinrade

Miniatures design: Alan Perry, Michael Perry & Gary Morley

Terrain: Mark Jones

Pre-production: Carl Dafforn, Talima Fox, Kris Jagers, Ian Strickland, Sean Turtle, Stuart White & Nathan Winter

Miniatures painters: Fil Dunn, Pete Foley, Neil Green, Darren Latham, Keith Robertson, Jo Tomaszewski, Anja Wettergren & Kirsten Williams

Thanks to: John Mayo & David Imhoff at New Line Cinema; Laurie Battle, Fredrica Drotos & Joe Mandragona at Tolkien Enterprises;

Nelson; Pete Borlace; Graham Davey; Jeremy Vetock; Steve Hammatt; Andy Campbell

PRODUCED BY GAMES WORKSHOP

Copyright © Games Workshop Limited 2007 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of The Ring; The Two Towers; and The Return of The King which are © MMVII New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. All Rights reserved. The Watcher logo, The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of The King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Limited. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Limited 2000-2007, variably registered in the UK and other countries around the world. All Rights Reserved.

All other materials, including specific game rules, strategy and augmented materials, copyright © Games Workshop Limited 2007. All Rights Reserved. Games Workshop and the Games Workshop logo 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Limited 2000-2007, variably registered in the UK and other countries around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line Cinema.

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

Pictures are used for illustrative purposes only. Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop The Lord of The Rings web site:
www.games-workshop.com/lotr/

Games Workshop web site:
www.games-workshop.com

UK
Games Workshop,
Willow Rd,
Lenton,
Nottingham NG7 2WS

US
Games Workshop,
6721 Baymeadow Drive,
Glen Burnie,
Maryland 21060-6401

Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
Games Workshop,
2679 Bristol Circle,
Unit 3, Oakville,
Ontario L6H 6Z8

NEW LINE CINEMA
A Time Warner Company



Tolkien Enterprises



INTRODUCTION

Of all the Dark Lord's servants that took to the Pelennor Fields, none were so deadly as the Haradrim, the masters of the monstrous Mûmakil. This sourcebook is the definitive guide to the land of Harad and of the armies that march in the service of its cruel chieftains.

The Lord of The Rings Strategy Battle Game rules manual contains the rules you will need to fight battles with your Citadel miniatures. Each sourcebook contains one or more army lists that work with these rules and allow you to turn your collection of miniatures into an organised force, ready for battle. This sourcebook covers the armies of the southlands: the tribal forces of Harad, the unstoppable Serpent Horde, the savage Mahûd of Far Harad, the raiders from the Corsair fleets and the guardians of Umbar. In the event of any discrepancy between this and previous volumes, this sourcebook takes precedence.

HOW THIS SOURCEBOOK WORKS

Each sourcebook is split into four sections that deal with different aspects of the region it covers. Harad contains:

◆ THE HISTORY OF HARAD

This section introduces the land of Harad and the history behind both its enmity with Gondor and its allegiance with Sauron.

✱ TRIBES OF THE SERPENT KINGDOM

Each and every Hero and Warrior to be found in Harad is examined in this bestiary section. You will find a full description of each fighter, alongside complete rules and details of any unique abilities they possess.

◆ ARMIES OF HARAD

The army lists take all of the warriors presented in the previous section and arranges them so you can choose an army for the scenarios in this sourcebook, or a Legions of Middle-earth game. Each model has a points value to help ensure you can pit your army against an opponent's in a fair match. This section also includes guidance on how to collect, paint and theme your army.

☼ SCENARIOS

A series of unique gaming scenarios allow you to recreate key moments in Harad's tumultuous history, such as the sacking of Kârna and the battle for the fortress Glamorgarth, as well as allowing you to discover what would have happened had Gondor confronted the armies of Harad before the War of the Ring began. Though there are no comparable events within the tale of The Lord of The Rings, the passage of events described is fully in-keeping with what could have happened in the story – they effectively present a series of 'What If?' scenarios based alongside historical events. Each scenario gives you a total points value for each side, a set of army lists to choose from and a list of Historical Participants, allowing you to customise the scenario to your miniatures collection as much or as little as you wish.

FIND OUT MORE

While Harad contains everything you need to play a game with your collection of Haradrim Citadel miniatures, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine White Dwarf contains articles about all aspects of The Lord of The Rings game and hobby including Legions of Middle-earth games, while you can find articles specific to Harad on our website:

www.games-workshop.com



Sulâdan leads the Haradrim to war.





THE HISTORY OF HARAD

At the Battle of Pelennor Fields, Gondor was nearly brought low by the minions of the Dark Lord. Thousands of vile Orcs and cruel Easterlings marched on Minas Tirith with murder in their black hearts, yet amongst this host, it was the mighty Mûmakil of the Haradrim that led the slaughter in Sauron's name.

The Rohirrim have broken the siege of Gondor, and Sauron's Orcs are dying or fled. The Easterlings sell their wicked lives as dearly as they can, but are slain in their turn. The defenders of Gondor cheer, for they think themselves rescued from a terrible fate, but their rejoicing is silenced when a cruel horn rings out and the Mûmakil of Harad join the fray. None can say how many valiant Rohirrim and noble soldiers of Gondor are slain in this monstrous onslaught, bludgeoned or pierced by ivory tusks and trampled into ruddy gore by the sheer, crushing weight of the charging Mûmakil. Back and forth across the field the Mûmakil rampage, their unstoppable bestial fury goaded and guided by cruel Haradrim warlords whose will is utterly bent on serving vengeance upon Gondor. Before the battle is done, the armies of Harad will claim their blood prize a thousandfold, and have brought Gondor to the edge of ruin.

THE HARADRIM

The Haradrim hail from the southernmost lands of Middle-earth, where the landscape is dominated by serpent-infested plains and arid deserts. In this unforgiving realm, anarchy is held in check solely by the ruthless will of iron-fisted leaders. Conflict here is as much a part of life as the drawing of breath, with scores of nomadic tribes vying for control of the ancient stone citadels that rise from the barren expanses like broken teeth.

The southlanders are a cruel race of Men, their hearts long ago hardened by the weight of a bloody history and their destiny tied irrevocably to that of Sauron. Most Haradrim do not kneel to the Dark Lord as a deity, as is the fashion of the fanatical Easterlings. Nonetheless, the vast armies of Harad are completely at Sauron's command, bound not through worship or fear, but by a resolute and unyielding enmity with Gondor, the scion of Sundered Númenor. This rancour harkens back to ancient times, when the Númenóreans first exerted their power upon the southlands, but in truth the Haradrim were always a barbaric and uncivilised people, long associated with deeds of unspeakable ruthlessness.

THE COMING OF NÚMENOR

As the years of the Second Age passed away, the Númenóreans landed upon Harad's shores and founded a great haven in the firth of Umbar, a natural harbour on the southern shores of Belfalas. The men of Númenor achieved influence over the local Haradrim tribes, treating with them as equals, not as subjects. Alas, Sauron soon corrupted the Númenóreans of Umbar, and those who had been noble and wise became tyrannical and fiendish.

Before long, these Black Númenóreans pitted the armies of Harad against the neighbouring kingdom of Gondor, where the blood of Númenor had not turned sour. Well-matched in the strength and skill of their armies, neither realm could meaningfully prevail over the other. As such, a state of intermittent war continued until the time of The Last Alliance, with neither side able to claim lasting victory. Even in the wake

of Sauron's defeat, the rulers of Umbar held true to their abhorrent ways, and Harad remained an ever-present threat on Gondor's southern border. Finally, after battles without number and sorrows beyond counting, a great army came down out of Gondor and crushed the legions of Umbar and Harad. The Black Númenóreans were all but destroyed, the banner of the Serpent was cast down, and Harad was a land occupied.

So it was that resentment and animosity came to burn deep within the hearts of the Haradrim. Though their people had been all but enslaved by the Black Númenóreans, the hurt of this new subjugation was all the more raw. It cannot be said that Gondor was a cruel master, yet the Haradrim had adopted many of the dark practices of the Black Númenóreans and these were ruthlessly quashed whenever discovered. Though there was much resistance, little of it had any lasting effect. Only the rebellion of Mardat the Serpent Lord came close to shattering Gondor's hold on Harad and, in time, he too was defeated and his defiant temple-capital of Kârna sacked and ruined.

THE SHADOW RETURNS

It took the intervention of Sauron, some generations later, to break Gondor's hold on Harad. Through insidious guile, the Dark Lord's emissaries provoked an uprising while Gondor's gaze was fixed upon internal strife. In a week of treachery and death, many of Gondor's overseers and their families were slain by the poisoned knives of assassins. Exhorted by demagogues in the service of Sauron, the tribesfolk of Harad rose up by the thousands to cast the armies of Gondor out of the southlands.

Before long, the pennants and banners of the Black Númenórean lords adorned the minarets and quaysides of Umbar once again. The assassins who had been so pivotal in the uprising, the Hâsharii, became the personal agents of Umbar's new ruling council and the instrument of choice for maintaining control over the Haradrim tribes. In this way, the rule of Umbar became known in all corners of Harad, with the lords relying on Hâsharii and loyal chieftains to keep order in their name. Umbar itself was made anew into a refuge for all enemies of Gondor and a haven for corsairs – a despotic port rife with slavery and blood sacrifice. With Sauron's aid, the armies of Harad waxed strong. The mighty Mûmakil were assembled by the score, vast hordes of slaves indentured into service aboard Corsair vessels, and everywhere the cold eyes of the Hâsharii saw that Sauron's will was done.

Only the Dark Lord's order is needed to release the Haradrim army to slaughter and now as darkness chokes the sky, the Lord of the Rings has issued that command. So it is that the Haradrim legions, the largest army of Men assembled for 3,000 years, ravage the bloody Pelennor at the Dark Lord's direction.

Mordor summons them. Vengeance drives them. Hatred lends them strength. Gondor will burn.



TRIBES OF THE SERPENT

EVIL HEROES

Suladân, The Serpent Lord (Man)

Points value: 90



Suladân, general of the Serpent Horde and supreme commander of Harad's armies, was already a renowned chieftain in Harad when he ventured into ruined Kârna and found the sword of King Mardat. It was this monarch, known as the Serpent Lord, who had once united Harad against the forces of Gondor, and Suladân believed the finding of Mardat's blade made him heir to Mardat's name and authority. Since then,

the name of the Serpent Lord has once more become famous throughout Harad, and grows further still with each victory. Curiously, the legend of Mardat tells how the original Serpent Lord was slain by a rival in single combat – it could yet be that Suladân will share the same fate.

F	S	D	A	W	C	M / W / F
5/4+	4	5	3	3	5	3 / 3 / 1

Wargear

Suladân carries a Karharil blade (hand weapon) and wears armour. He can be given the following items at additional cost:

Bow	5 points
Horse	10 points

Special Rules

Poisoned Arrows. See below for details.

Ascendant. Suladân's reputation is growing with each victory and his very presence can inspire armies to great deeds. The range of Suladân's Stand Fast! rule is 12"/28cm rather than 6"/14cm.

Hâsharin (Man)

Points value: 90



The despotic lords who rule Harad exercise their will through the Hâsharii, an order founded in Sauron's name and based in the feared fortress of the Hsar Karnakh. A member of the Hâsharii order must ratify any decision taken, no matter how trivial the edict, and any attempt to skirt their authority is always noticed and noted. To question or contradict the

will of a Hâsharin leads to death, whether by public execution or through the quiet application of their murderous skills. On the battlefield, the Hâsharii act as assassins, seeking out enemy leaders and slaying them with poisoned blades.

F	S	D	A	W	C	M / W / F
5/3+	4	4	3	2	4	1 / 1 / 3

Wargear

A Hâsharin carries a wide array of poisoned blades (count as a hand weapon), throwing daggers, and a blowpipe (treat it as a bow with a range of 12"/28cm).

Special Rules

The Bane of Kings. The weapons of the Hâsharii are coated with a virulent poison. Each time a Hâsharin strikes a model with a shooting or close combat attack, but fails to wound, he must re-roll the D6.

Stalk Unseen. Hâsharii learn to walk silently and stealthily through all manner of terrain. A Hâsharin always counts as wearing an Elven cloak.

Preternatural Agility. Hâsharii are graceful and elegant fighters, able to dart aside from the thrust of a blade with ease. A Hâsharin can never be trapped whilst still standing.

HARADRIM SPECIAL RULES

Poisoned Arrows. The Haradrim always smear the tips of their arrows with the preserved venom of the multitudinous serpents and scorpions living in their lands. Every time the player hits a model with a Haradrim arrow, but rolls a 1 on the D6 to wound it, he must re-roll the D6.

Haradrim King (Man)

Points value: 60



Though Harad is now irrevocably under the sway of the corrupt Lords of Umbar, the mighty deeds performed by the kings of old will never be forgotten. Indeed, tales are still told of a dozen such men, including Mardat, the first Serpent Lord, and Jilaad, merchant-ruler of Abrahân. Though the thrones and crowns of Harad are gone by the close of the Third Age, the royal blood endures in a handful of mighty individuals. These men are the greatest of the Haradrim, fierce and cunning warriors who fight for the restoration of their family's fortunes.

F	S	D	A	W	C	M / W / F
5/4+	4	5	2	2	5	2 / 2 / 1

Wargear.

A Haradrim King wears armour and carries a Haril blade (hand weapon). At an additional cost he may have the following items:

Bow	5 points
War spear (see Serpent Rider entry)	5 points
Spear	1 point
Horse	10 points

Special Rules

Poisoned Arrows. See page 8 for details.



Haradrim Chieftain (Man)

Points value: 45



Haradrim chieftains are the leaders of their tribe, each varying in status by the amount of land (and the number of men) that he controls. A chieftain's wealth is often typified by the weaponry he carries, for only the richest can afford a Haril sword forged from rare iron – indeed, most tribes see the chieftain as the ultimate arbiter of justice precisely because he carries such a sword. Chieftains commonly care little for the politics and struggles of the wider world, and will war with one another over land, slaves and other wealth. Nevertheless, when a great war comes, the promise of glory is all that is required to speed them to battle, like carrion birds inexorably drawn to a rotting corpse.

F	S	D	A	W	C	M / W / F
4/4+	4	5	2	2	4	2 / 1 / 1

Wargear

A Haradrim Chieftain wears armour and carries a Haril blade (hand weapon). He may have the following items at additional cost:

Spear	1 point
Bow	5 points
War spear (see Serpent Rider entry)	5 points
Horse	10 points

Special Rules

Poisoned Arrows. See page 8 for details.

"From the havens of Harad ships of war put out to sea..."

The Fellowship of the Ring

War Mûmak of Harad

Points value: 275

In the later years of the Third Age, the armies of Harad often employ Mûmakîl, massive war-beasts trained by the mysterious Mahûd. These colossal creatures carry a war-tower of wickerwork and hides upon their back, creating a platform from which Mahûd and Haradrim can stay above the battle and use bow and blowpipe to deadly effect. The Mûmak is nigh unstoppable once it begins its charge, tossing aside enemies like broken dolls. Only through the skill of a mighty Hero or a hail of pinpoint archery can the threat of a Mûmak be ended, sending it mad with pain and rampaging through its own ranks.

	F	S	D	A	W	C
Mûmak	4/-	9	7	3	10	2
Howdah	-	-	9	-	5	-

The Mûmak automatically comes with a Haradrim Chieftain with spear (for no additional cost). This Chieftain is the Commander.

Wargear

Tusks and vast bulk (counts as a hand weapon).



The mighty War Mûmak of Harad.

Special Rules

Awesome Presence. Mûmakil cause Terror. A Mûmak also counts as a banner to friendly models (though not to itself!).

Fearless! Warriors who ride a Mûmakil to battle are emboldened by their steed, while the Mûmak itself is too dumb-witted to fear anything. Mûmakil and all models in a howdah automatically pass Courage tests for the force being broken. The Mûmak always passes Courage tests for charging a terrifying creature.

Special Rules – Deployment

The Crew. The Commander and up to 12 models from the following list may be deployed in the howdah:

Haradrim Warriors
Serpent Guard
Watchers of Kârna
Mahûd Warriors
Half Trolls of Far Harad

The Commander is deployed in the top position. Two models may be deployed on the next level down. Eight models may be deployed on the bottom level, and one model may be deployed in each pannier.

The Move Phase

Ponderous Bulk. Mûmakil may not cross obstacles more than 2"/4cm tall, neither may they jump, climb, lie down, or defend barriers. Mûmakil may not enter difficult terrain other than water features (including swamps, rivers, etc).

Moving the Crew. Crew models can move around the howdah, including climbing up/down to other levels, as described in the main rules manual. Models in the howdah may not lie down, and if knocked to the ground will stand up as quickly as possible to avoid being jeered by their comrades. Models deployed in the howdah may not voluntarily leave as long as the Mûmak is alive.

The Commander. While the Commander is aboard the Mûmak, any Heroic moves he calls will affect the Mûmak, even though the Mûmak's base is more than 6"/14cm from the Commander. The Mûmak is never affected by Heroic moves called by Heroes other than its Commander. If the Commander is killed, another model in the howdah may take control of the beast. From that point on he will be unable to make shooting attacks and must move to the top position as quickly as possible.

Magical Powers and the Mûmak. The Mûmak is immune to the effects of all Transfix, Immobilise, Command and Compel magical powers – or indeed any other magical powers or abilities that would prevent it from moving normally. These spells can, however, be directed against the model controlling the Mûmak – in this case the Mûmak will be affected instead.

A Sorcerous Blast can inflict damage on the Mûmak or the howdah but cannot move them. If a model in the howdah is hit by a Sorcerous Blast, it is damaged as normal but not moved. Instead, the controlling player rolls a D6. On a 1-3 the model is knocked to the ground in the howdah. On a roll of 4-6 the model falls to the ground below and takes falling damage (see 'The Mûmak and Damage').

Trample. When you want to move the Mûmak, rotate its base on the spot, 'aiming' the model in the direction you want it to travel. While rotating, the Mûmak may touch models or terrain. In the case of models, move them out of the way by the shortest possible route. In the case of terrain, move the Mûmak away just enough to complete its rotation.

After the Mûmak has been 'aimed', move the model up to 8"/20cm directly forward, ignoring enemy models' control zones. If the Mûmak moves into contact with one or more models whilst moving forward, it will Trample them, automatically inflicting three Strength 9 hits on each model. Cavalry models suffer three hits on both the rider and the mount. If the rider survives and his mount is slain, the rider is thrown and, after testing on the Thrown Rider chart, is placed in base contact with the Mûmak. If the mount survives and the rider does not, the mount is removed as a casualty.

If a contacted model is slain by the Trample, the Mûmak can continue to move. The Mûmak will Trample other models along its way until it either reaches the end of its 8"/20cm move, or it fails to slay an enemy. If an enemy model survives the Trample, the Mûmak stops (exactly like a charging model would) and will fight the enemy as normal in the Fight phase.

If the enemy wins priority and charges the Mûmak, it can pin it in place and prevent it from moving as normal.

If the Mûmak moves into contact with a friendly model, the controlling player can choose to either Trample it in order to continue moving if the Mûmak manages to kill the model, or to stop.

If the Mûmak moves into contact with a fortification, it will inflict three Strength 9 hits, but if the fortification is Defence 9 or 10 the Mûmak will suffer three Strength 9 hits as well.

The Shooting Phase

Shooting at the Mûmak. Any models deployed in the howdah, the Mûmak and the howdah itself are all considered to be separate battlefield targets and so may be targeted freely by magical powers, shooting attacks, etc. Note that siege engine or volley fire shots that scatter from the crew or the howdah may always be assigned to the Mûmak, and vice versa, even though the base of the Mûmak is more than 6"/14cm away.

Note that models with throwing weapons may elect to cast their weapons at the howdah or its occupants before completing a charge against the Mûmak.

Shooting from the Mûmak. Models in the howdah are not considered part of the combat if the Mûmak is fighting and so do not themselves fight in the combat and remain free to shoot if they wish. Models in the howdah may shoot regardless of how far the Mûmak has moved, providing they have not themselves moved more than half their Move or climbed.



A Mahûd Warchief marshals his warband.

The Mûmak in Combat

Irresistible Force. If a charging Mûmak wins a fight, all of its opponents are knocked to the ground (even monstrous mounts).

Immovable Object. A Mûmak cannot be knocked to the ground (even by other Mûmakil!) or otherwise moved against its will, and never backs away if it loses a fight – its opponents must always back away, even if they win! As a result of this, a Mûmak can never be trapped.

The Mûmak and Damage

Wounding the Mûmak. If the Mûmak is wounded, there is a chance it will Stampede in the next turn (see below). If the Mûmak is killed, the crew suffer falling damage, an additional Strength 9 hit and are placed in base contact with the Mûmak. Once the fate of the crew is resolved, remove the Mûmak.

Stampede! Every time a Mûmak suffers a wound, the model controlling it (or the Mûmak itself if all the Haradrim are gone) must take a Courage test. Similarly, a Courage test must be taken at the start of the Evil Move phase if there are no models left on the howdah. If any of these tests are failed, the Mûmak will Stampede at the start of the next Evil Move phase, after any Heroic moves have been resolved (it will not Stampede if it has been charged).

When a Mûmak Stampedes it follows all of the normal rules, with two exceptions: it must always move full distance, and its direction of move is determined by the Good player, not the Evil player! When choosing the Mûmak's move direction, the Good player is free to set it so it will Trample Good models, and may even direct it off the table if he wishes, in which case the Mûmak counts as a casualty.

If one Mûmak Stampedes into another, both animals take three Strength 9 hits, but their howdahs remain unaffected.

In the turn during which the Mûmak Stampedes, models in the howdah may not move or shoot they just hang on for dear life! Additionally, at the end of the Stampede movement, the Evil player must roll a D6 for each model in the howdah – on a roll of 1 the model falls to the ground below, suffering falling damage as normal.

At the end of the Movement phase, the Mûmak returns to the control of the Evil player.

Destroying the Howdah. If the howdah is reduced to 0 Wounds, it is destroyed and the crew tumble to the ground below – all the crew suffer falling damage. Surviving models are placed in contact with the Mûmak's base.



Mûmak Upgrades

Few Mûmakil are identical. Not only do the beasts themselves vary greatly in temperament and physique, but their Haradrim or Mahûd masters often alter their beast's appearance. Such changes vary from warpaint upon howdah and Mûmak, to lengths of chain to mangle attackers. You may upgrade any War Mûmak in your army with any or all of the following options. If you have purchased one or more upgrades for your War Mûmak, you must make clear to your opponent which upgrades you have chosen before the game begins.

Gnarled Hide

40 points

This Mûmak is blessed with an exceptionally tough and hardy hide that is proof against all but the strongest blows.

The Mûmak has Defence 8, rather than 7.

Rappelling Lines

25 points

The howdah of the Mûmak is laden with various ropes that enable the crew to dismount the beast should need arise.

Models in the howdah may attempt to dismount the Mûmak during the Move phase, after the Mûmak has moved. Rather than making a Climb test, roll a D6 for each model wishing to dismount. If the result is a 1 the unfortunate individual has lost his grip and tumbles to the ground below, suffering falling damage as normal. On any other result, the disembarking has been safe and successful. Place the model in base contact with the Mûmak, at a point as close as possible to the position it occupied on the howdah. If it is impossible to place the model in base contact with the Mûmak, it remains in the howdah and may not dismount this turn.

Models that dismount may use the movement to charge into combat (although they must take any terror tests *before* they test to see if they fall). Models that dismount may not make a Shooting attack in the same turn.

Foul Temperament

20 points

Some Mûmakil are never truly tamed, and rage against their indenturement at every opportunity. Such ill-temper makes them truly fearsome beast in combat, but reduces the control their handlers can exert.

The Mûmak has its Attacks value increased to 4. Courage tests taken for determining whether or not the beast Stampedes suffer a -1 penalty.

Rocks!

20 points

Chunks of rubble and stone are stacked about the Mûmak's howdah for the crew to hurl onto their foes.

If they do not move, models in the howdah may make a Strength 6 Shooting attack with a range of 8"/20cm.

Sigils of Defiance

20 points

Many Haradrim and Mahûd tribes adorn their Mûmakil and howdahs with primal sigils and runes. It cannot be said with any certainty whether or not the gods do pay heed to these offerings, but war paint can certainly inspire boldness in the Mûmak's crew or instil great fear in the enemy.

Models in the howdah have the Magic Resistance special rule. In addition, each time a model in the Mûmak's howdah suffers a wound, roll a D6. On the roll of a 6, the wound is ignored, exactly as if a point of Fate were expended.

Tusk Weapons

20 points

Some Haradrim attach spikes, wooden spars and other lethal implements to the tusks of the Mûmakil in order to make it even more difficult for victims to escape its onslaught.

A Mûmak with tusk weapons inflicts four Strength 9 hits when Trampling, rather than the normal three.

Mahûd Beastmaster Chieftain (Man)

Points Value: 25



A Beastmaster Chieftain may only be purchased as an upgrade for a Mûmak.

Some amongst the Mahûd neglect their personal battle skills in order to improve their mastery over the mighty Mûmakil. These Beastmaster Chieftains may lack the raw savagery of a Mahûd Warrior hardened by many years of hand-to-hand fighting, but the influence they wield over the great elephantine beasts of the south has to be seen to be believed.

Wargear

A Mahûd Beastmaster Chieftain wears armour and carries a bone dagger (hand weapon).

Special Rules

Master of the Mûmak. The Mahûd Beastmaster Chieftain replaces, in all respects, the Mûmak's Commander, except that he always stands on the bi-forked wooden platform at the front of the Mûmak (the position at the top of the howdah may be filled by a normal Haradrim). In such a position, the Mahûd Chieftain receives less cover against incoming missile fire than models in the howdah. The howdah only counts as in the way of an enemy shot only if some part of it is physically between the shooter and the Mahûd Beastmaster Chieftain.

Mahûd King (Man)

Points value: 75



Though a rarity in the history of the Mahûd, it has been known for a particularly determined and brutal individual to rule not only a tribe, but a large portion of the Mahûd kingdom in Far Harad. Such kings are aggressive and driven individuals, for to show even a moment's weakness is invitation to be deposed by a younger and more dynamic chieftain.

F	S	D	A	W	C	M / W / F
5/3+	5	5	3	2	4	2 / 2 / 1

Wargear

A Mahûd King wears armour and carries a bone dagger (hand weapon). He may be given the following items at additional cost:

Shield	5 points
Poisoned blowpipe (see below)	5 points
War spear	1 point
Camel (see page 19)	10 points

Special Rules

Warrior Pride. See below.



Mahûd Tribe master (Man)

Points Value: 60

Leadership amongst the Mahûd goes to the strongest and canniest warrior, whose prowess upon the field of battle can inspire his followers to great deeds. As a result, a tribe – or indeed warband, for the Mahûd make no distinction between the two – is a shifting arrangement at best, with warriors forsaking one tribal leader for a stronger man. While the Tribemasters fight on, all who follow them are filled with courage – more than one Mahûd victory can be attributed to a sheer stubborn refusal to admit defeat.



F	S	D	A	W	C	M / W / F
5/3+	5	5	3	2	2	2 / 1 / 1

Wargear

A Tribemaster wears armour and carries a bone dagger (hand weapon). He may be given the following items at additional cost:

Shield	5 points
Poisoned blowpipe (see below)	5 points
War spear	1 point
Camel (see page 19)	10 points

Special Rules

Warrior Pride. See below.

MAHÛD SPECIAL RULES

Poisoned Blowpipe. The poisoned blowpipe can be fired in the Shooting phase if the bearer did not move in the preceding Move phase. It has a range of 12"/28cm and a Strength of 2. Every time a 1 is rolled on the roll to wound from a blowpipe shot, the player must re-roll it.

Warrior Pride. The leaders of the Mahûd are not inspirational leaders but instead embolden the rest of the army by showing their willingness to fight the enemy. Mahûd Heroes do not have a Stand Fast! and other Mahûd models may never use an allied Hero's Stand Fast! Instead, any Mahûd model will automatically pass its Courage test if there is a Tribesmaster or Mahûd King in combat within 12"/28cm.

Dalamyr, Fleetmaster of Umbar (Man)

Points value: 100



A notorious figure in the land of Harad, Dalamyr has been one of the foremost fleetmasters for many long years. Though growing old, his influence within the tortuous politics of Umbar, coupled with his skills as a Hâsharin – the mysterious and deadly order of Haradrim assassins – make him an opponent to be feared, both within and without the southlands.

F	S	D	A	W	C	M / W / F
5/3+	4	4	3	2	4	1 / 1 / 3

Wargear

Dalamyr carries poisoned hand weapons and throwing daggers.

Special Rules

The Bane of Kings; Stalk Unseen; Preternatural Agility.

See Hâsharin entry for details.

Smoke Bombs. Dalamyr carries several pouches and vials containing powders that explode with a fierce flash of light and a cloud of acrid smoke. These are throwing weapons with a Strength of 1. If hit and not killed, the target must expend a Will point or be stunned by the fiery detonation for the rest of the turn, exactly as if subject to a Transfix magical power. If Dalamyr ever rolls a 1 to hit with a Smoke Bomb, his supplies have run out and he cannot use them for the remainder of the battle.



Dalamyr leads his corsairs against a village in Gondor.

Corsair Captain (Man)

Points value: 50



The men who rise to the command of a Corsair ship are generally the most ruthless warriors in the fleet, rather than those who command the greatest nautical ability. In Corsair raids, as in many other things, victory goes to the strongest, but a Corsair captain must be able to mercilessly quash any challenges from within his own ranks as well. Every Corsair dreams of the wealth that command of such a vessel entails, and there are few unprepared to seize the opportunity should it arise.

F	S	D	A	W	C	M / W / F
5/4+	4	4	2	2	4	2 / 1 / 1

Wargear

A Corsair Captain carries a bandoleer of throwing daggers (throwing weapons). He may be given the following items at additional cost:

Two-handed weapon		5 points
Shield		5 points
Bow		5 points
Crossbow		5 points

Corsair Bo'sun (Man)

Points value: 45



Discipline aboard ship falls to the fleet bo'suns, who impose order through brute force (and the threat of brute force). The relationship between a Captain and his bo'sun is generally an uneasy one, for the Captain relies on the bo'sun to keep the crew in line, but knows full well that the bo'sun has one eye on deposing the Captain and claiming his ship. During an attack the bo'suns are the captain's lieutenants, directing his raiders to where the most damage can be inflicted.

F	S	D	A	W	C	M / W / F
4/4-	4	4	2	2	3	0 / 0 / 1

Wargear

A Corsair Bo'sun carries a bandoleer of throwing daggers (throwing weapons) and a spear. He exchange his spear for one of the following items at additional cost:

Two-handed weapon		5 points
Shield		5 points
Bow		5 points
Crossbow		5 points

Special Rules

Commanding Bellow. Corsair Bo'suns know how to get the best out of their followers – normally by inspiring greater fear than the foe. All Corsairs treat a Corsair Bo'sun as a banner.



The Corsairs of Umbar unleashed!

EVIL WARRIORS

Serpent Guard (Man)

Points value: 8



Only the most skilled and devoted warriors join the ranks of the Serpent Guard, the very elite of Suladân's armies. The Serpent Lord often scatters them about his armies, thickening the tribal levies with a group of experienced swordsmen. In return for their dedication, the Serpent Guard receive first pick over the spoils of war, making them far wealthier than the common tribesmen of Suladân's army.

F	S	D	A	W	C
4/4+	3	4	1	1	3

Wargear

A Serpent Guard wears armour and carries a spear.

Special Rules

Poisoned Blades. The weapons of the Serpent Guard are coated with a deadly poison. Each time a Serpent Guard attempts to wound an enemy in a fight, but rolls a 1 on the dice to wound, he must re-roll the dice.

Serpent Rider (Man)

Points value: 13



Suladân believes in striking swiftly whenever he can, and encourages his followers to hone their skill in fighting from horseback. The Serpent Riders of Harad are the most experienced of his cavalymen, using their poisoned lances and scimitars to scatter the foe. Few can outfight them, but to flee is folly.

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

Wargear

A Serpent Rider wears armour. He rides a horse and carries a war spear (see below).

War Spear. A Haradrim war spear is used as a lance from horseback and as a spear on foot.

Special Rules

Poisoned Blades. The weapons of the Serpent Rider are coated with a deadly poison. Each time a Serpent Rider attempts to wound an enemy in a fight, but rolls a 1 on the dice to wound, he must re-roll the dice.

Watcher of Kârna (Man)

Points value: 9



The Watchers of Kârna are the only Haradrim that now dwell in the shadow of ruined Kârna. Said to be descendants of Kârna's priests, the Watchers are an order dedicated to protecting the city from outsiders and protecting outsiders from the horrors of the city. The Watchers are not obliged to send a tithe of their strength to the armies of Harad, for they remain outside of the insidious influence of the Hâsharii – even the assassins of the Hsar Karnakh are distant terrors when compared with the Dîmlokhi. That said,

the presence of the Watchers is not unknown on the battlefields of Middle-earth, though it tends to be in service to their own objectives and not those of the Council of Umbar.

F	S	D	A	W	C
4/3+	3	3	2	1	3

Wargear

A Watcher of Kârna carries two swords (hand weapon). He may be given the following items at additional cost:

Bow 1 point

Special Rules

Resistant to Magic. See main rules manual.

Steely Nerve. A Watcher of Kârna attempting to charge a Terror-causing enemy receives a +2 bonus to his Courage for that test.

Poisoned Arrows. See page 8 for details.

Haradrim Warrior (Man)



Life amongst the perpetually warring tribes of Harad has always been hard. Continual warfare has trained the menfolk in the arts of battle. Depending upon his influence, a chieftain can call upon between a few dozen and several hundred warriors pledged to serve – this is how strength is measured amongst the tribes.

Points value: 5

F	S	D	A	W	C
3/4+	3	4	1	1	3

Wargear

A Haradrim Warrior wears armour and carries a dagger (hand weapon). Any Haradrim Warrior can be given additional items at the following cost:

Spear	1 point
Bow	1 point
Banner	25 points

Special Rules

Poisoned Arrows. See page 8 for details.

Haradrim Raider (Man)



Amongst the Haradrim tribes are accomplished horsemen who roam the desert and savannah alike, conducting unrelenting raids upon their neighbours. While not as well-bred as those of Rohan, the horses of Harad are swift and strong, able to tirelessly carry their masters across the plains. In larger battles, these raiders gather at the vanguard of the army, applying their hit-and-run tactics on a different scale.

Points value: 11

	F	S	D	A	W	C
Haradrim Raider	3/4+	3	4	1	1	3
Horse	0	3	4	0	1	3

Wargear

A Haradrim Raider wears armour. He carries a dagger (hand weapon) and a bow. He may exchange his bow for a war spear (see below) at no additional cost. Any Haradrim Raider can be given additional items at the following cost:

War spear	1 point
Banner	25 points

War Spear. A Haradrim war spear is used as a lance from horseback and as a spear on foot.

Special Rules

Poisoned Arrows. See page 8 for details.



Haradrim Raiders patrol the outskirts of Umbar.

Mahûd Warrior (Man)



Mahûd tribesmen are unsophisticated by the standards of others and through some quirk of parentage are somewhat stronger than the men of northern lands. The armies of Harad often hire Mahûd mercenaries, for their strength and battle-lust is sufficient to breach an enemy shield wall where other means cannot prevail.

Points value: 11

F	S	D	A	W	C
4/3+	4	5	2	1	1

Wargear

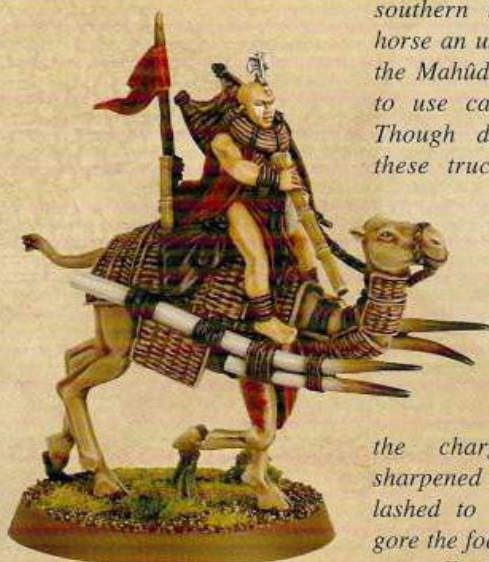
A Mahûd Warrior wears armour. He carries a shield and a bone dagger (hand weapon). He may be given the following items at additional cost:

Poisoned blowpipe (see page 14 for details) 1 point
Spear 1 point
Banner 30 points

Special Rules

Warrior Pride. See page 14 for details.

Mahûd Raider (Man)



The intense heat of the southern lands makes the horse an unsuitable steed, so the Mahûd long ago learned to use camels as mounts. Though difficult to train, these truculent beasts are hardy, swift and suited to travel through the arid wastes of the Nâfarat. Mahûd Raiders are at the most devastating on the charge, where the sharpened bones and tusks lashed to their camels can gore the foe with all the force a galloping camel can bestow.

Points value: 20

	F	S	D	A	W	C
Mahûd Warrior	4/3+	4	5	2	1	1
Camel	0	4	4	0	1	1

Wargear

A Mahûd Raider wears armour. He carries a shield and a sword (hand weapon). He rides a camel (see below) and may be given the following items at additional cost:

Poisoned blowpipe (see page 14 for details) 1 point
War Spear 1 point
Banner 30 points

Special Rules

Warrior Pride. See page 14 for details.

Impaler. When a Mahûd Raider (or any Mahûd riding a camel) charges into combat, the camel immediately inflicts a single Strength 4 hit on one enemy model in base contact.

Camel. A Camel has a move of 10"/24cm.

Half Troll of Far Harad (Man)



The Mahûd revere physical prowess, and the most dedicated adherents to this creed are truly formidable. While it is doubtful that there is true trollish blood in these warriors, their sheer size and strength lends credence to the name by which they are known in other lands.

Points value: 22

F	S	D	A	W	C
5/6+	5	5	2	2	1

Wargear

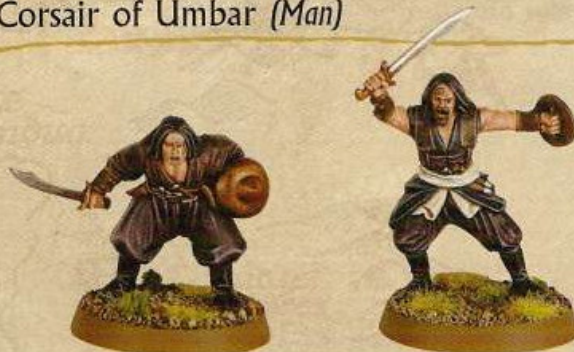
A Half Troll carries a club (hand weapon). He may be given the following items at additional cost:

Two-handed weapon 1 point

Special Rules

Warrior Pride. See page 14 for details.

Corsair of Umbar (Man)



The Corsairs of Umbar are ruthless raiders possessed of a savagery more commonly associated with Orcs rather than Men. Fortunately for the seafaring folk of Middle-earth, Corsair attacks are generally as brief as they are vicious, for the renegades of Umbar have little stomach for prolonged battle on land and will gladly scramble back to their ships once they have stolen enough plunder.

Points value: 7

F	S	D	A	W	C
4/4+	3	3	1	1	3

Wargear

A Corsair carries a bandoleer of throwing daggers (throwing weapons) and a cutlass (hand weapon). He may be given the following items at additional cost:

Boarding pike (spear)	1 point
Shield	1 point
Bow	1 point

Corsair Reaver (Man)

Points value: 10



All corsairs are callous and amoral – such is the nature of the life they lead. Reavers are barbaric even by these standards, mad with bloodlust and the desire to slaughter. Other Corsairs are wary of the temper of the blood-tattooed Reavers, and give them a wide berth wherever possible. While most Corsair captains recognise the value of such driven individuals as the Reavers, they generally have the sense to keep them chained up while at sea, to prevent ‘accidents’ happening amongst the crew.

F	S	D	A	W	C
5/-	3	3	2	1	3

Wargear

A Corsair Reaver carries a pair of swords (hand weapon).



Corsair Arbalester (Man)

Points value: 10



The Corsairs of Umbar believe in having as much firepower as they can carry. To this end, many carry crossbows on raids and use a large wooden pavise to provide shelter as they reload. It is common for such Corsairs to gamble heavily, with numerous bets placed upon who shot how many enemies, and where. Being able to place a quarrel in an opponent's eye is generally considered a winning shot, although other areas of the body can score highly if the results are sufficiently entertaining.

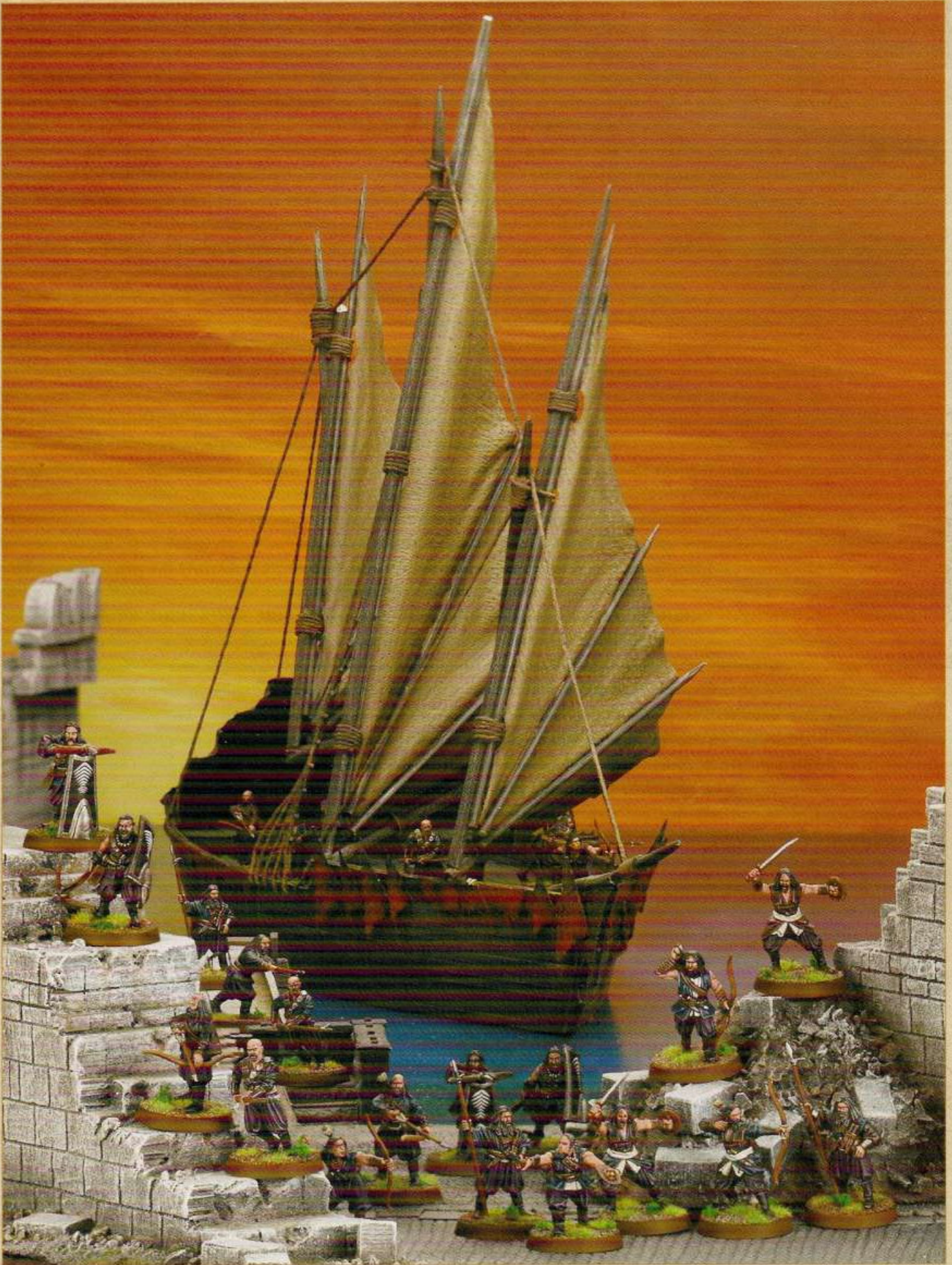
F	S	D	A	W	C
4/4+	3	3	1	1	3

Wargear

A Corsair Arbalester carries a crossbow and a large wooden pavise (shield) but is otherwise unarmed.

Special Rules

Pavise. This is a large wooden shield that primarily protects against missile fire. If the bearer of the pavise is not in base contact with an enemy model he receives +3 Defence. If the bearer is in combat, he is able to use the rules for shielding but does not receive a Defence bonus as he also carries a crossbow.



There are no pirates so feared as the Corsairs of Umbar.

THE SERPENT HORDE

On the southern bank of the Harnen river a vast army has been assembled. Thousands upon thousands of Haradrim warriors have been gathered at the behest of the lords of Umbar, their numbers further reinforced by mercenaries and slaves. Though this army has been gathered at the orders of the lords of Umbar, Sauron, the Dark Lord of Mordor, has set its purpose, and it is in his name that the army shall fight. It is Sauron's design that the Great Army of Harad, this Serpent Horde, shall march upon Gondor's southern regions while the legions of Mordor attack in the north and east. Pinioned between two equally dangerous foes, Gondor will inevitably fall.

Leadership of the Serpent Horde falls to the greatest warlord to have arisen in Harad for many long years - Suladân, the Serpent Lord. A charismatic individual by any standards, Suladân originally made his name in a series of clashes with rival chieftains, and has since marched to even greater glories against Khandish invaders. Suladân's victories have brought him fame, wealth and the loyalty of his followers in equal measure, but the Serpent Lord's providence threatens to destroy the Serpent Horde before it can begin its march on Gondor. Suladân sees victory in Gondor as the first step in asserting his will over the southlands, and the agents of Umbar, the Hâsharii, keep watch to ensure that the Serpent Lord does not stray from his assigned role.

When the Serpent Horde goes to war, it will do so in numbers greater than any seen in a mannish army for thousands of years. Whole tribes of Haradrim warriors march at the Serpent Lord's command, marshalled by Suladân's most trusted chieftains and emboldened by scores of veteran Serpent Guard. A swarm of Haradrim Raiders and Serpent Riders form the vanguard of the army, a swift spear that Suladân himself shall lead towards the heart of the foe. At the rear of the army, overshadowing all else, stride the mighty Mûmakil. Though Suladân has only a dozen of these colossal beasts, it is here that his hopes of victory truly lie, for the enemy can otherwise match the rest of his army in skill, if not numbers. Suladân believes that no foe is brave enough to endure before the terrifying might of a Mûmak charge. Upon the Pelennor Fields his theory will be put to the test.





EVIL HEROES

<i>Suladân, the Serpent Lord</i>	Points value 90
Horse	10 points
Bow	5 points
<i>Haradrim Chieftain</i>	Points value 45
Bow	5 points
War spear	5 points
Spear	1 point
Horse	10 points



<i>War Mûmak</i>	Points value 275
Gnarled Hide	40 points
Mahûd Beastmaster Chieftain	25 points
Rappelling Lines	25 points
Foul Temperament	20 points
Rocks!	20 points
Sigils of Defiance	20 points
Tusk Weapons	20 points
<i>Hâsharin</i>	Points value 90

EVIL WARRIORS

<i>Haradrim Warrior</i>	Points value 5
Bow	1 point
Spear	1 point
Banner	25 points
<i>Haradrim Raider</i>	Points value 11
War Spear	1 point
Banner	25 points
<i>Watcher of Kârna</i>	Points value 9
Bow	1 point
<i>Serpent Rider</i>	Points value 13
<i>Serpent Guard</i>	Points value 8
<i>Corsair of Umbar</i>	Points value 7
Spear	1 point
Shield	1 point
Bow	1 point

ALLIES

In a Legions of Middle-earth game, the Serpent Horde can ally with the following armies: the Dwellers Below, the Black Gate, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, Harad, Far Harad, the Corsair Fleets, Umbar, the Monsters of Middle-earth and the Nazgûl.

GAMING WITH THE SERPENT HORDE

The Serpent Horde army list represents the armies of Harad at the close of the Third Age. The following pages present painting tips, as well as an example army list.



1

2



3



4

5



6

STRENGTHS

- *Suladân the Serpent Lord*
- *Poisoned Arrows*
- *Hard-hitting cavalry*

WEAKNESSES

- *No siege engines*
- *Limited Hero selection*
- *Low Defence values*

1 Suladân the Serpent Lord

The lead Hero for Harad, Suladân combines effective combat ability in the shape of Fight 5 and 3 Attacks, with an increased Stand Fast! radius, guaranteed to keep your Haradrim in the fight.

2 Hâsharin

Stealthy and skilled, the Hâsharii have a combination of special rules that allow them to get close to their target. Once the victim is in reach, a variety of virulent poisons seals their fate.

3 Serpent Rider

The Serpent Riders are Suladân's chosen guards, reflected in their Fight value of 4. Being cavalry, Serpent Riders can swiftly get into position, before riding down the foe with their poisoned lances.

4 Serpent Guard

With poisoned spears and Fight 4, the Serpent Guard are a perfect addition to a Haradrim spearband, giving a little extra hitting power that your Haradrim Warriors would otherwise lack.

5 Haradrim Warrior

Haradrim are some of the cheapest infantry in the game, allowing you to get plenty of footsoldiers into your army. Numbers count for a great deal, so field as many as you can.

6 Haradrim Raider

Cheap and flexible, Haradrim Raiders with lance are as dangerous on the charge as other, more expensive cavalry. If head-on confrontation is not your style, they can be equipped with bows to add further firepower to your force.

PAINTING A SERPENT HORDE ARMY

The Serpent Horde does not have a uniform, as such, but the same colours are applied throughout. Though no two Haradrim ever look exactly the same, the common colours help tie the army together.

WARRIOR OF HARAD AND HARADRIM RAIDER

The red, purple, black and gold colours create a strong contrast on the model, resulting in an eye-catching finish, but without overwhelming the eye. Smaller details, such as the turquoise gemstones, help to break up the larger swathes of colour.



The gems were painted in Hawk Turquoise and highlighted by mixing in Skull White.



The areas of red cloth were initially painted with Scab Red and then highlighted with Red Gore.



The armour was given a base coat of Shining Gold and highlighted with Burnished Gold before being washed with Brown Ink.



The spear binding was painted Graveyard Earth and sequentially highlighted with Bleached Bone and Skull White.



Here, a highlight of Codex Grey was applied directly over the Chaos Black undercoat.



This colour was achieved by highlighting a base colour of Liche Purple with a mix of Liche Purple and Fortress Grey.

SERPENT GUARD



The elite of the Haradrim army, the Serpent Guard follow the same basic colour scheme as the Haradrim Warriors, but extra details have been applied to make them stand out.



The serpent glyph ties these Warriors into their liege.



The ornate back banners of the Serpent Guards show that these are the elite warriors of Harad.

SULADÂN, THE SERPENT LORD



This colour was achieved by highlighting a base colour of Scab Red with a mix of Scab Red and Vomit Brown.

Suladân's robes and armour were painted the same colour as those of his troops, but extra details have been added, such as the serpent icons on his back banner.

Unlike other Haradrim, Suladân wields a steel sword, painted Chainmail and highlighted with Mithril Silver.

THE ARMY OF SULADÂN

This force represents Suladân's followers some years prior to the War of the Ring and his command of the Serpent Horde. It has been selected by choosing an initial force to a value of 500 points – a good starting size for an army. With a balanced core of troops chosen, the force has then been augmented to a size of 1,000 points by adding in reinforcements led by a Hâsharin sent to oversee Suladân's actions.

INITIAL FORCE: SULADÂN'S SERPENT RAIDERS (496 POINTS)

- ① **Suladân the Serpent Lord** 90 points
Suladân should be kept close to the centre of the battle, where his combat skills and leadership can have the greatest effect.
- ② **Râza, Haradrim Chieftain** 51 points
With bow and spear
- ③ **Serpent Spearband** 102 points
• 12 Haradrim Warriors with spear
• 1 Haradrim Warrior with banner
- ④ **Suladân's Guard** 157 points
• 7 Serpent Riders
• 6 Haradrim Raiders with war spear

This band of cavalry is large enough to look after itself in a fight, but small enough to easily manoeuvre around the battlefield.

- ⑤ **Râza's Warband** 96 points
• 16 Haradrim Warriors with spear

REINFORCEMENTS: VASSALS OF THE HÂSHARII (494 POINTS)

- ⑥ **Vâshnûr, Hâsharin** 90 points
Leave leadership to Suladân and the chieftains – the Hâsharin is better employed seeking and slaying enemy Heroes and banner bearers.
 - ⑦ **Guardians of the Serpent Temple** 57 points
• 6 Watchers of Kârna 3 with bow
- Combine Watchers with other Haradrim for a large, yet skilled, band or have them group together and punch through the weak areas in the enemy force.
- ⑧ **War Mûmak** 347 points
• 12 Haradrim Warriors with bow





ժողովուրդը. աստիճանները. ժողովուրդը. ժողովուրդը. ժողովուրդը. աստիճանները.

THE GREAT ARMY OF HARAD

The Serpent Horde is at its best using a mix of light cavalry and swarm infantry in support of other forces from Harad. In this example, the Serpent Horde is joined by bands of both Corsairs of Umbar and Mahûd, creating a flexible opponent.

MAIN CONTINGENT: THE SERPENT HORDE (996 POINTS)

- ① *Suladân the Serpent Lord on horse* .. 100 points
- ② *Drôzhna, Hâsharin* 90 points
- ③ *Gûtharic, Haradrim Chieftain with bow and spear*..... 51 points
- ④ *Abtrakân Spearband* 174 points
 - 16 Haradrim Warriors with spear
 - 1 Haradrim Warrior with banner
 - 6 Serpent Guard
- ⑤ *Guthârîc's Spearband*..... 84 points
 - 14 Haradrim Warriors with spear
- ⑥ *Fangs of the Serpent* 150 points
 - 6 Serpent Riders
 - 6 Haradrim Raiders with war spear
- ⑦ *War Mûmak of Harad* 347 points
 - 12 Haradrim Warriors with bow

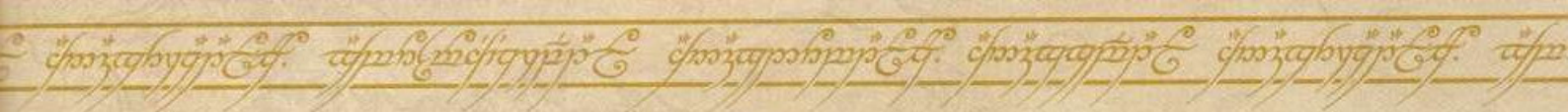
ALLIED CONTINGENT FROM THE CORSAIR FLEETS: BLOODBONE RAIDERS (251 POINTS)

- ⑧ *Gâlan, Corsair Bo'sun* 50 points
- ⑨ *Bravahn, Corsair Captain with two-handed weapon* 55 points
- ⑩ *Ciath, Corsair Bo'sun with crossbow* .. 50 points
- ⑪ *Bravahn's Raiders* 96 points
 - 12 Corsairs of Umbar
 - 4 with boarding pike, 4 with shield and 4 with bow

ALLIED CONTINGENT FROM FAR HARAD: R' CHAKA'S HORDE (241 POINTS)

- ⑫ *R'Chaka, Mahûd King with shield* 80 points
- ⑬ *R'Chaka's Warband* 161 points
 - 5 Mahûd Warriors with spear
 - 5 Mahûd Warriors with shield
 - 2 Half Trolls with two-handed weapon





THE WAR MÛMAK OF HARAD

The War Mûmak of Harad is a huge model that deserves to be the centrepiece of an army fielded by any right minded Haradrim Chieftain. A model of this size stands out on any tabletop and is well worth the extra effort spent building, painting and adding extra details to it.

BANNERS

The War Mûmak can be themed to specific Haradrim tribes by applying different designs to the banners such as the ones shown here. These can also be painted to match your Haradrim banner bearers on foot, thereby theming the entire army.



BASE DETAILS

The base of the Mûmak shows the devastation that trails in its wake. These characterful details can be painted to match the forces of Rohan.



The cloaks were painted using Dark Angels Green highlighted with Catachan Green.



The weapons were painted with Boltgun Metal followed by Chainmail.



The earth was painted with Scorched Brown and drybrushed with a mix of Snakebite Leather and Fortress Grey.



*The horses were painted using
Chaos Black highlighted with Codex Grey.*





ALTERNATIVE COMMANDERS

The Mûmak boxed set comes complete with a plastic Haradrim Champion. You can further personalise the Mûmak by adding either a Haradrim Chieftain or Mahûd Chieftain.

WARPAINT

The Haradrim daub their War Mûmak with war paint to match their own tribal markings. By matching these to the banners on the rest of the model you'll help to theme the whole Mûmak. Below are some examples of different designs and where to paint them.



The forehead of the Mûmak is a great place to have war paint. These two examples show different designs you can use.



The top of the Mûmak's legs provide a good area to paint additional markings.

THE CORSAIR FLEETS

Of all the sea-going vessels in Middle-earth there are none so feared as the black-sailed ships crewed by the Corsairs of Umbar. Swifter than the vessels of Dol Amroth, and more numerous by far than the ships of the fading Elves, the Corsair fleets dominate the Bay of Belfalas and surrounding seas, and are a presence to be feared even as far north as Lindon.

Though the Corsairs take refuge up and down the coasts of Harad, most fleets are based out of the haven of Umbar, an ancient Númenórean city now mired in corruption and the rule of evil masters. Indeed, many of the Corsairs themselves are the devolved result of union between the blood of Númenóreans and lesser men. Others are Haradrim, whose own small navies were long ago subsumed into the Corsair fleets, and a few are renegades from justice in Rohan, Gondor or a dozen other places where the rule of law still holds true.

Consummate raiders, the Corsairs do not attack to gain territory, or indeed with any other goals than to sow terror in the hearts of their enemies and plunder whatever possessions they can seize before withdrawing. Along the coasts of Belfalas there is scarcely a village that has not suffered from a Corsair raid, with dozens of ruined and blackened settlements standing in testimony to the frequency and ruthlessness of such attacks.

Assaults of this kind are generally the work of only a dozen vessels, but it has been known for several Corsair fleets to sail under one command and thus lay waste to entire stretches of the shoreline. Even large towns such as Pelargir are not inviolate to the rampaging Corsairs. Only the hardened fortress of Dol Amroth has proven immune to their attentions, but this is of little concern to the Corsairs when there are so many other targets ripe for the plucking along Gondor's shoreline. Every village sacked reinforces the horrible truth of the Corsairs: they go where they will, take what they wish, and none can prevent them from doing so.





EVIL HEROES

Dalamyr, Fleetmaster of UmbarPoints value 100

Corsair CaptainPoints value 50

Two-handed weapon 5 points

Bow 5 points

Shield 5 points

Crossbow 5 points

Corsair Bo'sunPoints value 45

Two-handed weapon 5 points

Bow 5 points

Shield 5 points

Crossbow 5 points

EVIL WARRIORS

Corsair of UmbarPoints value 7

Spear 1 points

Shield 1 points

Bow 1 points

Corsair ReaverPoints value 10

Corsair ArbalesterPoints value 10

ALLIES

In a Legions of Middle-earth game, the Corsair Fleets can ally with the following armies: Moria, the Dwellers Below, Angmar, the Legions of the White Hand, Isengard Raiders, Dunland, the Easterlings, the Variags of Khand, the Khandish Mercenaries, Minas Morgul, Barad-dûr, the Serpent Horde, Harad, Far Harad, Umbar, the Monsters of Middle-earth and the Nazgûl.



GAMING WITH THE CORSAIR FLEETS

On the next few pages you'll find all the information you need to unleash the piratical Corsairs of Umbar, including painting tips, gaming advice and an example army list.



STRENGTHS

- Dalamyr, Fleetmaster of Umbar
- Powerful ranged attacks
- Wide range of allies

WEAKNESSES

- No cavalry
- Low Defence values

1 Dalamyr, Fleetmaster of Umbar

This assassin-turned-pirate is an essential part of any Corsair army. Dalamyr has not only all the skills of a Hâsharin, but also carries several pouches of blinding powders which can leave even the mightiest enemy hero at his mercy.

2 Corsair Reavers

More vicious even than other Corsairs, the extra Attacks and higher Fight values of the Reavers make them ideal for combating your enemy's best troops, or breaching a weakened section of battleline.

3 Corsair Arbalesters

Armed with powerful crossbows and sheltered by the pavises that they carry, the Arbalesters of the Corsair Fleets are one of the most effective missile troops in The Lord of The Rings. Their high strength shots can take a grim toll of the enemy, while incoming fire patters harmlessly off their shields.

PAINTING THE CREW OF THE CORSAIR FLEETS

CORSAIRS OF UMBAR



All Corsairs share the same basic colour scheme, a mixture of blacks, purples and blues, but each is applied to different areas on individual models.



The black robes have been painted by applying a highlight of Codex Grey over the Chaos Black undercoat.



The blue colour has been achieved by painting a base coat of Regal Blue before highlighting with Space Wolves Grey.



A mix of Fortress Grey and Liche Purple was used over a basecoat of Liche Purple to give this rich purple colour.



Corsairs habitually cover themselves with tattoos, some of which are simple swirls whilst others are stylised representations of dread creatures of the uncharted seas. The tattoos were applied using a mix of Regal Blue and Chaos Black – remember to use a fine brush!

THE CREW OF THE SHRIKE

Dalamyr's flagship has a large and varied raiding party, ideally suited to fighting whatever troops the Fiefdoms can muster. A solid core of Corsairs give this force enough body to overwhelm the enemy, while Arbalesters enhance its combat and shooting efficiency.



THE CREW OF THE SHRIKE (600 POINTS)

- | | |
|---|--|
| ① <i>Dalamyr, Fleetmaster of Umbar</i> 100 points | ⑥ <i>Delgamar's Raiders</i> 96 points |
| ② <i>Delgamar, Corsair Captain</i>
with two-handed axe 55 points | • 12 Corsairs of Umbar |
| ③ <i>Vangir, Corsair Bo'sun</i> 45 points | • 6 with boarding pike (spear), 6 with shield |
| ④ <i>Pergan, Corsair Captain with crossbow</i> . 55 points | ⑦ <i>Pergan's Raiders</i> 96 points |
| ⑤ <i>Acranar, Corsair Bo'sun with crossbow</i> . 50 points | • 12 Corsairs of Umbar |
| | • 6 with boarding pike (spear), 6 with shield |
| | ⑧ <i>Acranar's Talon Company</i> 90 points |
| | • 9 Corsair Arbalesters |

HARAD

Though governed from Umbar, Harad is too vast a region to be ruled from any one place. In the days of Gondor's occupation, Harad was divided into a number of client kingdoms, most ruled by a petty chieftain who could be counted upon to relish his power more than the freedom of his people. The days of Gondor's rule are now long gone, but Harad is still controlled in much the same fashion, with a dozen kings and high chieftains enacting the will of the lords of Umbar.

Each of the 'ruling' chieftains is granted status through control of one of the ancient towns or citadels that are scattered across Harad's unforgiving landscape. In a region peopled by nomadic tribes, these fixed points of law and shelter bestow considerable power and influence in the wider realm. Accordingly, such status is jealously guarded and must be protected by all the warriors that taxation of the local trade routes can hire.

So it is that Haradrim armies can vary greatly in size, depending on the fortunes of its chieftain. A successful leader may command many hundreds of tribesmen and raiders, and may even conjure influence with the Hâsharii or the Watchers of Kârna. A chieftain whose star is on the decline may be reduced to a dozen or so followers and become a prime target for the settling of old scores.

Most common are those tribal leaders who can count their warriors by the score, and it is not uncommon for a powerful king to hold sway over a handful of such chieftains, rewarding their service with gold or lordship over a part of the domain. Such practices are crucial, as there is always an ambitious young chieftain ready to fight for jealously guarded riches if no other opportunity is forthcoming. An incumbent cannot rely on outside aid in these conflicts, and there is no help to be had from Umbar – the lords do not much care who enforces their will, so long as it is done.





EVIL HEROES

Haradrim King	Points value 60
Bow	5 points
War spear	5 points
Spear	1 point
Horse	10 points

Haradrim Chieftain	Points value 45
Bow	5 points
War spear	5 points
Spear	1 point
Horse	10 points

Hâsharin	Points value 90
-----------------------	------------------------

EVIL WARRIORS

Haradrim Warrior	Points value 5
Bow	1 point
Spear	1 point
Banner	25 points

Haradrim Raider	Points value 11
War spear	1 point
Banner	25 points

Watcher of Kârna	Points value 9
Bow	1 points

ALLIES

In a Legions of Middle-earth game, Harad can ally with the following armies: Cirith Ungol, the Black Gate, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, Minas Morgul, the Serpent Horde, Far Harad, the Corsair Fleets, Umbar, the Monsters of Middle-earth and the Nazgûl.



GAMING WITH HARAD

This army list is indicative of the forces of Harad throughout the ages. On these pages you'll find an example army list, tactical advice and painting schemes for your army of Harad.



1



2

1 Haradrim King

A Haradrim King is always a good choice for the leader of your army, bringing as he does a higher Fight, Courage and Will score than a Chieftain. Lacking some of the more outré abilities of other Heroes, Haradrim Kings are a relatively small investment that pays off easily.

2 Haradrim Chieftain

The best way of boosting your army's fighting potential and access to heroic actions, a humble Haradrim chieftain can have his wargear customised to match the role you want him to play.



3

STRENGTHS

- Poisoned Arrows
- Wide range of allies
- Cheap warriors

WEAKNESSES

- No siege engines
- Limited choice
- Low Defence values

3 Watcher of Kârna

The secretive Watchers of Kârna are fearsome close combat fighters and skilled archers who can be used to buttress whichever part of your battle plan requires it.

PAINTING THE ARMIES OF HARAD

This distinctive war paint of the Mahûd is an ideal way to bind the various troop types together. You can apply a variant to each warband in your army, while still maintaining enough of a theme to bind the army together.

WATCHER OF KÂRNA



Watchers of Kârna are somewhat different from the other Haradrim, robed solely in Chaos Black highlighted with Codex Grey.



Shining Gold has been used to pick out embroidered patterns on their robes, breaking up an otherwise drab finish.



The crossbelts and pouches were painted Scorched Brown and highlighted with Bestial Brown.

THE ARMY OF ABRAKÂN



These Haradrim Warriors share the gold and purple of those from the Serpent Horde, but the red robes have been replaced by a royal blue, painted with Regal Blue and Enchanted Blue. Similarly, the banner has been decorated with a scorpion – the symbol of Abrakân – rather than the serpent of Harad.

THE MERCHANT GUARD OF ABRAKÂN

Abrakân is one of the larger and more prosperous towns in Harad, and correspondingly can field a large army. This force represents a portion of its might, balancing infantry with cavalry and close quarters fighting ability with archery.



THE MERCHANT GUARD OF ABRAKÂN (700 POINTS)

- | | |
|---|--|
| ① <i>Jilaâd, Haradrim King on horse</i> 70 points | ⑦ <i>Serpent Archers</i> 36 points
• 6 Haradrim Warriors with bow |
| ② <i>Ghâric, Haradrim Chieftain with bow and spear</i> 51 points | ⑧ <i>Scorpion Archers</i> 36 points
• 6 Haradrim Warriors with bow |
| ③ <i>Kathôl, Haradrim Chieftain with spear</i> .. 46 points | ⑨ <i>Desert Raiders</i> 66 points
• 6 Haradrim Raiders with war spear |
| ④ <i>Bhâdya, Hâsharin</i> 90 points | ⑩ <i>Desert Archers</i> 66 points
• 6 Haradrim Raiders with bow |
| ⑤ <i>Ghâric's Spearband</i> 102 points
• 12 Haradrim Warriors with spear
• 1 Haradrim Warrior with banner | ⑪ <i>The Order of Dusk</i> 45 points
• 5 Watchers of Kârna |
| ⑥ <i>Kathôl's Spearband</i> 102 points
• 12 Haradrim Warriors with spear
• 1 Haradrim Warrior with banner | |

FAR HARAD

After the sacking of Kârna, a shadow fell over the empty city. Disturbing rumours began to spread, tales of restless Dîmlokhi spirits in the fire-blackened streets and of sorrowful malice that did not sleep. As the tales spread, the Haradrim tribes gave the city an ever-wider berth. Before long, the Haradrim tribes had completely abandoned much of the land south of Kârna. When Gondor's hold on the southlands was broken, the nascent Council of Umbar attempted to have the region resettled but none amongst the Haradrim were willing, so the lords of Umbar cast their gaze to the Mahûd.

A primitive race of Men from beyond Harad's southern border, the Mahûd had fought as mercenaries in the war against Gondor. With their coffers emptied, the lords of Umbar gifted the lands around Kârna to the Mahûd tribesmasters in lieu of payment in silver. The Mahûd prospered in their new home and continued to hire their services out to nearby Haradrim chieftains. Within a decade, a small kingdom arose in Kârna's ancestral lands, though the Mahûd never settled within sight of the doomed city for they were, if anything, more fearful of the rumoured Dîmlokhi than were the Haradrim.

Though ownership of land brought wealth and power to the Mahûd tribes, they never arose to threaten the rulership of the lords of Umbar. In part, this is because the Mahûd quarrel greatly amongst themselves, as is often the way with warlike and primitive folk. These clashes range from skirmishes over watering rights to all-out war between tribes. The lords of Umbar are careful to maintain many of the Mahûd tribes in continual employ, either for the business of conducting border raids on Gondor and Khand, or blunting the power of a recalcitrant Haradrim chieftain.

To fight the Mahûd is a fearsome thing, for they make no pretence at strategy or tactics, instead coming howling to the fight. Mahûd care not for their losses, and will continue to struggle against the most overpowering of odds while their chieftains still spit defiance at the enemy. Only by crushing their leaders can the Mahûd be truly defeated, and such a task is far from simple.





EVIL HEROES

Mahûd King	Points value 75
Camel	10 points
Blowpipe	5 points
Shield	5 points

Mahûd Tribesmaster	Points value 60
Camel	10 points
Blowpipe	5 points
Shield	5 points
Spear	1 point

War Mûmak	Points value 275
Gnarled Hide	40 points
Mahûd Beastmaster Chieftain	25 points
Rappelling Lines	25 points
Foul Temperament	20 points
Rocks!	20 points
Sigils of Defiance	20 points
Tusk Weapons	20 points

EVIL WARRIORS

Mahûd Warrior	Points value 11
Blowpipe	1 point
Spear	1 point
Banner	30 points

Mahûd Raider	Points value 20
Blowpipe	1 point
Warspear	1 point
Banner	30 points

Half Troll	Points value 22
Two-handed weapon	1 point

ALLIES

In a Legions of Middle-earth game, Far Harad can ally with the following armies: the Black Gate, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Serpent Horde, Harad, the Corsair Fleets, Umbar, the Monsters of Middle-earth and the Nazgûl.

GAMING WITH FAR HARAD

On these pages you'll find gaming tips, an example army list and painting guidance for the Mahûd of Far Harad, the savage tribesmen of the southern savannahs.



1

STRENGTHS

- Strength 4 Warriors
- Camel Riders
- Mûmakil!

WEAKNESSES

- No Stand Fast!
- Short ranged missile attacks
- No named Heroes



2



1 Mahûd Tribesmaster

Although Mahûd Heroes do not have a Stand Fast! in most circumstances their Warrior Pride rule makes up for it, boosting the Courage of your army for every Hero in combat. This makes the Mahûd much better at charging creatures that cause terror, but does mean you have to put your Heroes at risk.

2 Mahûd Warriors

It's just as well that these fighters are rare, for they match a high Fight value with similarly vicious Strength and Attacks. Their only real weakness is Terror-causing foes, who can sometimes take advantage of a Mahûd Warrior's low Courage.

3 Mahûd Raiders

Strength 4 Warriors make the Mahûd a dangerous foe, and their cavalry doubly so!

Half Trolls of Far Harad

Strong, skilled and difficult to stop, Half Trolls of Far Harad are a dangerous proposition for your enemy. As a result, they're likely to draw a lot of missile fire, so keep them hidden behind your Mahûd Warriors while you advance.



3



4

Blowpipes

The Mahûd's fearsome close combat ability is further augmented by blowpipes. While these weapons lack the range of bows, their poisoned darts, coupled with a Shoot value of 3+, more than compensate. More importantly, blowpipes do not count toward bow limit in Legions of Middle-earth games, allowing you to field as many as you wish.

PAINTING A MAHÛD ARMY

The distinctive war paint of the Mahûd is an ideal way to bind the various troop types together. You can apply a variant to each warband in your army, while still maintaining enough of a theme to bind the army together.

MAHÛD WARRIORS

Mahûd use the dark red and black palette of the Haradrim, but contrast this with white and bone war paint details.



The feathers were painted with Shadow Grey before being highlighted with Skull White.



The bone details were painted Kommando Khaki and highlighted with Skull White.



The red robes were first painted with Scab Red and then highlighted with a mix of Scab Red and Vomit Brown.



Here, a highlight of Codex Grey was painted over Chaos Black.



The armour was painted with a base coat of Bestial Brown which was highlighted with Khemri Brown and given a wash of Brown Ink.



The camel's fur was painted using Desert Yellow highlighted with Kommando Khaki.

HALF TROLL

The Half Trolls share a similar palette to the Mahûd Warriors, although their skin is darker – representing their supposed Trollish heritage.



The cloth was first painted with Scab Red and highlighted with a mix of Scab Red and Vomit Brown.



The warriors of Mahûd have simple war paint, painted using Skull White.



The light skin was achieved using a base colour of Bestial Brown with a Bronzed Flesh highlight.



The areas of dark skin were initially painted with Chaos Black then highlighted, with Shadow Grey.



The Tribesmaster has more complex patterns using Bestial Brown and Skull White.



The Mahûd King has a very elaborate face decoration using a combination of Skull White and Dark Flesh.

AN ALLIANCE OF EVIL

Mahûd make fantastic allies, adding a core of veteran fighters to otherwise inexperienced or levy based armies. In the example here, the Mahûd are used to add muscle to an army of Barad-dûr. They shelter behind the Orc shields until they reach the enemy, waiting to counterattack when the armies meet.

MAIN CONTINGENT FROM FAR HARAD (1,141 POINTS)

- ① *L'rana, Mahûd King with shield* 80 points

L'rana's Warband 250 points

- 10 Mahûd Warriors
- 6 Half Trolls, 3 with two-handed weapon

- ② *K'kala, Mahûd King with shield and camel* 90 points

- ③ *K'kala's Warband* 252 points

- 12 Mahûd Raiders, 6 with blowpipe, 6 with warspear

- ④ *War Mûmak* 469 points

Mahûd Beastmaster Chieftain, and rappelling lines.

Ridden by 12 Mahûd Warriors with poisoned blowpipes.

ALLIED CONTINGENT FROM BARAD DÛR (350 POINTS)

- 5 *Luftak* 50 points

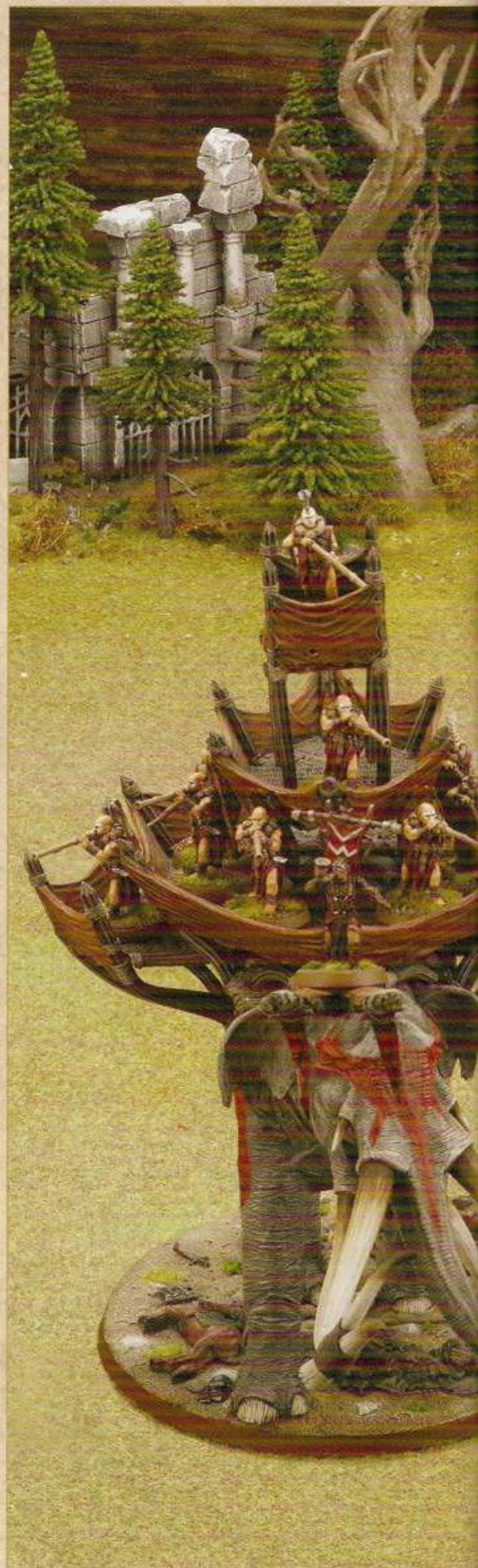
- *Orc Shaman*

- 6 *Luftak's Rabble*.....222 points

- 12 Orcs Warriors with shield
- 10 Orc Warriors with spear
- 10 Orc Warriors with two-handed weapon
- 1 Orc Warrior with banner

- ⑦ *Morgai Archers*.....78 points

- 8 Orcs with Orc bow
- 6 Orc Trackers





Հաղթանակով ամրացնելով զհաղթանակով ամրացնելով ամրացնելով ամրացնելով ամրացնելով ամրացնելով

UMBAR

A city of traitors, ne'er-do-wells and renegades, Umbar is very much the black heart of the Serpent Kingdom at the close of the Third Age. It is from here that the fate of the southlands is decreed, for it is the home of the seven lords of Umbar – the rulers of Harad.

The edicts of the lords of Umbar are not delivered in person – indeed, the lords have been seen but rarely in living memory – but are instead enforced by the Hâsharii. This arrangement has brought unprecedented power to the Hâsharii and to their stronghold, the Hsar Karnakh, leading many folk to wonder as to whether the lords truly rule Umbar any longer. Such thoughts are never mentioned aloud, for the eyes and ears of the Hâsharii are legion, and dissenters vanish swiftly without trace.

Though it was once a fair Númenórean colony before its inhabitants fell to evil, centuries of corruption and decay have taken their toll upon Umbar. Its once proud towers and edifices have been repaired infrequently and without care by Haradrim masons, and the wondrous stonework of yesteryear is lost in a sea of ugly, ill-favoured hovels. So too are the folk of Umbar a distant breed from those that first dwelt within its walls. What little blood of Númenor that remains is much intermingled with that of the southrons, and what was once noble and wise has become surly and cruel.

As Harad's capital, Umbar has control of all the armies of the Serpent Kingdom, but each lord also maintains their own garrison, for they are not so unwise as to believe themselves beloved of the people they rule. These private warbands are drawn from both Haradrim tribesmen and the Corsairs, giving each lord a military presence both on land and at sea. Clashes between these militias are commonplace, as the lords vie for trade rights and taxes, and peaceful days in Umbar are the rarest of times. Even so, the overall balance of power never significantly alters, for if one of the lords starts to become more powerful than the others he will swiftly find himself opposed by all of his peers.





EVIL HEROES

Dalamyr, Fleetmaster of Umbar Points value 100

Corsair Captain Points value 50

Two-handed weapon 5 points

Bow 5 points

Shield 5 points

Crossbow 5 points

Corsair Bo'sun Points value 45

Two-handed weapon 5 points

Bow 5 points

Shield 5 points

Crossbow 5 points

Haradrim Chieftain Points value 45

Bow 5 points

War spear 5 points

Spear 1 point

Hâsharin Points value 90

EVIL WARRIORS

Corsair of Umbar Points value 7

Spear 1 point

Shield 1 point

Bow 1 point

Haradrim Warrior Points value 5

Bow 1 point

Spear 1 point

Banner 25 points

ALLIES

In a Legions of Middle-earth game, Umbar can ally with the following armies: Minas Morgul, Barad-dûr, the Serpent Horde, Harad, Far Harad, the Variags of Khand, the Khandish Mercenaries, the Monsters of Middle-earth and the Nazgûl.

GAMING WITH UMBAR

The army of Umbar combines Corsairs and Haradrim to deadly effect. On these pages you'll discover tactical tips, painting advice and an example army list guide for creating your own force.



1



STRENGTHS

- Hâsharii
- Cheap Warriors

WEAKNESSES

- No elites
- No cavalry

1 Corsairs of Umbar

Every Corsair comes with throwing daggers, making them very versatile combatants, and deadly at short range. Additionally, you can purchase extra equipment for them, increasing either their combat potential or firepower as you see fit.

2 Corsair Bo'sun

These Heroes are ideal for keeping your Corsairs in the fight, with a Commanding Bellow, which has the same effect as a banner. In addition, a Bo'sun has a profile comparable to that of a Captain, making him just as useful in most circumstances.

3 Hâsharin

The assassins of the Hsar Karnakh are vital to an Umbar force as, lacking elite troops and named Heroes, only a Hâsharin can challenge these troop types in an enemy army.



2



3

THE WARBANDS OF UMBAR

Each of the lords of Umbar maintains a small army of retainers drawn from both the Corsair fleets and their Haradrim retainers. By carefully choosing colour schemes you can theme your Umbar force to one of the seven lords, or even invent your own combination. In each case below we've retained the purple and gold of other Haradrim, but replaced the red.

Lord Alcârin's Warband



Alcârin's heraldry is a dark green, applied here with Dark Angels Green and highlighted with Goblin Green. His symbol is that of crossed scimitars.

Gatemaster Velnakir's Retinue



The deep burgundy of Velnakir's followers was painted with Scab Red. Highlights were applied with Red Gore. The blazon of the Gatemaster is a stylised portcullis.

Castavakh, Lord of the Fleets



Castavakh's armies are mostly formed from the fleets of Umbar, so his retainers wear sea-grey cloaks painted Shadow Grey and highlighted with Space Wolves Grey. His symbol is that of a trident.

THE Warband of Lord Varkan

A typical band of warriors in the service of one of the lords of Umbar, this force has plenty of warriors with which to overwhelm the enemy, plus two Hâsharii to keep the warriors in line and a pair of more 'normal' Heroes to provide Heroic actions and extra muscle.



THE Warband of Lord Varkan (600 points)

- | | |
|---|------------------------------------|
| ① Krâsna, Hâsharin 90 points | ⑥ Pergamir's Crew 192 points |
| ② Corâzin, Hâsharin..... 90 points | • 24 Corsairs of Umbar |
| ③ Pergamir, Corsair Captain
with two-handed axe 55 points | • 8 with boarding pike (spear) |
| ④ Gulcâr, Corsair Bo'sun 45 points | • 8 with shield |
| ⑤ Marakin, Haradrim Chieftain
with spear and bow 51 points | • 8 with bow |
| | ⑦ Marakin's Warband..... 72 points |
| | • 12 Haradrim Warriors |
| | • 8 with spear and 4 with bow |

LE ON

Gondor was the ruling power in Harad for many years in the early Third Age. Faced with utter destruction, the Haradrim kings had little choice but to kneel before the armies from the north, and were soon reduced to little more than figureheads ruling over vassal states. Only once in this time was the authority of Gondor challenged on a scale beyond petty banditry – the uprising of Far Harad. Mardat, king of Far Harad, was a charismatic individual who created an army from the disparate tribes of southern Harad. With a tactical flair not seen before in a Haradrim, Mardat bested several of Gondor's armies and for many years ruled an independent kingdom from Kârna.

The scenario is played on a board 24"/56cm by 24"/56cm representing the streets of Kârna. The board is tightly packed with buildings, such of which are ruined, and one of which is at least one storey taller than the others. Nowhere is a building more than 2"/4cm from another building, except in the centre of the board. Here, there is a clear courtyard of about 6"/14cm across with a single statue in the centre.



Brutal fighting breaks out in Kârna.

STARTING POSITIONS

The Good player deploys his entire force within 6"/14cm of any board edge. The Evil player then deploys his entire force within 6"/14cm of the opposite board edge.

OBJECTIVES

The game lasts for twelve turns. Keep a record of how many casualties each side inflicts. At the end of the game, each player scores 1 Victory point for each enemy model slain. In addition, the each player scores an extra 10 Victory points for each building that contains only friendly models. The Evil player scores 3 Victory Points for each building that contains neither friendly nor enemy models. The player with the most Victory points wins the game. If the totals are equal, the game is a draw.

SPECIAL RULES

Continual Reinforcement. This scenario is but a small part of the struggle for Kârna, and more combatants will be drawn to the fight as the game goes on. Whenever a Warrior is removed as a

casualty, the controlling player may move it onto the board from a board edge of his choice at the end of his next Move phase. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. Note that this rule means that neither side can ever be broken.

RECOMMENDED PARTICIPANTS

GOOD

- 1 Captain of Minas Tirith with shield.
- 16 Warriors of Minas Tirith, 4 with shield, 4 with bow, 8 with spear and shield.
- 8 Rangers of Gondor.

EVIL

- 1 Haradrim Chieftain with bow and spear.
- 24 Haradrim Warriors, 12 with spear, 12 with bow.

THE SPOILS OF WAR

In this scenario the Good player has but one objective - escape with the treasure! This isn't going to be easy, and his or her best chance lies in luring the Dîmlokhi spirits into combat with the Mahûd.

It is many years since Mardat's rebellion and Kârna has long since become a ruined shell, haunted by the spirits of the dead. All Haradrim, other than the mysterious Watchers, shun the place and its secrets. Such foreboding means nothing to the soldiery of Gondor who scoff at the tales that surround ruined Kârna, thinking them to be the delusions of skittish peasants. On a dark night, some twenty years or more since Kârna's fall, a captain of the nearby garrison of Abrakân leads a small group of soldiery into the ruins, seeking the buried remains of the Serpent palace, and the riches that lie therein.

After many hours below ground, the men of Gondor finally emerge. Their numbers are somewhat denuded by mishap, but they have found part of the treasure they sought – a golden statue inset with gems. Unfortunately for them, their arrival did not go as unnoticed as they had believed and a Mahûd mercenary band waits in ambush on the edge of the city, thinking to slay the company and make off with the prize. Worse, the tales of the Dîmlokhi of ruined Kârna are true. Caught between savage men and implacable revenants, the men of Gondor prepare to fight their way clear, unaware that a third foe, the Watchers of Kârna, are waiting to ensure that neither the intruders, nor the inhabitants, will escape to the outside world.

PARTICIPANTS GOOD (300 points)

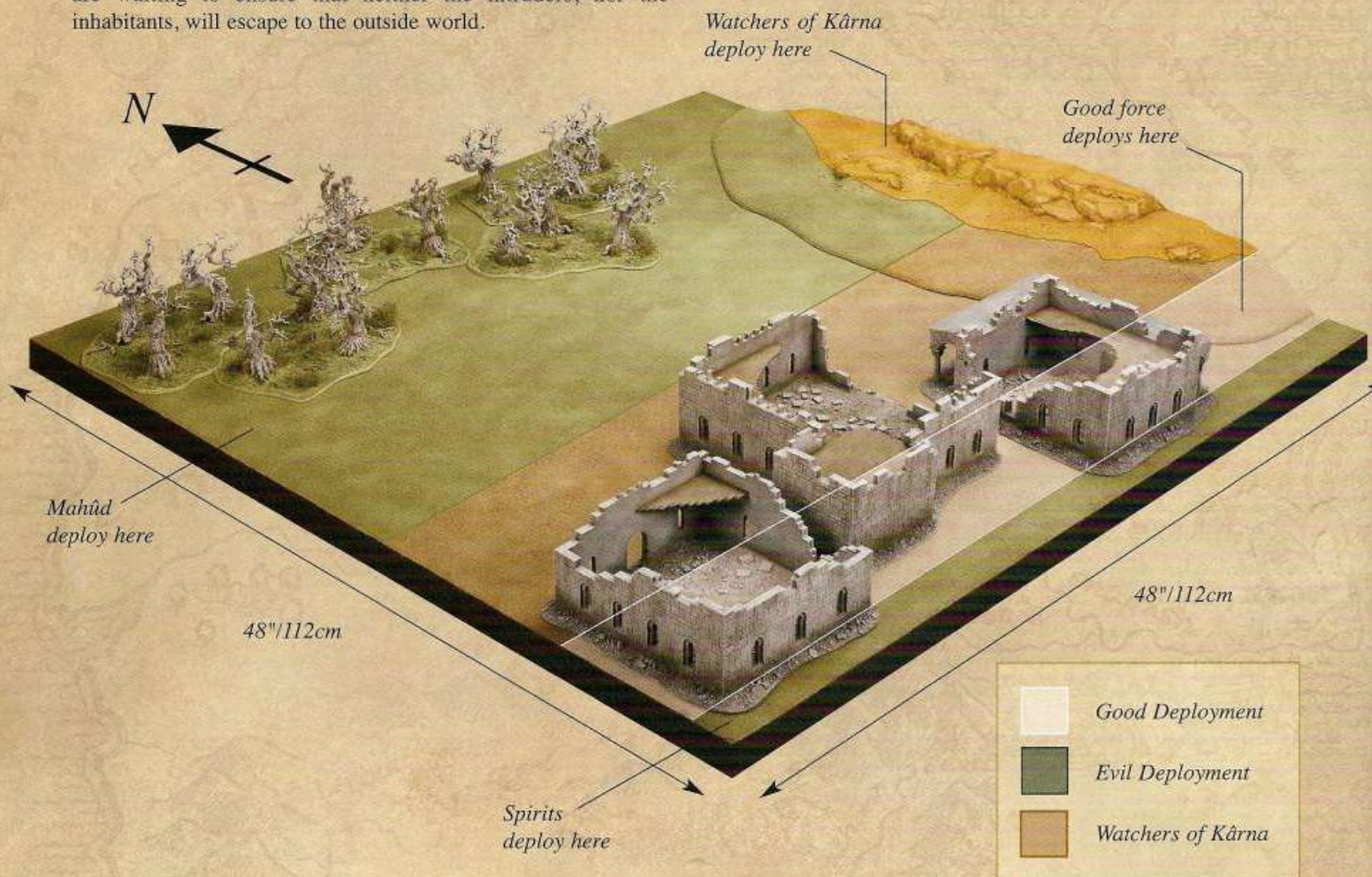
- Up to six unnamed Heroes chosen from the Minas Tirith or Fiefdoms army lists costing no more than 300 points. You may not include mounted models.

EVIL (500 points)

- 12 Watchers of Kârna.
- Up to 200 points of models chosen from the Far Harad army list. You may not include mounted models and must include a single Hero.
- Up to 200 points of Spirit models chosen from any army list to represent the Dîmlokhi spirits.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm representing where the northern edge of Kârna meets the surrounding forest. The southern half of the board is covered with buildings in various states of collapse, whilst the northern edge is heavily forested. There is also a high hill situated on the eastern board edge.





The battle for treasure stains the sands with blood.

STARTING POSITIONS

The Good player deploys his entire force no further than 12"/28cm from the southern board edge. One model of his choice is carrying the statue, mark this with a counter. The statue is treated as a light object as discussed in the main rules manual. The Evil player then deploys (in this order): the Dîmlokhi spirits no more than 3"/8cm from the southern board edge, the Mahûd up to 24"/56cm from the northern board edge and the Watchers of Kârna atop the hill on the eastern board edge.

OBJECTIVES

The Good player wins if he manages to carry the statue off the board via the northern edge. The Evil player wins if he manages to wipe out the Good force before this is achieved.

SPECIAL RULES

Dîmlokhi Awoken. The only concern of the spirits is to recover their property – they care nothing for the agendas of the Watchers or the Mahûd. The Dîmlokhi are not controlled by the Evil player as normal, but are moved by the player with priority after all other models have been moved. They must always end their move closer to the model carrying the statue than they began it, but may otherwise act according to the wishes of their controller. Note that due to the powerful bond the Dîmlokhi have to their home, they will ignore any wound suffered on the roll of a 4+, just as if they had expended a point of Fate.

Different Agendas. The three Evil factions are working as separate groups. The Evil force does not have an overall break point; rather each group will begin to test once it has lost half of its models.

Four Factions. This game can be played with four players, with each Evil faction controlled by a different person. If you wish to

do this simply follow the Participants, Layout and Starting Positions as normal and ignore the Dîmlokhi Awoken special rule. When rolling for priority, simply re-roll any ties to determine the order of play. Similarly, when any roll is made to resolve order of Heroic moves, drawn fights, etc, the relevant players should simply roll dice – the highest score prevails.

In the four player variant, whomever takes the statue off the board, wins the game. The Mahûd and the Men of Gondor must take it off the northern edge, whilst the Dîmlokhi must spirit it away off of the southern board edge. The only exception are the Watchers of Kârna, who win if no one manages to escape with the statue.

RECOMMENDED PARTICIPANTS

GOOD

- 1 King of Men.
- 2 Captains of Minas Tirith with shield.
- 2 Captains of Dol Amroth.

EVIL

- 1 Mahûd Tribesmaster with blowpipe and shield.
- 9 Mahûd Warriors, 6 with spear and shield, 3 with blowpipe and shield.
- 1 Half Troll.
- 12 Watchers of Kârna.
- 1 Barrow-wight.
- 2 Spectres.
- 6 Warriors of the Dead.

UPRISING!

Though the Evil player has plenty of Haradrim to draw upon, this scenario is won or lost on the actions of the Hâsharii assassins. Of all the Evil models, the Hâsharii alone have the power to carve their way through the nobles' formidable bodyguards.

After many long years of occupation, the time for Harad's freedom has come. Stirred up by emissaries of Sauron and supported by renegades from the north, the common folk of Harad are revolting against the forces of Gondor. Faced with rebellion on an unparalleled scale, the armies of Gondor are in full retreat, and are even preparing to abandon Umbar. Surrounded by their personal guards, the few remaining nobles are attempting to reach Umbar's quayside, but their escape is by no means certain. The streets are thronged with Haradrim baying for the blood of their erstwhile rulers, but it is elsewhere that the real threat comes.

As the fleeing nobles wend their way through the streets, they are shadowed by the ruthless Hâsharii, who have orders to slay the nobles before they can escape. As the battle in Umbar's streets continues, the nobles' guards redouble their efforts, ignoring the pockets of fighting as they lead their masters to the dockside.

PARTICIPANTS

GOOD (550 points)

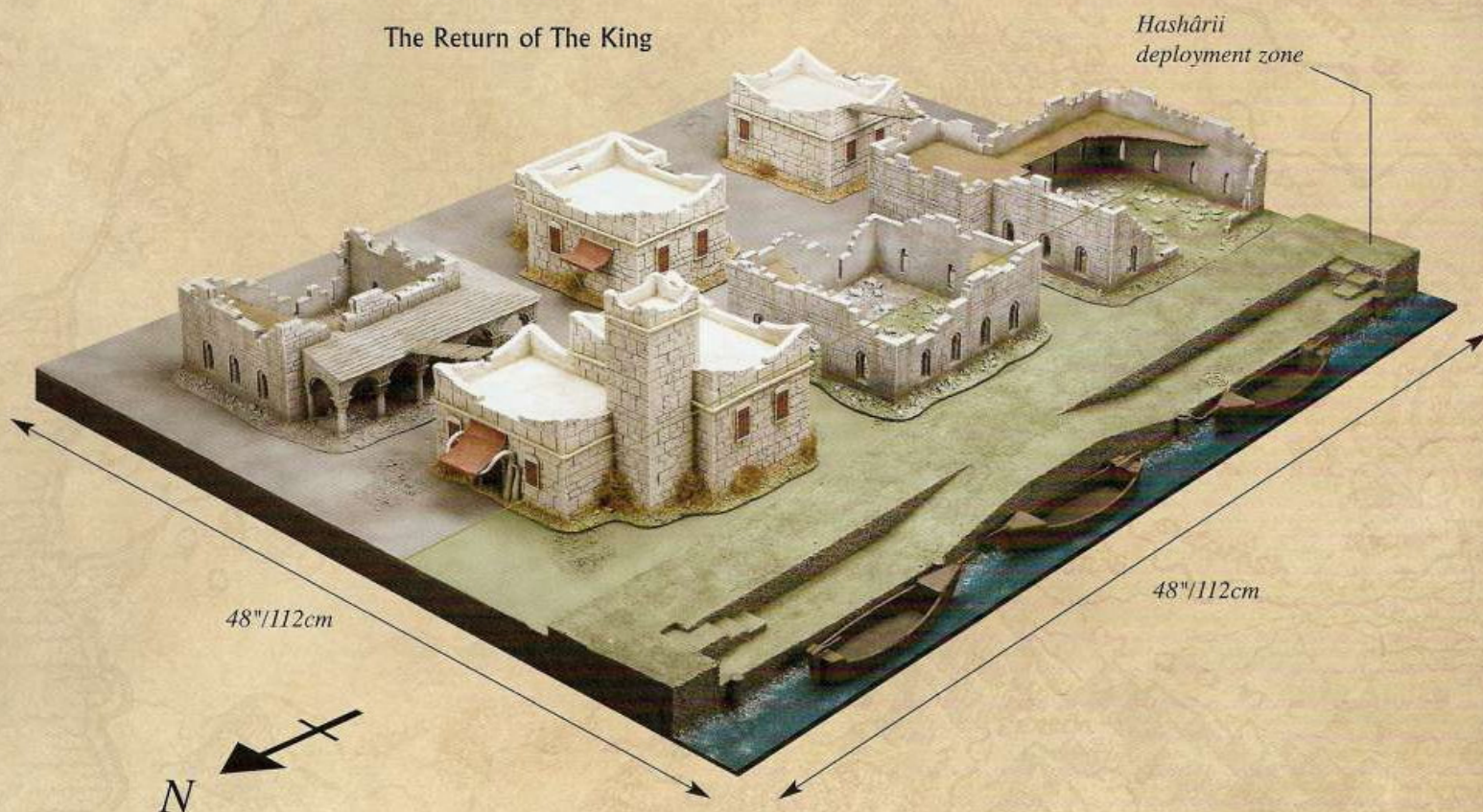
- 1 King of Men
- 2 Captains of Minas Tirith with shield
- 9 Citadel Guard with either spear or bow
- Up to 200 points of Warriors chosen from the Minas Tirith army list. Up to 33% of these models may carry a bow.

EVIL (450 points)

- 3 Hâsharii
- Up to 150 points of Warriors chosen from the Umbar army list. Up to 50% of these models may carry a bow. You may not choose mounted models.

"Hard fighting and long labour
they had still; for the Southrons
were bold men and grim..."

The Return of The King



LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm representing the port-city of Umbar. The entire board is covered with buildings with a quayside running 3"/8cm from the western board edge. Nowhere is a building more than 2"/4cm from another building. Up to three longboats are placed in contact with the quayside.

STARTING POSITIONS

The Good player deploys the Warriors from the Minas Tirith army list anywhere on the board, but with no model closer than 3"/8cm to another friendly model. The Evil player then does the same with his Warriors from the Umbar army list. The three Hāsharii are deployed up to 24"/56cm in from the western board edge, but no closer than 12"/28cm to each other. The Good Heroes, each accompanied by three Citadel Guard, will enter the board at the end of the first Good Move phase, one from each corner and the final one from the centre of the eastern board edge. They may not charge in the turn they arrive.

OBJECTIVES

The Good player wins if two or more of his Heroes escape. They are considered to have evacuated successfully if they reach the longboat – they are then removed from play. The Evil player wins if he manages to kill two or more of the Good Heroes before they reach the longboat. Any other result is a draw.

SPECIAL RULES

The Sound of Battle (Evil). As the battle continues, more of the Haradrim are drawn towards it. At the end of the Evil player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any Warriors slain earlier in the battle. Each reinforcement enters the board from a point on an edge chosen by the player with priority – though they cannot come from the west. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. Note that the Evil side can never be broken.

RECOMMENDED PARTICIPANTS

GOOD (550 points)

- 1 King of Men.
- 2 Captains of Minas Tirith with shield.
- 9 Citadel Guard with spear or longbow.
- 24 Warriors of Minas Tirith, 8 with shield, 8 with spear and shield and 8 with bow.

EVIL (450 points)

- 3 Hāsharii.
- 24 Haradrim Warriors, 12 with spear, 12 with bow.



The nobles attempt to escape as the city rises against them.

RAID ON ANFALAS

Corsairs are raiding the shorelands of Gondor, and only Boromir can stop them! Whilst the quayside remains in Evil hands, the Good player is going to have a war of attrition on their hands. Only by securing the boats can the forces of Good prevail.

The Corsairs of Umbar - few other names can provoke such instant fear in the folk dwelling on the coastlines of Gondor. The swift and sleek Corsair vessels carry their blight far and wide across the Bay of Belfalas, wreaking mayhem along its shores. A mingling of the blood of traitors and lesser Men who live in the south, the Corsairs are vicious and dangerous fighters, whose skill is buttressed by the hatred they feel for their sundered kin. Whilst the Corsairs profit greatly from their raids in goods and gold, they would as likely attack for no reward other than seeing pain inflicted upon the folk of Gondor.

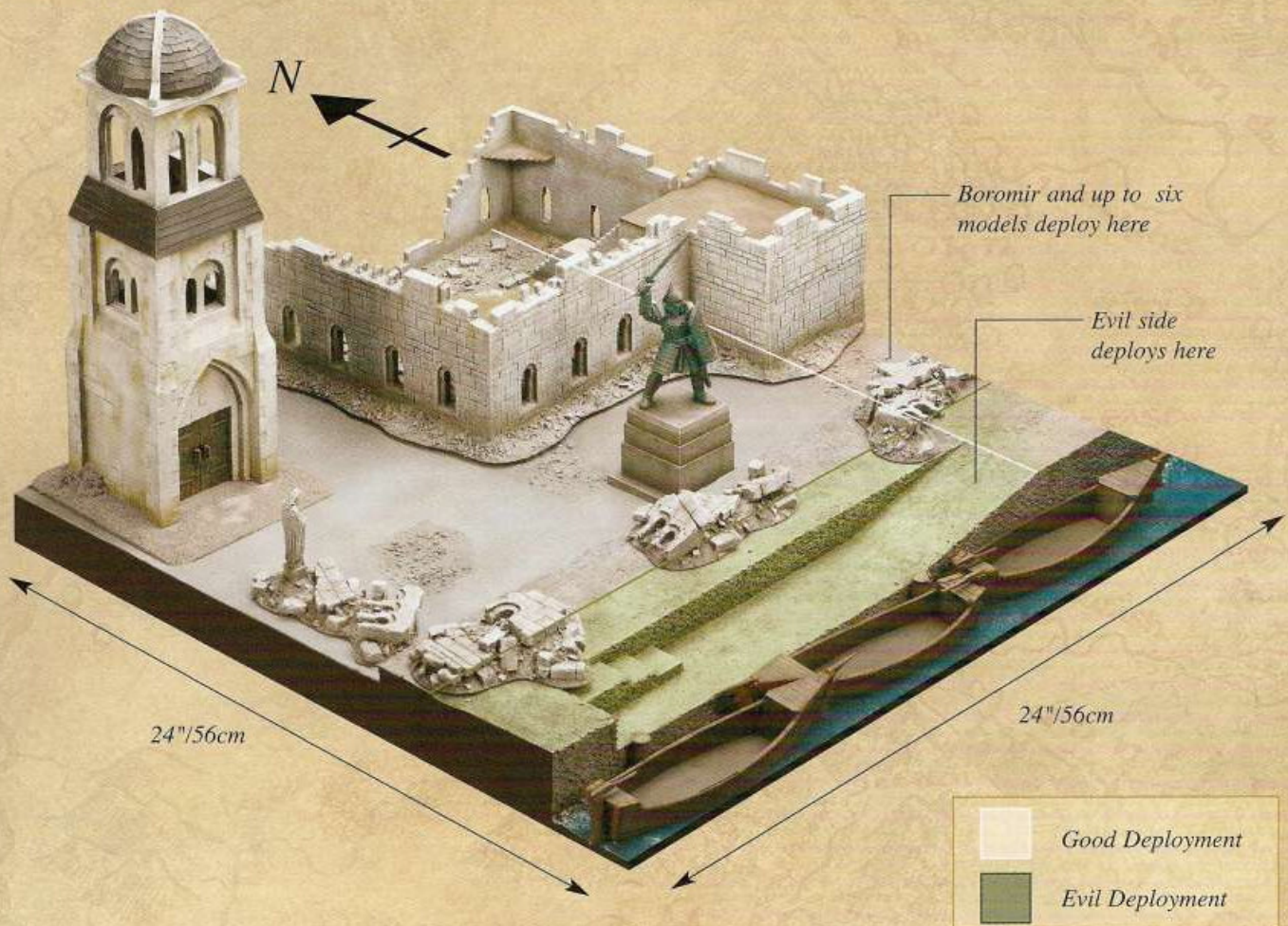
It is one such raid upon the land of Anfalas that Boromir is drawn into. With the defences along the Anduin recently reinforced and secure against the forays of Sauron's Orcs, Boromir has set out into South Gondor to inspect the fortifications in the fiefdoms. His group find themselves on patrol in the shorelands of Anfalas when a plume of black smoke is seen on the horizon. Upon reaching the besieged town, Boromir's companions find most of the defenders dead and Corsairs hunting through the ruined streets. Recognising that the remaining townsfolk cannot hold out unless help arrives, Boromir leads his outnumbered band of knights into the fray...

PARTICIPANTS GOOD (625 points)

- Boromir, Captain of the White Tower on horseback with shield and lance
- Up to 100 points of mounted models chosen from the Tower of Ecthelion army list. Up to 33% of these additional models may carry a bow.
- Up to 325 points of models chosen from the Fiefdoms army list. You may include up to one additional Hero. Up to 50% of these models may carry a bow. You may not choose mounted models.

EVIL (650 points)

- Dalamyr, Fleetmaster of Umbar
- Up to 550 points of models chosen from the Corsair Fleets or Serpent Horde army lists, in any combination. You may include up to two additional Heroes. You may not choose mounted models.





Can the defenders repel the rampaging Corsairs?

LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, representing the assailed village. There is a statue of Elendil in the centre of the board, with the remaining playing area covered with buildings in various states of collapse (see map) with a quayside running 3"/8cm from the southern board edge. Three boats are placed in contact with the quay wall.

STARTING POSITIONS

The Good player deploys Boromir and up to six models anywhere within 3"/8cm of the eastern board edge. The Good player then deploys his remaining models anywhere on the board but no closer than 3"/8cm to each other. The Evil player then deploys his entire force anywhere within 6"/14cm of the southern board edge.

OBJECTIVES

The Evil player wins if any of the following conditions are met:

- All of the Fiefdom troops are slain.
- Boromir is slain.

The Good player wins if Dalamyr is driven off and the Evil force is broken. In any other result, or if both players meet their objectives in the same turn, the game is a draw.

SPECIAL RULES

Dalamyr. The Fleetmaster sees this raid as far too trivial a cause to throw his life away for – should he be imperilled, he will flee. If Dalamyr has only a single wound at the start of any Evil Move phase, he is removed from play and counts as a casualty.

RECOMMENDED PARTICIPANTS

GOOD

- Boromir, Captain of the White Tower on horseback with shield and lance.
- 1 Captain of Dol Amroth on foot.
- 6 Knights of Minas Tirith with shield.
- 4 Knights of Dol Amroth, 1 with Banner.
- 12 Rangers of Gondor, 4 with spear.
- 12 Clansmen of Lamedon.

EVIL

- Dalamyr, Corsair Fleet Master.
- 1 Hâsharin.
- 1 Corsair Captain.
- 1 Corsair Bo'sun with crossbow.
- 18 Corsairs of Umbar, 6 with shield, 6 with bow and 6 with spear.
- 9 Corsair Reavers.
- 6 Corsair Arbalesters.

ASSAULT ON GLAMORGARTH

The Glamorgarth may no longer be a fortress, but the Good player will need to use its defensible positions if he is to carry the day. Even a humble barricade will help in the face of the Haradrim horde, though once the Mûmak starts shouldering its way through the rubble the defenders must look to other strategies.

The War of the Ring is upon Middle-earth, and the army of Harad marches to assail Gondor. At its head rides Suladân, the Serpent Lord, the canniest general the Haradrim have ever known. Having quashed all challengers from within his own ranks, Suladân now leads his army upon the border fortress of Glamorgarth, an ancient structure that has been ill-repaired over the years. Despite the shambolic state of the bastion, the Glamorgarth is not an obstacle to be underestimated, for there are few mightier Heroes than Imrahil, Prince of Dol Amroth, and it is he who commands the garrison there.

Imrahil has already reckoned that he cannot hold Suladân's army at the fortress, and has urged much of his own army north during the previous night. All that remains is for the Prince of Dol Amroth to lead a desperate last stand against the oncoming horde, and buy time for his followers to escape. As the first rays of dawn break the sky, Imrahil and his remaining companions draw their swords and prepare to meet the onslaught.

PARTICIPANTS GOOD (650 points)

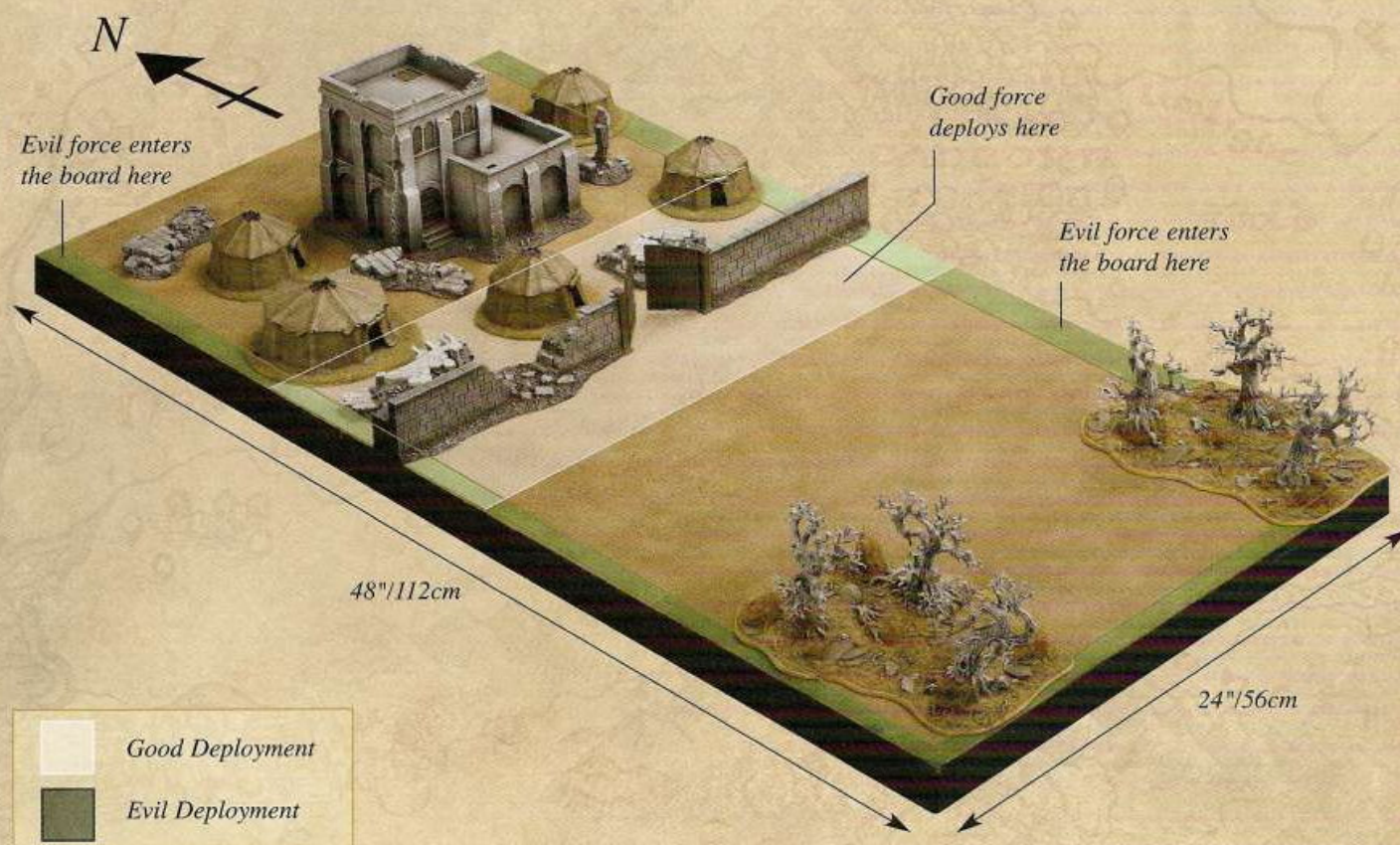
- Prince Imrahil of Dol Amroth
- Up to 500 points of models chosen from the Fiefdoms or Minas Tirith army lists in any combination. You may include up to one additional Hero. Up to 33% of these models may carry a bow. You may not choose mounted models.

EVIL (900 points)

- Suladân the Serpent Lord, on horseback
- 1 War Mûmak of Harad
- Up to 250 points of cavalry models chosen from the Serpent Horde army lists. Up to 50% of these models may carry a bow.
- Up to 300 points of infantry models chosen from the Serpent Horde army list. Up to 50% of these models may carry a bow.

LAYOUT

The scenario is played on a board 48"/112cm by 24"/56cm, representing the approach to the Glamorgarth. The main tower of the fortress is placed centrally, 6"/14cm in from the northern board edge and is surrounded by ruins and barricades.



STARTING POSITIONS

The Good player deploys all of his models in the northern half of the board, at least 15"/36cm away from the northern edge. The Evil force moves onto the board at the end of the first Evil move phase. At least half of the cavalry Warriors move onto the board from either the east or west board edges. The remainder of the force moves onto the board from the southern board edge. Newly arrived models may not charge in the turn they arrive but may otherwise act normally.

OBJECTIVES

If at least 10 Good models, or 5 Good models and Imrahil, manage to escape the board and the game has lasted for more than 15 turns, the Good side wins. Any other result is a victory for the Evil player.

SPECIAL RULES

Crunch! The hastily prepared defences are no match for a Mûmak! If a Mûmak moves into any terrain feature it is considered to have been crushed and removed from the game.

The Sound of Battle (Evil). As the battle continues, more Haradrim are drawn towards it. At the end of the Evil player's Move phase, the evil player must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any Warriors slain earlier in the battle. Each reinforcement enters the board from a point on an edge chosen by the player with priority – though they cannot come from the west. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. Note that this rule means that the Evil side can never be broken.

No Surrender. The Good side cannot be broken in this scenario.

RECOMMENDED PARTICIPANTS

GOOD

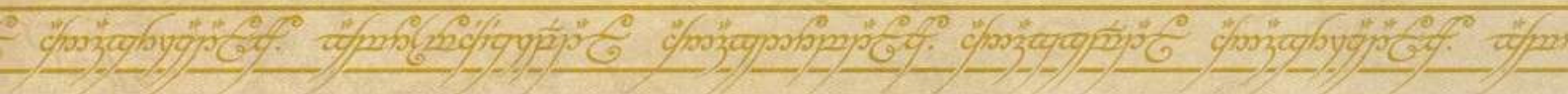
- Prince Imrahil of Dol Amroth.
- 1 Captain of Dol Amroth.
- 18 Men-at-arms of Dol Amroth with pike.
- 12 Knights of Dol Amroth.
- 12 Clansmen of Lamedon.
- 12 Rangers of Gondor, 4 with spear.

EVIL

- Suladân, the Serpent Lord, on horse.
- 1 Haradrim Chieftain with spear.
- 1 War Mûmak of Harad.
- 24 Haradrim Warriors, 12 with spear and 12 with bow.
- 6 Watchers of Kârna.
- 6 Serpent Guard.
- 12 Haradrim Raiders, 8 with lance and 4 with bow.
- 8 Serpent Riders.



The Haradrim assault the ruined walls of Glamorgarth.



THE GREAT ARMY OF HARAD

In this scenario the armies of Gondor and Harad go head-to-head. The Good player has the advantage in Heroes, as the armies of Gondor are not lacking for such things, but the Evil player can draw upon all of Harad's armies – including the Mûmakil! Be prepared for a truly colossal fight to the death.

As is told in The Lord of The Rings, Gondor became more insular towards the end of the Third Age, lacking either the strength or the will to involve itself beyond its immediate concerns. So stretched were its armies and its fortitude that it offered little aid to the neighbouring land of Rohan and, more tellingly, allowed the Haradrim to amass an army of invasion mere leagues from its southern border.

Ultimately, the Great Army of Harad was led north by Suladân and added its forces to those of Mordor on the Battle of Pelennor Fields, but what if things had not happened this way? Had Denethor's judgement been better, or Minas Tirith's armies a little larger, perhaps the armies of Gondor would have marched south into Harad in an attempt to destroy the Great Army before it was too late.

Would they have prevailed and so lessened the slaughter to come on the Pelennor Fields, or would the armies of Gondor have been stranded and annihilated far from home? This scenario allows you to find out.

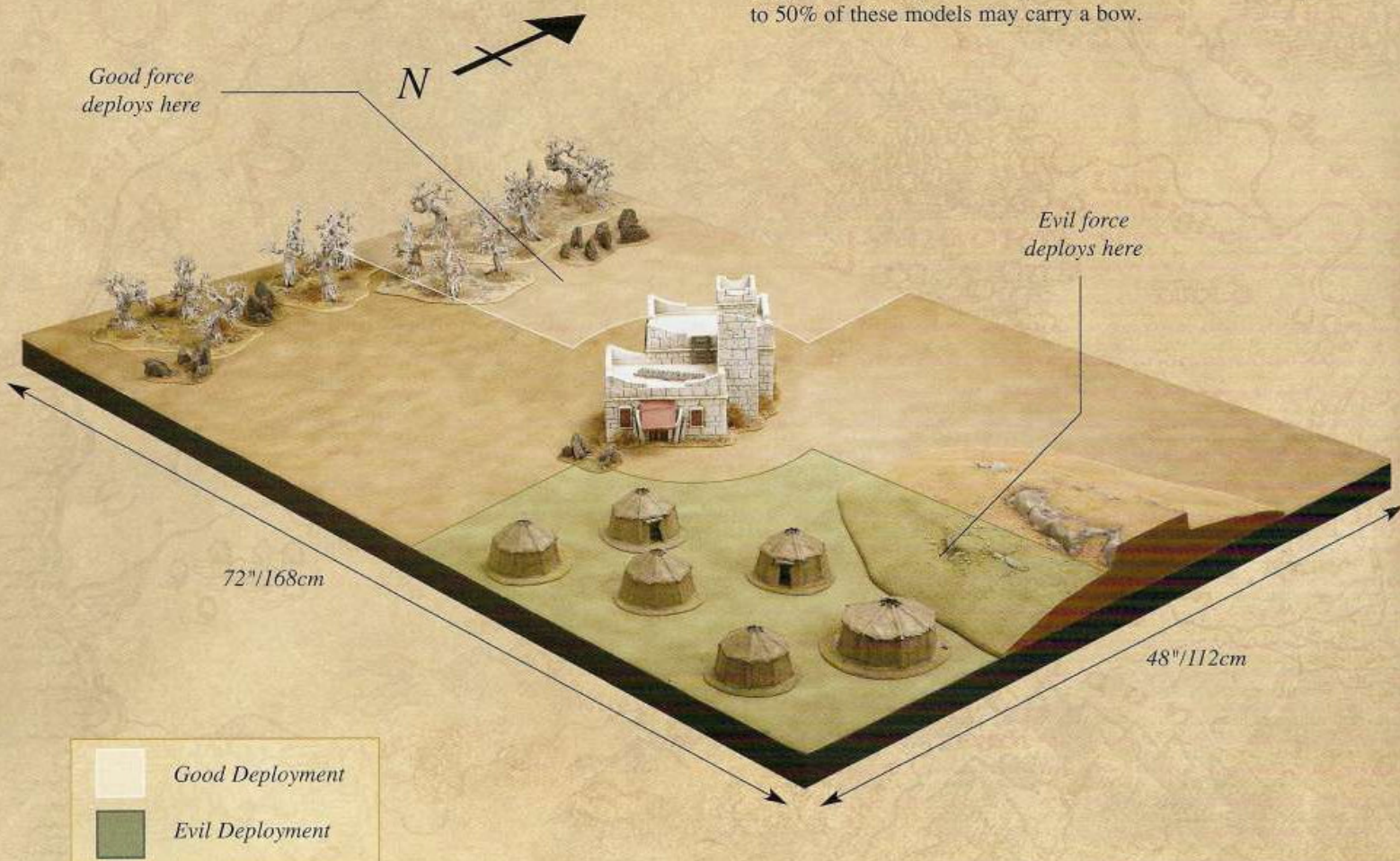
PARTICIPANTS

GOOD (2,000 points)

- Boromir, Captain of the White Tower (on horse or on foot)
- Prince Imrahil of Dol Amroth (on horse or on foot)
- Faramir, Captain of Gondor (on horse or on foot)
- Up to 900 points of models chosen from the Tower of Ecthelion or Rangers of Ithilien army lists in any combination. Up to 33% of these models may carry a bow.
- Up to 700 points models chosen from the Fiefdoms army list. Up to 33% of these models may carry a bow.

EVIL (2,000 points)

- Suladân the Serpent Lord (on horse or on foot)
- Dalamyr, Fleetmaster of Umbar
- 2 Hâsharii
- Up to 800 points of models chosen from the Serpent Horde army list. You may include up to one additional Hero. Up to 50% of these models may carry a bow.
- Up to 600 points of models chosen from the Far Harad army list. You may include up to one Hero.
- Up to 300 points of models chosen from the Corsair Fleets army list. You may include up to two additional Heroes. Up to 50% of these models may carry a bow.



RECOMMENDED PARTICIPANTS

GOOD

- Boromir, Captain of the White Tower (on horse).
- Prince Imrahil of Dol Amroth (on horse).
- Faramir, Captain of Gondor (on foot).
- 1 Captain of Minas Tirith with shield.
- Madril, Captain of Ithilien.
- Cirion, Lieutenant of Amon Barad.
- Damrod, Ranger of Ithilien.
- Angbor the Fearless.
- Forlong the Fat.
- 37 Warriors of Minas Tirith, 12 with shield, 12 with shield and spear, 12 with bow and 1 with banner.
- 12 Knights of Minas Tirith, 11 with shield and 1 with banner.
- 12 Rangers of Gondor, 4 with spear.
- 7 Guards of the Fountain Court.
- 21 Men-at-arms of Dol Amroth with pike.
- 12 Axemen of Lossarnach.
- 12 Clansmen of Lamedon.
- 6 Knights of Dol Amroth with lance and armoured horse.
- 12 Knights of Dol Amroth.

EVIL

- Suladân the Serpent Lord (on horse).
- Dalamyr, Fleetmaster of Umbar.
- 3 Hâsharii.
- 1 Haradrim Chieftain with spear.
- 1 Mahûd Tribesmaster with blowpipe and shield.
- 1 Corsair Captain.
- 1 Corsair Bo'sun with crossbow.
- 24 Haradrim Warriors, 12 with spear and 12 with bow.
- War Mûmak of Harad.
- 6 Serpent Riders.
- 9 Serpent Guard.
- 9 Watchers of Kârna.
- 12 Haradrim Raiders, 6 with lance, 6 with bow.
- 12 Mahûd Warriors, 6 with blowpipe and shield, 6 with spear and shield.
- War Mûmak of Far Harad.
- 3 Half Trolls, 1 with two-handed weapon.
- 12 Corsairs of Umbar, 8 with shield, 8 with boarding pike and 8 with bow.
- 3 Corsair Reavers.
- 6 Corsair Arbalesters.

OBJECTIVES

This is a fight to the death. Whichever side completely wipes out the opposition first, wins! If both sides are wiped out in the same turn, the game is a draw.

SPECIAL RULES

Advance Scouts. The Haradrim are fighting on familiar territory and know the lay of the land much better than do the forces of Gondor. After the forces have been deployed, but before the game begins, the Evil player may take up to 12 models and redeploy them inside the building at the board's centre.

The Corsairs of Umbar. Although the Corsairs have not arrived in time for the battle's start, they will arrive to help if Suladân can hold out long enough. At the end of the third Movement phase, the Evil player may roll a dice – on a 4+ the Corsairs and Dalamyr have arrived. If they do not arrive, the Evil player can keep rolling in subsequent turns, adding 1 to the dice roll each time. When they arrive, the Corsairs enter the board from the western edge. They may not charge on the turn they arrive, but may otherwise act normally.



LAYOUT

The scenario is played on a board 72"/168cm by 48"/112cm. The western edge of the board is forested whilst a Haradrim encampment occupies the south-eastern corner. The centre of the board is mostly clear, containing scattered areas of rocky ground and a single building in the exact centre.

STARTING POSITIONS

The Good player deploys half of his models in the north-western quarter of the board, no closer than 12"/28cm to the centre. The Evil player puts the Corsairs to one side and deploys up to half of his models in the south-eastern quarter of the board, no closer than 12"/28cm to the centre. The Good player then deploys his remaining models in his deployment zone. The Evil player then deploys his remaining non-Corsair models in his deployment zone.





PROFILE SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules	Page
Corsair Arbalester	3/4+	3	3	1	1	3			20
Corsair Bo'sun	4/4-	4	4	2	2	3	0 / 0 / 1	Commanding Bellow	16
Corsair Captain	5/4+	4	4	2	2	4	2 / 1 / 1		16
Corsair Reaver	4/-	3	3	2	1	3			20
Corsair of Umbar	4/4+	3	3	1	1	3			20
Dalamyr, Fleetmaster of Umbar	5/3+	4	4	3	2	4	1 / 1 / 3	The Bane of Kings; Stalk Unseen; Preternatural, Agility; Smoke bombs	15
Half Troll of Far Harad	5/-	5	5	2	2	1		Warrior Pride	19
Haradrim Chieftain	4/4+	4	5	2	2	4	2 / 1 / 1	Poisoned Arrows	9
Haradrim King	5/4+	4	5	2	2	5	2 / 2 / 1	Poisoned Arrows	9
Haradrim Raider								Poisoned Arrows	18
Haradrim Raider	3/4+	3	4	1	1	3			
Horse	0	3	4	0	1	3			
Haradrim Warrior	3/4+	3	4	1	1	3		Poisoned Arrows	18
Hâsharin	5/3+	4	4	3	2	4	1 / 1 / 3	The Bane of Kings; Stalk Unseen; Preternatural Agility	8
Mahûd Beastmaster Chieftain	4/3+	4	5	2	2	5	3 / 2 / 2	Master of the Mûmak	13
Mahûd King	5/3+	5	5	3	2	4	2 / 2 / 1	Warrior Pride	14
Mahûd Raider								Warrior Pride; Impaler	19
Mahûd Warrior	4/3+	4	4	2	1	1			
Camel	0	4	4	0	1	1			
Mahûd Tribe master	5/3+	5	5	3	2	2	2 / 1 / 1	Warrior Pride	14
Mahûd Warrior	4/3+	4	4	2	1	1		Warrior Pride	19
Serpent Guard	4/4+	3	4	1	1	3		Poisoned Blades	17
Serpent Rider								Poisoned Blades	
Serpent Rider	4/4+	3	4	1	1	3			17
Horse	0	3	4	0	1	3			
Suladân, The Serpent Lord	5/4+	4	5	3	3	5	3 / 3 / 1	Poisoned Arrows; Ascendant	8
War Mûmak of Harad								See page 10 - 13	10
Mûmak	4/-	9	7	3	10	2			
Howdah	-	-	9	-	5	-			
Watcher of Kârna	4/3+	3	3	2	1	3		Resistant to Magic; Steely Nerve; Poisoned Arrows	17





A War Mûmak of Far Harad flanked by Mahûd and Haradrim Raiders.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

*'In the South the Haradrim are moving,
and fear has fallen on all our oastlands...'
Hirgon to Théoden, The Return of The King*

This Sourcebook is an invaluable guide to collecting, modelling and gaming with the cruel men of Harad using Games Workshop's The Lord of The Rings miniatures. Within these pages you will find essential rules, information and inspiration to bring the battles of Middle-earth to your own tabletop.

WARRIORS OF THE SERPENT KINGDOM

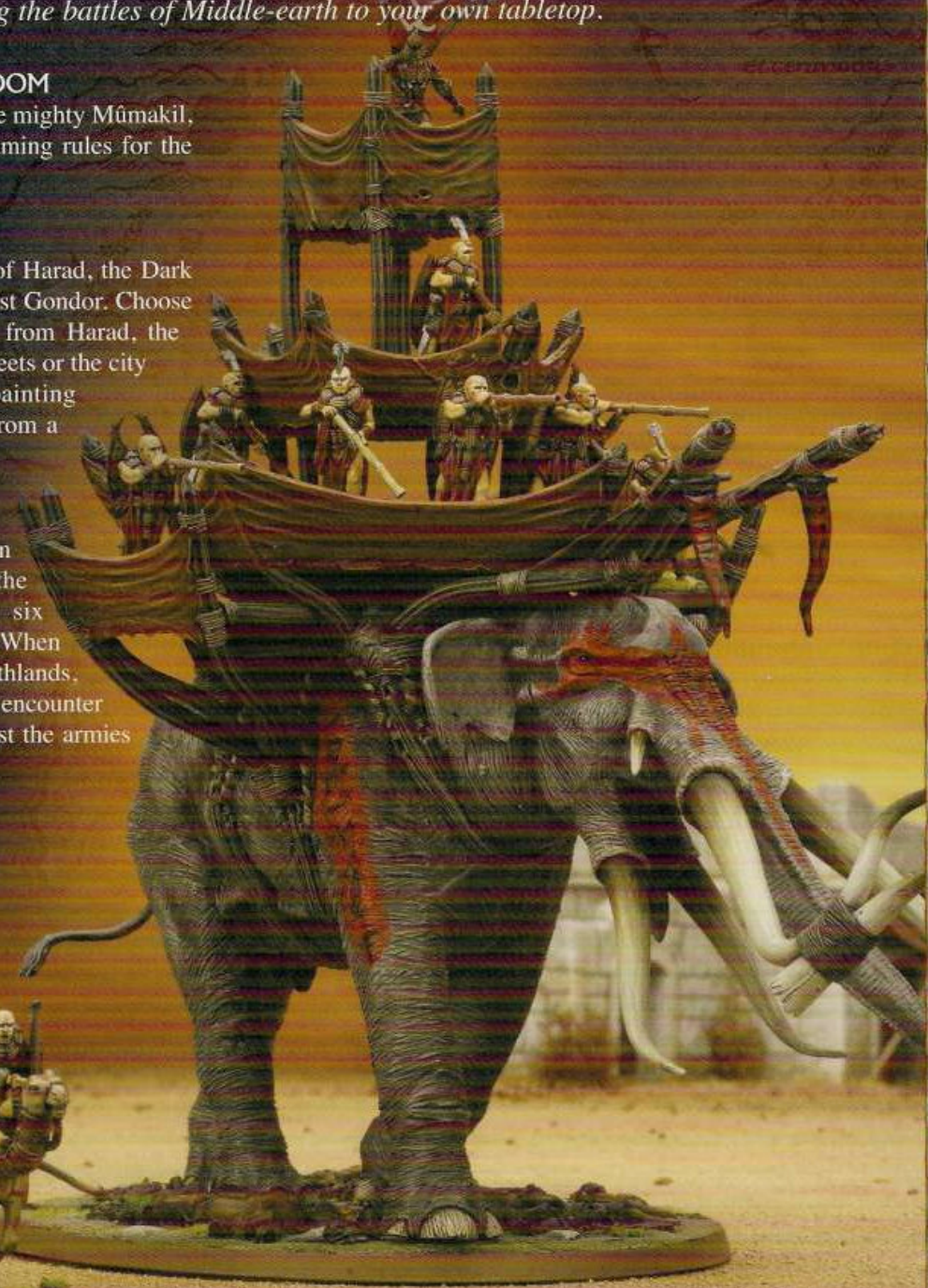
From the savage Corsairs of Umbar to the mighty Mûmakil, this section contains background and gaming rules for the relentless warriors of the southlands.

THE ARMIES OF HARAD

This is a complete guide to the armies of Harad, the Dark Lord's foremost allies in the battle against Gondor. Choose your allegiance and muster a warband from Harad, the Serpent Horde, Far Harad, the Corsair Fleets or the city of Umbar. Advice, examples and painting schemes help you build up your force from a few models to a vast army!

SCENARIOS

Take command of deadly Hâsharin assassins, vengeful Haradrim and the colossal menace of the Mûmakil in six scenarios from the history of Harad. When you've mastered the armies of the southlands, recreate a massive 2,000 point 'What If' encounter that pits the Great Army of Harad against the armies of Gondor!



This is a supplement for Games Workshop's The Lord of The Rings Strategy Battle Game – you will need a copy of the rules in order to play.



ENGLISH

ISBN 978 1 84154 859 3

PRODUCT CODE 60 04 14 99 024

Visit: www.lordoftherings.net



NEW LINE CINEMA

A Time Warner Company



**GAMES
WORKSHOP**

PRINTED IN CHINA



9 781841 548593 >

Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of The Ring; The Two Towers; and The Return of The King which are © MMVI New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary work The Fellowship of The Ring © The Tolkien Estate 1954, 1966. All Rights Reserved. The Watcher Logo, The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of The King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Heavy Metal', Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd. 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved.