

THE LORD OF THE RINGS STRATEGY BATTLE GAME

LEGIONS OF MIDDLE-EARTH™



Army lists for The Lord of The Rings

THE LORD OF THE RINGS
STRATEGY BATTLE GAME
EXPANSION



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Written by
Matthew Ward

Conceptual Design
Alessio Cavatore, Jervis Johnson
& Rick Priestley

Illustration
Alex Boyd & Paul Dainton

Pre-Production

Michelle Barson, Marc Elliott,
John Michelbach, Kris Jagers,
Mark Raynor & Nathan Winter

Miniatures Design

Tim Adcock, Dave Andrews, Juan Diaz,
Mark Harrison, Alex Hedström,
Trish Morrison, Gary Morley, Brian
Nelson, Alan Perry, Michael Perry,
Steve Saleh & Dave Thomas.

Miniatures Painters

Fil Dunn, Pete Foley, Neil Green,
Neil Langdown, Darren Latham,
Keith Robertson, Kirsten Williams
& Anja Wettengren

Thanks to:

John Mayo, Trevor Wilson &
Dave Imhoff at New Line Cinema;
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www.games-workshop.com/lotr/

Games Workshop website:
www.games-workshop.com

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

US
Games Workshop,
6711 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

Northern Europe
Games Workshop,
Willow Rd,
Lenton,
Nottingham
NG7 2WS

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UNLEASH THE LEGIONS OF MIDDLE-EARTH!

A terrible shadow threatens to eclipse the realms of Middle-earth. Sauron, the Lord of the Rings, seeks to dominate the world under a tyranny that will never end. Across hundreds of battlefields, minor skirmishes erupt into wars that will span many lifetimes of Men and claim thousands of lives. From the desolation of Arnor and the eaves of Lothlórien, to the deserts of Harad and the ash-choked wastes of Mordor, the legions of Middle-earth do battle for the fate of the world!

The Lord of The Rings Strategy Battle Game is often played using narrative scenarios to recreate scenes from the book and films. Many people also like to collect a particular army of Citadel miniatures and battle head-to-head against each other. Using this gaming supplement alongside the main rules manual, players can forge their collections into battlefield forces using army lists that tell you which Heroes and Warriors can be fielded together to create a themed and balanced force. There are over 40 themed army lists to choose from, each with its own flavour and unique options. In addition, rules for allies offer players flexibility, whilst still respecting the book and the films, and a means to getting the most out of their collection on the battlefield. Can you construct an army deadly enough to defeat that of your foe? Have you the tactical ability to outwit your opponent and lead your army to victory?

SCENARIOS

Legions of Middle-earth presents twelve new 'pick-up-and-play' scenarios, designed to be fought out by two armies picked from army lists. From bitter skirmishes to challenging battles of manoeuvre, each scenario is replete with tactical options for both new and established players of The Lord of The Rings Strategy Battle Game.

LEGIONS OF MIDDLE-EARTH ON THE WEB

For more information on Legions of Middle-earth, a wide range of articles, covering everything from sample armies and army-specific tactics to advanced modelling techniques and collecting advice, is available on the web:

lotr.games-workshop.com

You will need a copy of The Lord of The Rings main rules manual to use this supplement.



WHICH ARMY SHOULD I COLLECT?

From hordes of unskilled warriors to elite cadres of battle-hardened veterans, specialist mêlée armies or archer legions, both Good and Evil alignments have a broad selection of forces to choose from and can field all manner of different styles of army.

Generally speaking, it's best to choose a Hero or troop type that appeals to you. You might like the way they play or the ideals they represent. Alternatively, it may be that a particular force may complement your playing style. In the Armies section of this supplement there are over 40 forces, ranging from the highly skilled Fellowship of the Ring to the teeming Goblin hordes of Moria.

If you're fairly new to The Lord of The Rings, we'd recommend starting with a more straightforward army, such as *Gondor: The Tower of Ecthelion* if you're collecting a Good force, or *Bastions of the Dark Lord: Barad-dûr* if you're collecting Evil. Both of these have a good range of troop types and Heroes available to them, in both metal and plastic, and offer plenty of options without feeling overwhelming.

PLAYING LEGIONS OF MIDDLE-EARTH

If you are familiar with *The Lord of The Rings Strategy Battle Game*, then using *Legions of Middle-earth* is easy – simply follow the sequence given below. Each of these steps is detailed more fully in the chapters that follow.

1. PICK YOUR FORCE

Choose one of the lists within these pages to guide you in the creation of your army. Using the options within the list, build an army out of your collection of Citadel miniatures. Whether you tailor your army to fight a particular scenario, craft it to do well against a particular foe, or make a balanced force to challenge all-comers is up to you.

To help you navigate the section, the army lists have been grouped into two main sections – Good and Evil – then by region which are further divided into army lists. For example, the Gondor section includes armies of Minas Tirith, its Fiefdoms and the Defenders of Ithilien, whereas the Isengard section contains the details of Uruk-hai Raiders as well as Sharkey's Rogues and the Dunlending Hordes.

2. SELECT YOUR SCENARIO

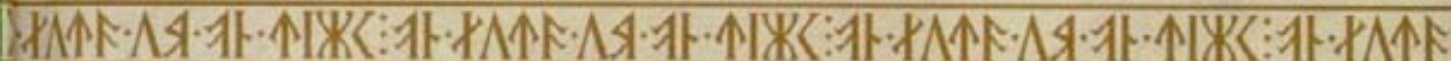
Roll for (or choose) the scenario you want to play, selected from those presented in this gaming supplement. These guide you through the deployment of your forces on the tabletop, as well as detailing objectives and special rules. If you wish you can use terrain generators (see page 116) to set up your battlefield.

3. TO WAR!

With the scenario chosen, your battlefield and armies set up, it is time to fight for the future of Middle-earth.

"The Dark Power, moving its armies like pieces on the board, was gathering them together."

– *The Lord of The Rings*



MUSTERING THE LEGIONS OF MIDDLE-EARTH

Armies in Legions of Middle-earth are selected using army lists. An army list tells you the Heroes and Warriors that can be fielded in your force, and the weapons with which they can be equipped. In this section, we'll show you how to muster your armies, from the smallest company to the largest host!

You are now ready to create an army (also called a force) from your miniatures collection, from its leader through to any infantry, cavalry and siege engines that you wish to field. Some players don't pick an army for a specific game, but will have one or more different rosters to suit their miniatures collection.

There are four steps to picking your army:

WHERE CAN I FIND THE PROFILES?

Many of the Warriors and Heroes in *Legions of Middle-earth* are detailed in the main rules manual, though some can be found in our The Lord of The Rings sourcebooks. At the time of publication, not all the models for every army list are available, but we'll be constantly filling the gaps as time goes by.

You'll find a complete listing of published Warrior and Hero profiles on our The Lord of The Rings website – lotr.games-workshop.com – as well as a guide to which sourcebooks contain which profiles. This will be continually updated as and when new models are released.

1. CHOOSE POINTS VALUE AND ARMY LIST

Decide upon the total points value of the force you wish to play and the army list you are going to choose it from.

2. SELECT YOUR LEADER

Choose one of the Heroes in the army list you have selected and equip them as normal. This Hero is your leader.

3. SELECT ADDITIONAL RECRUITS

Purchase additional Warriors and Heroes with a combined value no greater than the points you have available to spend.

4. CHECK POINTS AND MODEL AND BOW LIMITS

Finally, double check you have not exceeded the total points value, and that you have not gone over the limits for models and bows (see page 6).

POINTS VALUES

To help players arrange a balanced game, all models in The Lord of The Rings have a points value to represent how effective they are on the battlefield, as well as every equipment option available to them. The combined points value of the models in your army is generally used as a handy way to determine the size of your force and the size of the game you want to play.

The number of models you'll use will depend on the size of the game and, to a lesser extent, the army you have. Some armies can include many more models than others, simply because they have very cheap troops. Throughout this section, we've included examples to illustrate the formation of one army – there are many more examples later on in this supplement.

It's often quite difficult to spend every last point, but don't worry, you don't have to. Most 500 point armies will be something like 497 or 498 points, but they are still '500' point armies for our purposes.

SELECT YOUR LEADER

All armies have someone who directs them into battle, whether the captains of Middle-earth who command all manner of garrisons and raiding parties, or a mighty hero who is marked for great deeds or a glorious death. Accordingly, the first model you must select for your army is its leader, who can be chosen from the Heroes presented in the army list you have chosen.



Regardless of who your leader is, he or she can be given any of the options presented in the army list. This can include relatively commonplace items such as armour, a bow or a shield, but can also encompass slightly more esoteric items depending on the army in question, such as a mighty Fell beast, or a magical item of power. If an option is not included in the list, the Hero cannot take it. It's worth bearing in mind that some scenarios have victory conditions that are tied to your leader's survival, so it's often best to pick a fairly durable Hero for the role of leading your army.

Some Heroes may not lead armies. These are marked clearly in each army list. You may still field them as part of your army, but you must include another Hero to be your leader.

ADDITIONAL RECRUITS

Once you've selected your leader, you can go on to choose additional models for your army. These may be other Heroes or Warriors as you see fit. As with your leader, additional troops can select any equipment allowed by the relevant army list. There are a few restrictions on what you can include in your army beyond those laid out in the army list.

It's worth bearing in mind that while you can make an army entirely composed of Trolls, for example, a force with a good mix of troop types will generally fare better. This isn't to say that you shouldn't make a specialised army, but be aware that you're setting yourself a challenge!

WARGEAR

Heroes and Warriors often have a list of extra wargear that can be bought for them – for *Legions of Middle-earth* games you may only buy wargear shown in the army lists within this book, even if other items are available in the main rules manual or a sourcebook. The rules for such common pieces of wargear are explained in the appropriate section of the main rules manual. Just remember that:

- A model with a two-handed weapon cannot carry a shield, bow, crossbow, pike or spear.
- A model with an Elven blade cannot use it as a two-handed weapon if they also carry a shield or spear.
- Lances can only be used from the back of a mount.
- Two-handed weapons, spears and pikes can only be used on foot.

A NOTE ON NAMED HEROES

As a final important note – you can only have one of any named individual in your army. You can't have an army made up entirely of Aragorns, for example! The same is true if there are several different versions of the same Hero – *Glorfindel* or *Glorfindel, Lord of the West*, for example. If in doubt, check the full profile entry in the main rules manual or relevant sourcebook.



LAST BUT NOT LEAST – LIMITS

To ensure a balanced game of Legions of Middle-earth we've applied some important restrictions that you'll want to bear in mind when building your army. These have been included here rather than in the army lists themselves because they're quite broad in nature – we've deliberately chosen not to restrict particular troop types, for example. These restrictions fall into two categories: *Model Limit* and *Bow Limit* as shown in the table below.

Model Limit defines the maximum number of models you may include in your army. You'll notice that model limit increases with the points value of the army, so the bigger the game the more models you can field – as you'd expect.

Points value of game	Model Limit	Bow Limit	Siege Engine Limit
0-500	3-50	33%	0-2
501-1000	3-75	33%	0-3
1001-1500	3-100	33%	0-4

You always have a *Bow Limit* of one third of the Warrior models in your army. This means that only a third of the Warriors in your army may be equipped with a bow of any kind (this includes bows, Elf bows, Dwarf bows, short bows, crossbows and so on...). In other words, for each Warrior model in your army with a bow, you must include another two that do not carry bows of any kind.

USING THE RECORD SHEETS

It is a good idea to work out your forces on a piece of scrap paper as you may change your mind, or go back and revise details. Once you are satisfied with your final forces, make sure that you have added up their values correctly. You are then ready to transfer details to a record sheet. You don't need to use a record sheet if you do not want to, but most players find it convenient to have a handy note of all the characteristics and relevant details for each game rather than continually referring to one or more other volumes.

Simply write down the details of each model onto the sheet. If your force includes several models of the same type, there is no need to make a separate entry for each model; a single entry will suffice in most cases. Once you have copied all the characteristics and made any notes you think will prove useful, your record sheet should be ready for use in your battles.



EXAMPLE ARMY

Gondor: The Tower of Ecthelion (see page 41) has been chosen as the basis for our example army. It offers a good, all-round selection of troops as well as several mighty Heroes. We're aiming for a 500 point force (a good starting army). We've chosen to lead our army with Boromir, Captain of the White Tower. He's expensive in points, but worth every one of them. He'll provide a solid core of heroic moves and Stand Fast! rolls to our army, and will prove a tricky proposition for anyone seeking to kill him.

With our noble leader in place, we've chosen to supplement him with a hardy core of Warriors of Minas Tirith, armed in equal numbers with bow, shield, and spear and shield. To buttress their fighting ability, we've also added in a Warrior of Minas Tirith with a banner and a handful of Citadel Guard. Finally, with about 30 points left, we've added a second Hero: Denethor. This takes us to 500 points in all.



EXAMPLE ARMY

For our final example, we've gone back to our original army list and chosen to add an allied contingent of Rohan: Théoden's Host (page 37). We've also chosen to increase the overall size of the force to 750 points.

8 Warriors of Minas Tirith 64
with bow

6 Citadel Guard 54
with spears

6 Riders of Rohan 82
2 Riders of Rohan with throwing spears 32
4 Warriors of Rohan 30

Warrior of Minas Tirith 32
with banner

Denethor, Steward of Gondor 30

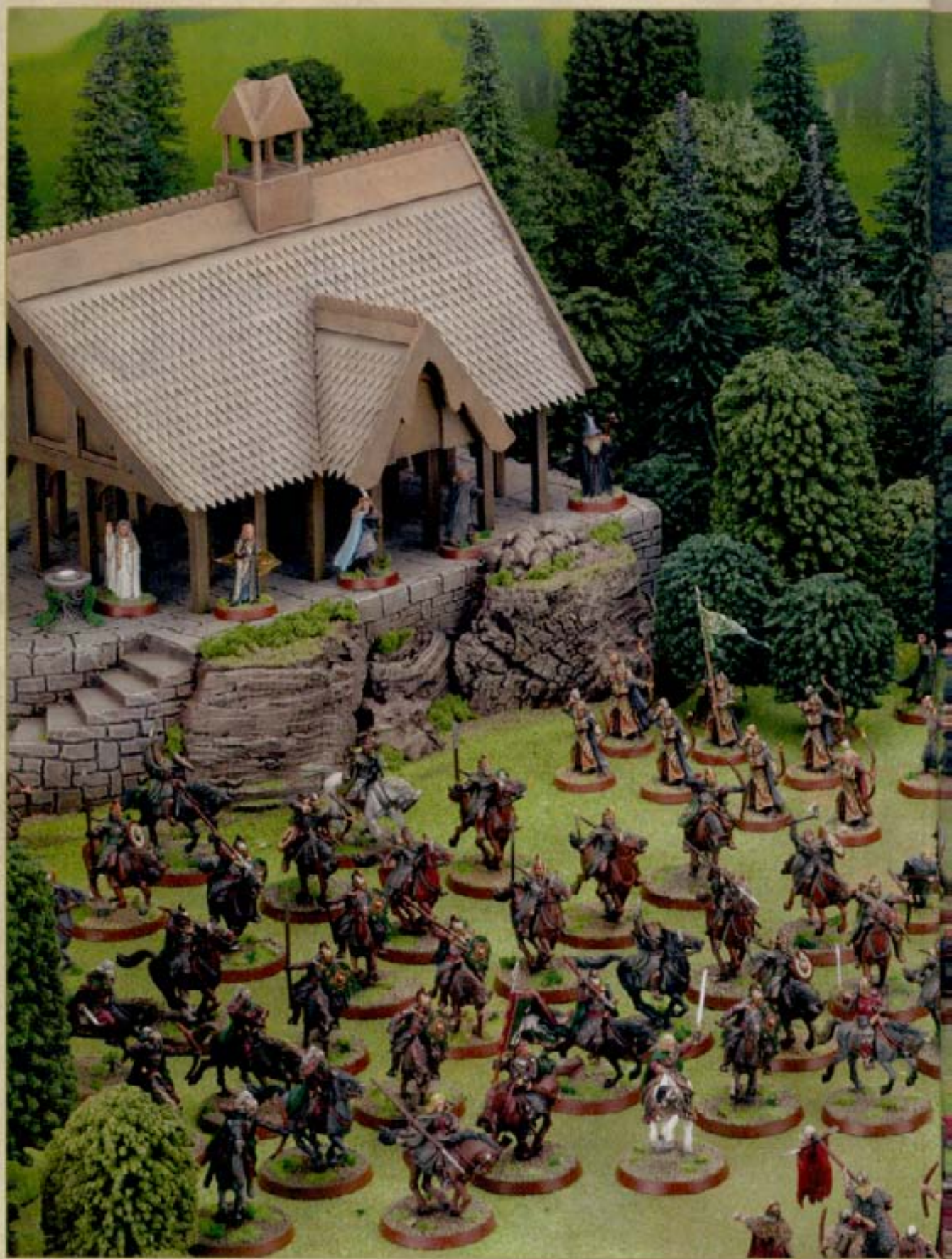
Captain of Rohan 60
with shield and horse

13 Warriors of Rohan 107
8 Warriors of Rohan with shield
and throwing spears 72
1 Warriors of Rohan with shield 35

8 Warriors of Minas Tirith 64
with shield

Boromir, Captain of the White Tower 180
with shield

8 Warriors of Minas Tirith 72
with spear and shield



THE ARMIES OF GOOD

This section contains all the army lists for the Free Peoples of Middle-earth, including all those realms and races who oppose Sauron's will. Some take this stand simply because to do otherwise is to meekly accept destruction and slavery, whilst others are in service to a higher calling.

Most multitudinous of all the Free Peoples are Men, whose numbers steadily grow whilst the other, older races decline. Though some Men have gone over to the service of Sauron, whether stricken by dread or entranced by the lure of personal gain, the strongest realms still hold true to opposition of the Dark Lord. The kingdom of Gondor is the chief bulwark against Mordor's evil, but the race of Men strives against Sauron across Rohan, Arnor and a score of other places.

Lacking in numbers but rich in skills and wisdom, the elder races of Dwarves and Elves still have a key role to play in the struggle against the Forces of Darkness. They are braver than Men and more hardy in battle, but their time of dominance in Middle-earth is ending. Though the elder races hate Sauron and his

works, they no longer have the numbers or the power to contain or defeat him alone. They must look to the younger races to prevail in this fight. Even so, a small band of Elves or Dwarves is easily the equal in battle of a much larger force of Men.

Not to be forgotten are the smaller groups of combatants, those opponents of Sauron who do not have the numbers of even the Dwarves, yet still rally against the Dark Lord. Whether the cursed warriors of Dunharrow, or the Ents of Fangorn, the enigmatic Wizards or the peaceful Hobbits of the Shire, all can be summoned to take a stand against the Lord of Mordor.

Choose your forces well, and may the Valar guide you!



THE FELLOWSHIP OF THE RING

The brave individuals that formed the Fellowship of the Ring were the greatest heroes of their time, and the cause of Sauron's downfall. Originally formed to protect Frodo Baggins on his quest to destroy the Dark Lord's ruling Ring – a powerful artefact into which Sauron had bound much of his power – they came to oppose the Lord of Mordor in many realms.

Almost every race of noble heart was represented in the ranks of the Fellowship. The Halflings of the Shire were represented not only by the Ringbearer, Frodo Baggins, but also by his stalwart companion Samwise Gamgee, the adventurous Meriadoc Brandybuck and the impetuous Peregrin Took. Gimli, son of Glóin, doughty and tireless, represented the Dwarves, whilst the graceful Legolas, prince of Mirkwood, stood for the Elves. For the race of Men, Boromir, son of Denethor, pledged his aid, as did Aragorn, son of Arathorn, both mighty warriors of noble descent. The final member of the Fellowship was to be its leader, acclaimed before and since as Sauron's greatest and most dedicated foe, the Wizard Gandalf the Grey.

Toil and hardship beset the Fellowship on their quest at every turn. Gandalf fell fighting the Balrog in Moria, only to be reborn with greater power when hope was bleakest. Boromir was slain on the slopes of Amon Hen, striving to save Merry and Pippin from the Uruk-hai of Isengard. The company split apart after Boromir perished, but each continued to play his part in the fight against Sauron. Gandalf, Aragorn, Legolas and Gimli brought hope to the lands of Rohan and Gondor, rallying the defenders of both realms against the darkness at their gates. Even Merry and Pippin played key roles, despite their diminutive stature, for they roused the Ents from slumber and brought them into the fight against the fallen Wizard, Saruman the White. In later days, Merry was to strike the blow that would undo the Witch-king of Angmar, whilst Pippin would save Boromir's brother, Faramir, from the flames of Denethor's insanity.

Yet all these deeds, brave as they were, fade into obscurity when compared to those of Frodo and Sam, the Ringbearer and his companion. Theirs was the heaviest burden to carry, and the hardest road to walk, a journey that would end with the destruction of the One Ring in the fire-chased chambers of Mount Doom, and the final defeat of the Dark Lord Sauron.



THE FELLOWSHIP

The most renowned Heroes of the Third Age, the Fellowship of the Ring represent all the races of Middle-earth. As a list in itself the Fellowship is a powerful assemblage of Heroes.

GOOD HEROES

Strider / Aragorn

Points value 175

<i>Andúril, Flame of the West</i>	75 pts
<i>Elven cloak</i>	10 pts
<i>Armour</i>	5 pts
<i>Bow</i>	5 pts
<i>Horse</i>	10 pts



Gandalf the Grey

Points value 170

<i>Horse</i>	10 pts
<i>Shadowfax</i>	15 pts

Gandalf the White

Points value 220

<i>Elven cloak</i>	10 pts
<i>Shadowfax</i>	15 pts



Boromir of Gondor

Points value 105

<i>Horse</i>	10 pts
<i>Elven cloak</i>	10 pts

Legolas

Points value 90

<i>Elven cloak</i>	10 pts
<i>Armour</i>	5 pts
<i>Horse</i>	10 pts

Gimli, son of Glóin

Points value 90

<i>Elven cloak</i>	10 pts
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Frodo Baggins

Points value 60

<i>Sting</i>	15 pts
<i>Mithril coat</i>	25 pts
<i>Elven cloak</i>	10 pts

Samwise Gamgee

Points value 30

<i>Elven cloak</i>	10 pts
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Samwise the Brave

Points value 50

<i>Elven cloak</i>	10 pts
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Peregrin Took

Points value 10

<i>Elven cloak</i>	10 pts
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Peregrin, Guard of the Citadel

Points value 25

<i>Elven cloak</i>	10 pts
--------------------	--------

Meriadoc Brandybuck

Points value 10

<i>Elven cloak</i>	10 pts
--------------------	--------

Meriadoc, Knight of the Mark

Points value 25

<i>Shield</i>	5 pts
<i>Elven cloak</i>	10 pts
<i>Horn of the Riddermark</i>	20 pts



ALLIES

The Fellowship can ally with the following armies: the Grey Company, Rivendell, the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, Théoden's Host, the Fiefdoms, the Tower of Ecthelion, Minas Tirith, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, Erebor, the Wild Men of Drúadan, the Wanderers in the Wild, the Wizards, the Eagles and the Guardians of the Carrock.

THE ROAD TO RIVENDELL

This 500 point force represents the earliest stage of the Fellowship of the Ring's story. Frodo and his fellow Hobbits are travelling to Rivendell, guided and protected at different stages by Aragorn and the Elf Heroes Gildor and Glorfindel.

Allied Hero:
Glorfindel

130

Allied Hero:
Gildor Inglorion

80

Meriadoc Brandybuck

10

Peregrin Took

10

Frodo Baggins

60

Samwise Gamgee

30

Aragorn/Strider
with bow

180

THE BREAKING OF THE FELLOWSHIP

This 600 point force represents the Fellowship at Amon Hen. Gandalf has been lost in Moria, and Frodo has fled from Boromir. With the Uruk-hai closing in, the Fellowship must find the Ringbearer before all is lost.

*Boromir of Gondor
with Elven cloak*

115

*Peregrin Took
with Elven cloak*

20

*Merindoc Brandybuck
with Elven cloak*

20

*Samwise Gamgee
with Elven cloak*

40

*Legolas
with Elven cloak*

100

*Gimli
with Elven cloak*

100

*Aragorn/Strider
with Elven cloak and bow*

190

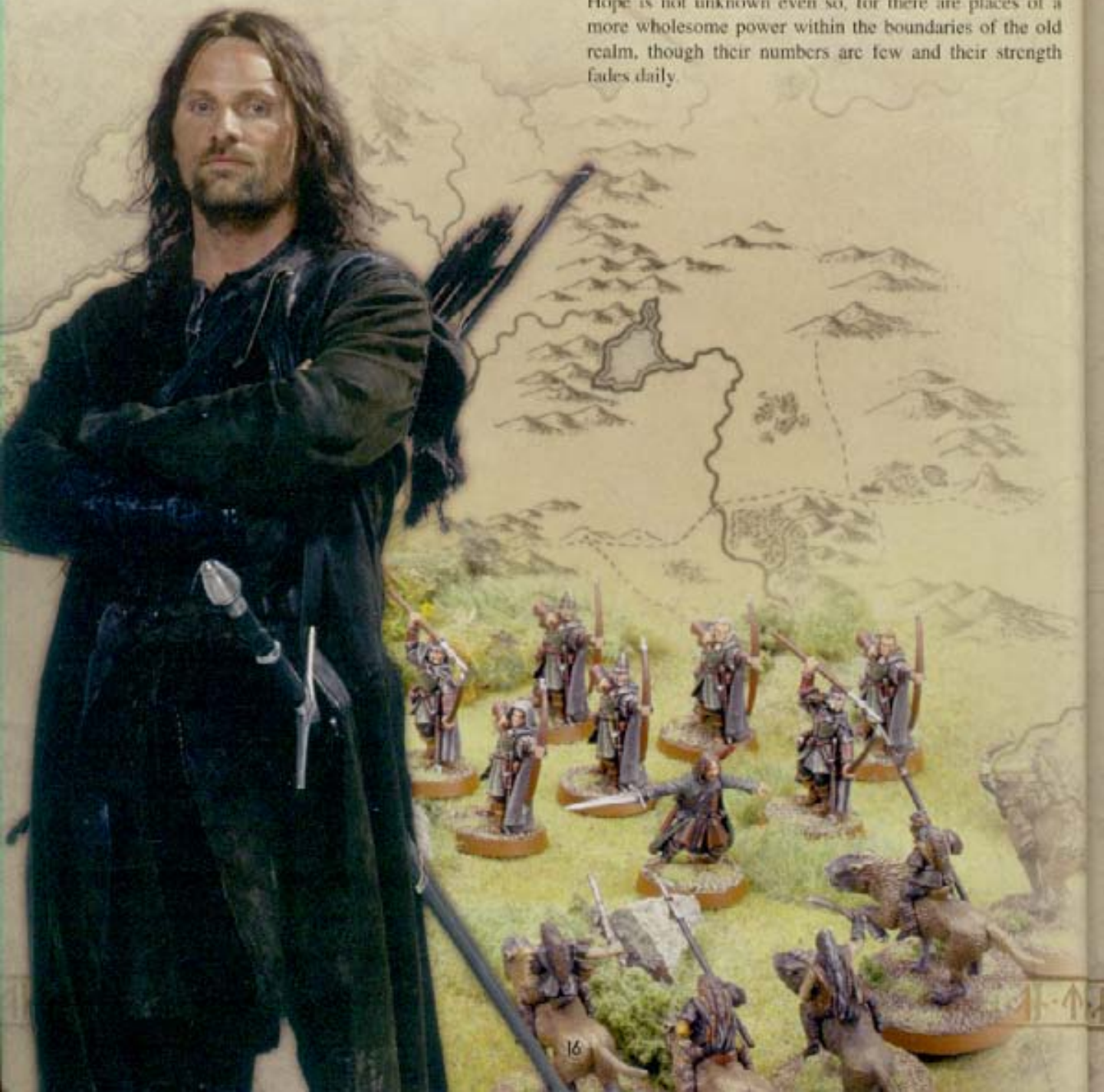
THE NORTH KINGDOM

At the time of Gondor's founding in the south of Middle-earth, a second kingdom arose in the north, between the Misty Mountains and the Ered Luin. This was the kingdom of Arnor, over which Elendil ruled until his death at the final battle of the Last Alliance. Arnor was much alike to Gondor, yet its line of kings wavered much sooner and the kingdom found its strength diminished. Such a weakened realm was easy prey for the Witch-king of Angmar, chief amongst Sauron's servants and Lord of the Nazgûl, whose armies ultimately seized and destroyed Arnor's capital of old, Fornost. This single act crushed Arnor forever, despite the best efforts of the north kingdom's allies (the Hobbits of the Shire amongst them).

Nowadays, Arnor is a ghost-haunted land, a place that has seen too much war and known precious little happiness. Ruins of its buildings and statues, testaments to its former glories, can be found in every corner of its old domains. From broken Fornost, to burned Amon Sûl and the Wight-infested downs near Bree, travellers can see the ruin brought to the once-proud kingdom.

To stray from the safe pathways of Arnor is to invite great peril, for many evil and unwholesome things survive in the dark forests of Rhudaur, or walk amongst the mists of Evendim. Such creatures vary from savage beasts to malicious and cunning spectres, yet all know nothing of mercy, and possess cruelty beyond measure.

Hope is not unknown even so, for there are places of a more wholesome power within the boundaries of the old realm, though their numbers are few and their strength fades daily.



ARNOR

The sister kingdom to Gondor, Arnor lies ruined at the end of the Third Age, but it was once a mighty realm to rival any in Middle-earth. This list represents the armies of Arnor in the middle years of the Third Age. Its main strength is in numbers, though it has access to several specialist Heroes.

GOOD HEROES

Arvedui, Last King of Arnor	Points value 70
Malbeth the Seer	Points value 75
Captain of Arnor	Points value 50
Shield	5 pts
Bow	5 pts
Lance	5 pts
Dunedain	Points value 24
Spear	1 pt

GOOD WARRIORS

Warrior of Arnor	Points value 8
Banner	30 pts
Ranger of Arnor	Points value 8
Spear	1 pt
Hobbit Archer	Points value 4

"...the folk of Arnor dwindled, and their foes devoured them, and their lordship passed..."

— The Lord of The Rings



ALLIES

Arnor can ally with the following armies: Rivendell, the Grey Havens, Minas Tirith, and Khazad-dûm.



THE GREY COMPANY

After the ruin of Arnor, all that remained of its folk were the Rangers of the North, a small population who guarded the bloodline of Isildur. In the War of the Ring, many of their descendants came to fight for Gondor, marching to the aid of their chieftain, Aragorn. This list contains a good selection of Heroes, but few Warriors.

GOOD HEROES

Strider / Aragorn	Points value 175
<i>Andúril, Flame of the West</i>	75 pts
<i>Elven cloak</i>	10 pts
<i>Armour</i>	5 pts
<i>Bow</i>	5 pts
<i>Horse</i>	10 pts

Arathorn	Points value 75
-----------------	------------------------



Halbarad	Points value 65
<i>Spear</i>	1 pt
<i>Horse</i>	10 pts
<i>The Banner of Arwen Evenstar</i>	60 pts

Ranger of the North	Points value 25
<i>Spear</i>	1 pt
<i>Horse</i>	6 pts

Dúnedain	Points value 24
<i>Spear</i>	1 pt

Elladan and Elrohir	Points value for both 140
<i>Elven cloaks</i>	20 pts for both
<i>Horses</i>	20 pts for both
<i>Elf bow</i>	10 pts for both
<i>Armour</i>	10 pts for both

ARMY SPECIAL RULE

The Grey Company is not restricted by *bow limit*. You may instead include up to four Rangers of Arnor for each Dúnedain or Ranger of the North in the same force. For example, an army that includes 4 Rangers of the North and 1 Dúnedain could also field up to 20 Rangers of Arnor.

GOOD WARRIORS

Ranger of Arnor	Points value 8
<i>Spear</i>	1 pt

ALLIES

The Grey Company can ally with the following armies: the Fellowship, Rivendell, the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, the Wanderers in the Wild, the Wizards, the Eagles and the Guardians of the Carrock.

*"Near is the hour when the Lost
should come forth,
And the Grey Company ride
from the North."*

— The Lord of The Rings



THE SHIRE

Hobbits are not natural fighters, living as they do in a land of plenty that is guarded by some of the most famous names in Eriador. Despite this, if the situation is sufficiently desperate, they can fight with some passion, but passion will only carry you so far. This list represents the defenders of the Shire at the end of the Third Age. It has a good range of cheap Heroes and Warriors.

GOOD HEROES

Bilbo Baggins	Points value 90
Frodo of the Nine Fingers	Points value 65
Pony	5 pts
Elven cloak	10 pts
Samwise the Brave	Points value 50
Pony	5 pts
Elven cloak	10 pts



Peregrin, Guard of the Citadel	Points value 25
Pony	5 pts
Elven cloak	10 pts
Meriadoc, Knight of the Mark	Points value 25
Shield	5 pts
Pony	5 pts
Elven cloak	10 pts
Horn of the Riddermark	20 pts

Farmer Maggot	Points value 50
Paladin Took	Points value 25
Lobelia Sackville-Baggins	Points value 10

(Lobelia cannot be your leader)

Fredegar Bolger	Points value 5
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(Fredegar Bolger cannot be your leader)

Bandobras Took, the Bullroarer	Points value 40
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(May not be included in an army with any other Hobbit Hero)

Strider / Aragorn	Points value 175
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Gandalf the Grey	Points value 170
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Dinedain	Points value 24
Spear	1 pt

GOOD WARRIORS

Hobbit Militia	Points value 3
Hobbit Shirriff	Points value 4
Hobbit Archer	Points value 4
Signal horn	20 pts

ALLIES

The Shire may not ally.



THE SCOURING OF THE SHIRE

This 500 point force has been chosen from Arnor: the Shire. It represents the force of Hobbitry roused against Saruman's Ruffians by the returning Frodo Baggins, and several Rangers of the North who have long guarded the Shire's bounds.

The Defenders of the Shire 96

Arwen, Ranger of the North
Muldarin, Ranger of the North
Elidur, Ranger of the North
Vahlar, Ranger of the North

The Buckland Bounders 48

12 Hobbit Archers

Meriadoc, Knight of the Mark 40

with Elven cloak and shield

Peregrin, Guard of the Citadel 35

with Elven cloak

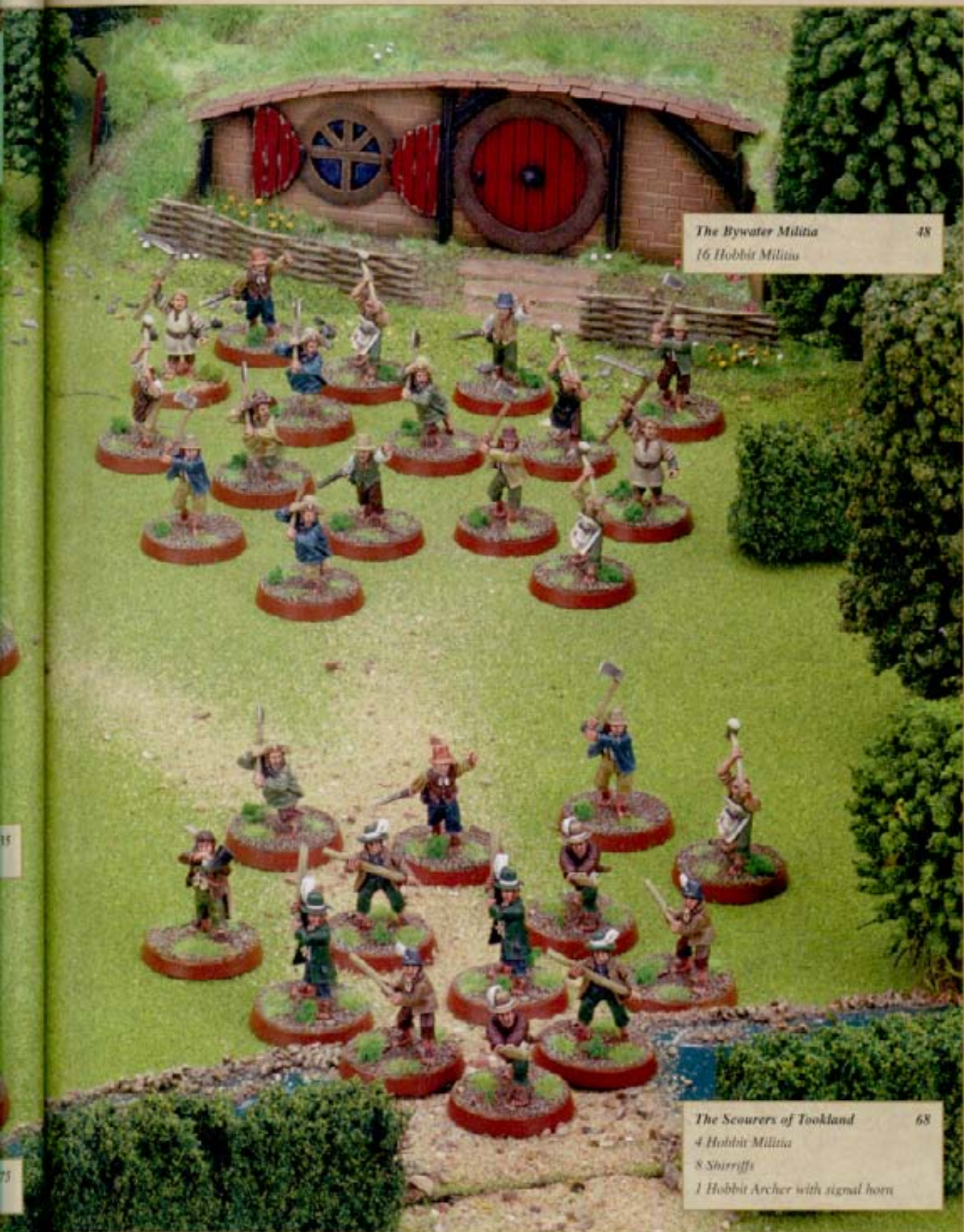
Samwise the Brave 55

on pony

Falastin Took 25

Frodo of the Nine Fingers 75

on pony



The Bywater Militia
16 Hobbit Militia

48

The Scourers of Tookland
4 Hobbit Militia
8 Shirriffs
1 Hobbit Archer with signal horn

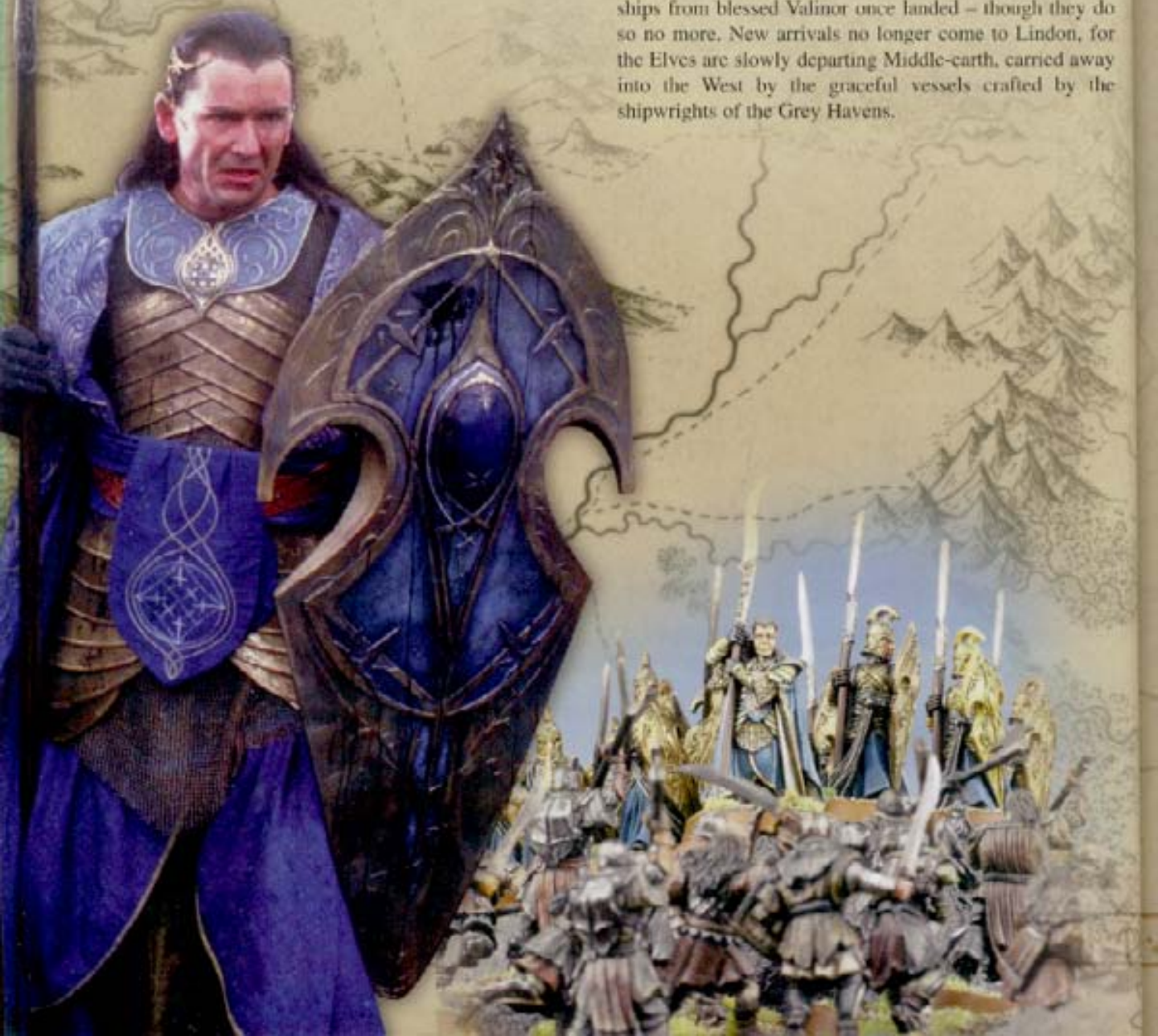
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THE ELVEN HAVENS

In the early years of the Second Age, the Elves prospered in western Middle-earth, dwelling in great cities scattered across the length and breath of Eriador. With the shadow of Morgoth removed from them, the Firstborn were once more able to enjoy the wonders of the world. Alas, in time, their reach exceeded their grasp and they were brought low by Sauron's designs. In a series of wars spanning many centuries, the Dark Lord shattered much of the power of the Elves, and many kingdoms and cities were crushed beneath the might of his armies. To this day only a relative handful of Elves remain within western Middle-earth, dwelling in halls either hidden from the eyes of the Lord of Mordor, or protected by power such that even he cannot breach.

Chief amongst these, and well known in the other realms, is the Haven of Imladris – also known as Rivendell. Founded in the Second Age by Elves fleeing Sauron's assault on the great kingdom of Eregion, Rivendell has ever since been a place of wisdom and healing, a bastion of light in a world that has dwelt for too long under Sauron's shadow. All beings of good heart are welcome within, whether they be Elves, Dwarves, Men or other, far stranger, creatures. Some such guests are merely travellers passing east over the mountains or west over the hills of Rhudaur who wish to spend a few nights in the safety of the Last Homely House east of the sea and west of the mountains. More often, they come seeking the wisdom to be found within the house of Elrond Halfelven, whose gifts of healing and prophecy are held above comparison.

Further north and west, on the coast of the Great Sea, is the only Elven kingdom to endure the trials of the recent centuries. It is here, at the Grey Havens of Lindon, that the ships from blessed Valinor once landed – though they do so no more. New arrivals no longer come to Lindon, for the Elves are slowly departing Middle-earth, carried away into the West by the graceful vessels crafted by the shipwrights of the Grey Havens.



RIVENDELL

Rivendell is the Last Homely House east of the sea, a tranquil abode veiled with great power. It is here that Elrond Halfelven holds court, gathering the wisdom of Middle-earth in the battle against Sauron. The list represents the defenders of Rivendell in the Third Age. It has a large army of Heroes at its disposal but few Warriors.

GOOD HEROES

Elrond	Points value 170
Glorfindel, Lord of the West	Points value 140
Asfaloth (horse)	10 pts
Elladan and Elrohir	Points value 140 (for both)
Elven cloaks	20 pts for both
Horses	20 pts for both
Elf bow	10 pts for both
Heavy armour	10 pts for both

GOOD WARRIORS

Elf Warrior	Points value 7
Heavy armour	2 pts
Elf bow	2 pts
Spear	1 pt
Shield	1 pt
Elven blade	1 pt
Banner	35 pts



Erestor	Points value 75
Elven cloak	10 pts
Arwen Evenstar	Points value 60
Elven cloak	10 pts
Asfaloth (horse)	10 pts
Elven Captain	Points value 65
Heavy armour	10 pts
Elf bow	5 pts
Shield	5 pts
Horse	5 pts

"...where Elrond the Halfelven dwelt,
greatest of lore-masters."

— The Lord of The Rings



ALLIES

Rivendell can ally with the following armies: the Fellowship, Arnor, the Grey Company, the Grey Havens, Lothlórien, Thranduil's Halls, the Fieldoms, Minas Tirith, Durin's Folk, Erebor, the Wanderers in the Wild, the Wizards, the Eagles, and the Guardians of the Carrock.

THE GREY HAVENS

On the western coast of Eriador lie the Grey Havens. It is from here that the Elves of Middle-earth are slowly departing as they make their final journey to Valinor. This list represents the defenders of the Grey Havens during the Second and Third Ages. It contains a good mix of troop types but only a limited selection of Heroes.

GOOD HEROES

Cirdan of the Havens	Points value 90
Elven Captain	Points value 65
Heavy armour	10 pts
Elf bow	5 pts
Shield	5 pts
Horse	10 pts

GOOD WARRIORS

Guardian of the Havens	Points value 13
Elf Knight	Points value 20
Shield	1 pt
Lance	1 pt
Elf bow	2 pts
Elf Ranger	Points value 11
Elf Warrior	Points value 7
Heavy armour	2 pts
Elf bow	2 pts
Spear	1 pt
Shield	1 pt
Elven blade	1 pt
Banner	35 pts

ALLIES

The Grey Havens can ally with the following armies: the Fellowship, Arnor, the Grey Company, Rivendell, Eregion, Lothlórien, Thranduil's Halls, Fangorn, Minas Tirith, the Army of the High King, Durin's Folk, Khazad-dûm, the Wanderers in the Wild, the Wizards, and the Eagles.



EREGION

It was in Eregion that the Rings of Power were forged by the smith Celebrimbor – a deed that would doom the land to fall before Sauron's rage. This list represents the army of Eregion at the time of Celebrimbor, and the Hosts of Gil-galad during the Last Alliance at the end of the Second Age. It is a well-rounded force with several powerful Heroes.

GOOD HEROES

Elrond	Points value 170
Gil-galad	Points value 140
Shield	5 pts
Armoured horse	15 pts
Celebrimbor	Points value 140
Armoured horse	15 pts
Erestor	Points value 75
Elven cloak	10 pts
Elven Captain	Points value 65
Heavy armour	10 pts
Shield	5 pts
Elf bow	5 pts
Horse	10 pts

ALLIES

Eregion can ally with the following armies: the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, the Army of the High King and Durin's Folk.

GOOD WARRIORS

Elf Chariot	Points value 30
Elf Knight	Points value 20
Shield	1 pt
Lance	1 pt
Elf bow	2 pts
Elf Ranger	Points value 11
Elf Warrior	Points value 7
Heavy armour	2 pts
Elf bow	2 pts
Spear	1 pt
Shield	1 pt
Elven blade	1 pt
Banner	35 pts
Elf War Catapult	Points value 100
High Elf Crewman	7 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Superior Construction	20 pts
High Elf Engineer Captain	75 pts
Enchanted Ammunition	10 pts
Rallying Point	35 pts



THE MUSTER OF RIVENDELL

This 1,000 point force has been chosen from The Elven Havens: Rivendell. Such a list represents an army of Rivendell from the Third Age, but could easily be used to represent a much earlier force, such as one that fought at the battle of The Last Alliance.

Erestor's Cohort

189

9 Elf Warriors with heavy armour and Elven blade

9 Elf Warriors with heavy armour and Elf bow



Erestor

75

Elrond's Cohort

212

8 Elf Warriors with heavy
armour and Elven blade

8 Elf Warriors with heavy
armour, shield and spear

1 Elf Warrior with heavy
armour and banner

**Elrond**

170

Glorfindel's Cohort

212

8 Elf Warriors with heavy
armour and Elven blade

8 Elf Warriors with heavy
armour, shield and spear

1 Elf Warrior with heavy
armour and banner

**Glorfindel, Lord of the West**

140

THE WOODLAND REALMS

In the heart of the land of Rhovanion lies the forest of Mirkwood. In the closing years of the Third Age, Mirkwood, as its name would suggest, is a gloomy and haunted place that only few would dare enter. Those unused to the forest find it oppressive and hateful, thick with a dark and forbidding presence almost without equal. Yet more threats lurk beneath its branches – spiders of immense size and appetite spin vast webs between the moss-coated trees. Wargs prowl through the leafy glades and, in the darkest depths, fouler creatures yet wait to ensnare the unwary.

In contrast, the second great woodland realm, Lothlórien, has forever been kept free of Sauron's taint. Here a great Elven realm spans the spaces between the golden Mallorn trees, a sanctuary of peace and healing that can trace its history back to the very earliest of times. Lothlórien has endured the evils that have beset it through the secret strength that is hidden amongst its glades, for some of the wisest and noblest of Elves dwell within. Most powerful of them all is the Lady Galadriel, kin to the very greatest of the Elves of old. Through the power she wields and that of the Elven ring she is the keeper of, Galadriel has proven a determined protector of her realm and a canny opponent of the Dark Lord and all his evil schemes.

The third, and final, of the great woodland realms is that of Fangorn, the oldest of all such places of Middle-earth. When the lands were young, a much greater forest, of which the present day Fangorn is but a part, spread its branches across all of western Middle-earth, flourishing wherever the roots of its trees could draw sustenance. Now, only a few isolated woods remain, the Old Forest in the Shire for one, but Fangorn is by far the largest of these. The forest's name is Elvish in origin, and translates to Treebeard in the common tongue, so named for the eldest of the tree-shepherds, or Ents, that live beneath its shade.



LOTHLÓRIEN

The greatest of all Elven realms still remaining at the end of the Third Age, Lothlórien is a place of great power and a foremost opponent of the Dark Lord. This list represents an army of Lothlorien in both the Second and Third Ages. It contains a good balance of cavalry, infantry and Heroes.

GOOD HEROES

Galadriel	Points value 130
<i>Mirror of Galadriel</i>	.25 pts
Galadriel, Lady of the Galadhrim	Points value 125
Celeborn	Points value 130
<i>Elven blade</i>	.5 pts
<i>Heavy armour</i>	.10 pts
<i>Shield</i>	.5 pts
Haldir	Points value 70
<i>Elf bow</i>	.5 pts
<i>Elven cloak</i>	.10 pts
<i>Armour</i>	.5 pts
Wood Elf Captain	Points value 65
<i>Elf bow</i>	.5 pts
<i>Throwing daggers</i>	.5 pts
<i>Wood Elf spear</i>	.5 pts
<i>Elven cloak</i>	.10 pts

ALLIES

Lothlórien can ally with the following armies: Khazad-dûm, Eregion, Fangorn, the Fellowship, the Grey Company, Rivendell, the Grey Havens, Thranduil's Halls, the Host of the Hammerhand, Théoden's Host, Minas Tirith, the Army of the High King, Durin's Folk, the Wanderers in the Wild, the Wizards, and the Eagles.

GOOD WARRIORS

Wood Elf Warrior	Points value 7
<i>Throwing daggers</i>	.2 pts
<i>Elf bow</i>	.2 pts
<i>Wood Elf spear</i>	.1 pt
<i>Elven cloak</i>	.5 pts
<i>Elven blade</i>	.1 pt
<i>Banner</i>	.35 pts
Galadhrim Warrior (armoured Elf warrior)	Points value 8
<i>Elf bow</i>	.2 pts
<i>Elven blade</i>	.1 pt
<i>Banner</i>	.35 pts
Galadhrim Knight	Points value 15
<i>Elf bow</i>	.2 pts
<i>Elven blade</i>	.1 pt
<i>Banner</i>	.35 pts
Galadhrim Pathwalker	Points value 13
Galadhrim Siege Catapult	Points value 95
<i>Galadhrim Crewman</i>	.7 pts
<i>Flaming Ammunition</i>	.15 pts
<i>Siege Veterans</i>	.15 pts
<i>Superior Construction</i>	.20 pts
<i>Galadhrim Engineer Captain</i>	.75 pts
<i>Enchanted Ammunition</i>	.10 pts
<i>Rallying Point</i>	.35 pts



THRANDUIL'S HALLS

The Elves of Mirkwood are staunch supporters of the fight against Sauron – indeed, they are at the forefront of such battles, for Dol Guldur lies upon their doorstep. This list represents the armies of Mirkwood throughout the Second and Third Ages. It lacks cavalry but has a good variety of infantry warfare options.

GOOD HEROES

Thranduil	Points value 90
Legolas	Points value 90
Elven cloak	10 pts
Wood Elf Captain	Points value 65
Elf bow	5 pts
Throwing daggers	5 pts
Wood Elf spear	5 pts
Elven cloak	10 pts

GOOD WARRIORS

Wood Elf Warrior	Points value 7
Throwing daggers	2 pts
Elf bow	2 pts
Wood Elf spear	1 pt
Elven cloak	5 pts
Elven blade	1 pt
Banner	55 pts
Wood Elf Sentinel	Points value 25

ALLIES

Thranduil's Halls can ally with the following armies: the Grey Company, the Fellowship, Rivendell, the Grey Havens, Eregion, Lothlórien, Fangorn, the Riders of Eorl, the Rangers of Ithilien, the Army of the High King, Erebor, the Wanderers in the Wild, the Wizards, the Eagles, and the Guardians of the Carrock.



FANGORN

In the shadow of the Misty Mountains there stands the last area of a forest that once covered much of Middle-earth. Here dwell the Ents, the tree-shepherds. Though they are slow to rouse, Ents are deadly foes once battle is joined. This list represents the Ents of Fangorn — what they lack for in variety, they make up for in sheer strength.

GOOD HEROES

Treebeard	Points value 190
Quickbeam	Points value 140
Beechbone	Points value 140

GOOD WARRIORS

Ent	Points value 120
Huorn	Points value 50

ALLIES

Fangorn can ally with the following armies: the Fellowship, the Grey Company, the Grey Havens, Eregion, Lothlórien, Thranduil's Halls, Théoden's Host, Minas Tirith, the Army of the High King, Khazad-dûm, the Wanderers in the Wild, the Wizards, and the Eagles.



DEFENDERS OF LOTHLÓRIEN

This 500 point force has been chosen from the Woodland Realms: Lothlórien. Such a list could represent the ever-vigilant Elves of Lothlórien at almost any point in the history of the Golden Wood, such as when the Fellowship seek shelter beneath its boughs.

Haldir's Sentries

72

*4 Wood Elves with Wood Elf spear
4 Wood Elves with Elven blade and
throwing dagger*



Haldir

80

with heavy armour and Elf bow



*Galadriel
Mirror of Galadriel*

155

Maeldil's Sentries

72

4 Wood Elves with Wood Elf spear
4 Wood Elves with Elven blade and
throwing dagger



*Maeldil, Wood Elf Captain
with Elf bow*

70



The Guard of the Lady

50

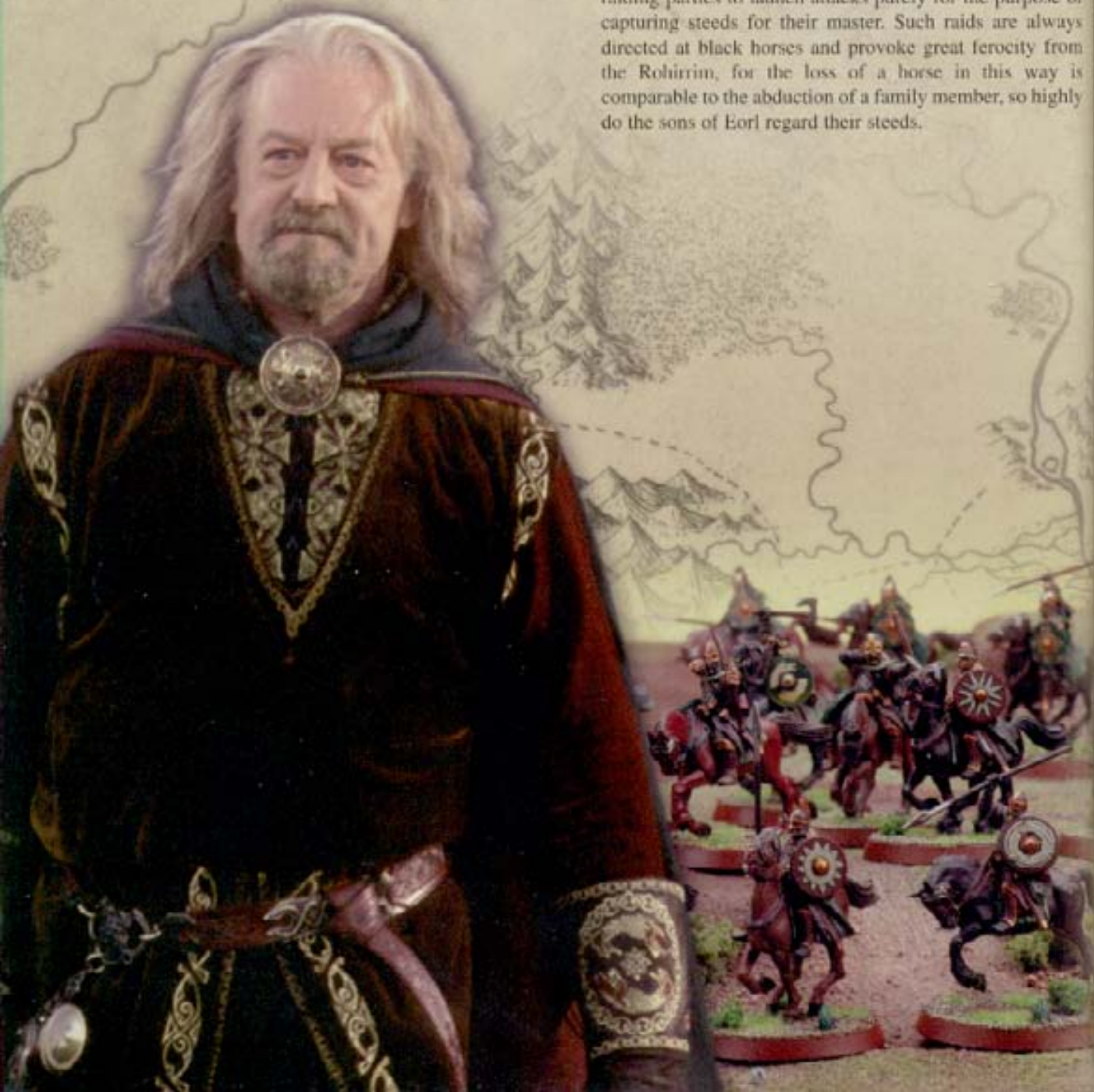
5 Elves with armour and Elf bow

ROHAN

Rohan is a comparatively new kingdom of Men, with a history of conflict, whether with the Dunlendings to the west or the Orcs within the White Mountains. Originally called Calenardhon, the starkly beautiful realm was gifted to Eorl and his folk in recognition of the great service that his people had done for Gondor in a time of peril, despite great hardships of their own. Eternal friendship between the two realms was pledged that day, a bond that would endure through hundreds of years and innumerable wars. Though lasting peace has ever been denied to them, the Rohirrim have always stood firm against the shadow of Sauron and remain an unflinching friend to Gondor.

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

So prized are the horses of Rohan that even the servants of Sauron covet them. Indeed it is far from unusual for Orc raiding parties to launch attacks purely for the purpose of capturing steeds for their master. Such raids are always directed at black horses and provoke great ferocity from the Rohirrim, for the loss of a horse in this way is comparable to the abduction of a family member, so highly do the sons of Eorl regard their steeds.



THE RIDERS OF EORL

The land of Rohan was born when Eorl the Young led his people to the aid of Gondor. Thereafter a bond of friendship was formed that would prove true across the centuries. This list represents the early forces of Rohan. It lacks for foot warriors but can field a good variety of strong cavalry.

GOOD HEROES

Eorl the Young	Points value 90
King of Men	Points value 55
Armour	5 pts
Heavy armour	10 pts
Shield	5 pts
Horse (required)	10 pts
Captain of Rohan	Points value 45
Shield	5 pts
Heavy armour	5 pts
Bow	5 pts
Throwing spears	5 pts
Horse (required)	10 pts
Rohan Outrider	Points value 10
Horse (required)	5 pts

GOOD WARRIORS

Rider of Rohan	Points value 13
Throwing spears	2 pts
Banner	25 pts
Rohan Royal Guard	Points value 10
Throwing spears	2 pts
Bow (replaces shield)	free
Banner	30 pts
Horse (required)	6 pts

ALLIES

The Riders of Eorl can ally with the following armies: Thranduil's Halls and Minas Tirith.

ARMY SPECIAL RULE

All models in an army selected from The Riders of Eorl must be mounted.

*"Let horse be bridled, horn be sounded!
Forth Eorlingas!"*

— The Lord of The Rings



THE HOST OF THE HAMMERHAND

Helm Hammerhand was probably the greatest leader the Rohirrim knew – he was certainly their strongest warrior. It is for him the bastion of Helm's Deep is named, for his defence there was the stuff of legend. This list represents an army of the Rohirrim from Helm's time – specifically the army that he would have used to defend Helm's Deep. It contains a good mix of infantry and cavalry.

GOOD HEROES

Helm Hammerhand	Points value 100
Horse	10 pts
King of Men	Points value 55
Armour	5 pts
Heavy armour	10 pts
Shield	5 pts
Horse	10 pts
Captain of Rohan	Points value 45
Shield	5 pts
Heavy armour	5 pts
Bow	5 pts
Throwing spears	5 pts
Horse	10 pts
Rohan Outrider	Points value 10
Horse	5 pts

GOOD WARRIORS

Rider of Rohan	Points value 13
Throwing spears	2 pts
Banner	25 pts



Helm's Guard	Points value 10
Banner	30 pts
Horse	6 pts

Warrior of Rohan	Points value 6
Bow	1 pt
Shield	1 pt
Throwing spears	2 pts
Banner	25 pts

ALLIES

The Host of the Hammerhand can ally with the following armies: Lothlórien, Minas Tirith and Durin's Folk.



THÉODEN'S HOST

During the darkness of the War of the Ring, Rohan was ruled by Théoden, son of Thengel. Though his body was aging and his mind heavy with sorrow, he led his people to the Battle of Pelennor Fields to save Minas Tirith from the hordes of Sauron. This list represents the Rohirrim in the final years of the Third Age. It has a good mix of infantry and cavalry.

GOOD HEROES

Théoden, King of Rohan	Points value 60
Armoured horse	15 pts
Heavy armour	10 pts
Shield	5 pts
Horse	10 pts
Éomer, Marshal of the Riddermark	Points value 75
Throwing spears	5 pts
Bow	5 pts
Shield	5 pts
Horse	10 pts
Eowyn, Shield Maiden of Rohan	Points value 30
Throwing spears	5 pts
Bow	5 pts
Shield	5 pts
Horse	6 pts
Gamling, Captain of Rohan	Points value 50
Royal Standard of Rohan	50 pts
Horse	10 pts
Erkenbrand	Points value 65
Horse	10 pts
Théodred, Marshal of the Riddermark	Points value 70
Horse	10 pts
Hama, Captain of Rohan	Points value 50
Horse	10 pts
Meriadoc, Knight of the Mark	Points value 25
Shield	5 pts
Pony	5 pts
Elven cloak	10 pts
Horn of the Riddermark	20 pts
Captain of Rohan	Points value 45
Shield	5 pts
Heavy armour	5 pts
Bow	5 pts
Throwing spears	5 pts
Horse	10 pts
Rohan Outrider	Points value 10
Horse	5 pts

GOOD WARRIORS

Rider of Rohan	Points value 13
Throwing spears	2 pts
Banner	25 pts
Rohan Royal Guard	Points value 10
Throwing spears	2 pts
Bow (replaces shield)	free
Banner	30 pts
Horse	6 pts
Warrior of Rohan	Points value 6
Bow	1 pt
Shield	1 pt
Throwing spears	2 pts
Banner	25 pts

ALLIES

Théoden's Host can ally with the following armies: the Fellowship, the Grey Company, Lothlórien, Fangorn, the White Tower of Ecthelion, the Fiefdoms, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, the Wild Men of Drúadan, the Wanderers in the Wild, the Wizards, and the Eagles.



"The men of Rohan must ride forth today, and we will ride with them, axe, sword, and bow."

— The Lord of The Rings

THE LAST RIDE OF THE ROHIRRIM

This 1,000 point force has been chosen from Rohan: Théoden's Host. It represents part of the force that Théoden leads to the Battle of Pelennor Fields, and to the defence of Minas Tirith. In a single devastating charge, the Rohirrim put legion upon legion of the Dark Lord's vassals to flight, breaking the siege upon the Tower of Guard.

Dernhelm's Companions

134

8 Riders of Rohan

2 Riders of Rohan with throwing spear



The Knights of Meduseld

144

8 Rohan Royal Guard with horse and throwing spear

Gamling, Captain of Rohan

110

with Royal Standard of Rohan and horse

Théoden, King of Rohan

90

with armoured horse, heavy armour and shield

The Guardians of Edoras

164

8 Riders of Rohan

4 Riders of Rohan with throwing spear

*Éomer's Riders*

164

8 Riders of Rohan

4 Riders of Rohan with throwing spear

*Captain of Rohan
with shield and horse*

60

*Éomer, Marshal of the Riddermark
on horse*

85

*Éowyn, Shield Maiden of Rohan
with armoured horse, armour and
throwing spear*

46

GONDOR

Without doubt the greatest of the realms of Men in recent history, Gondor stands as a bulwark between Mordor and the rest of the Free world. With every day that passes, it is through the unceasing vigilance and strength of arms that rests within Gondor that peace is bought for many other lands. Such defiance has not been without price, a toll heavily exacted in blood and despair over many long centuries, and Gondor's folk have begun to dwindle while Sauron's forces seem to endlessly replenish their losses.

In these later years, it is from Minas Tirith that the heirs of Anárion, and later the Stewards, have ruled the realm of Gondor. As the last line of Gondor's defence, the Citadel of Minas Tirith is guarded by the finest warriors that Gondor has to offer, tall and mighty soldiers in whom the blood of Númenor stills flows true. It is here, in a small court overshadowed by the Tower of Ecthelion, that the White Tree of Minas Tirith once grew. Its line, like the line of kings, was thought eternal, but as time passed and the royal line all but died out, so too did the line of the White Tree fail. Now all that stands in the fountain court is a withered husk, a symbol of the early glory of Gondor that has long since faded.

In the shadow of the White Mountains lie Gondor's fiefs, lesser regions that govern themselves, yet kneel before the throne of Minas Tirith. Arguably the greatest of these is Dol Amroth, the city of the Swan Knights, whose name is given for an Elven king long ago lost in the churning seas. Yet other fiefs have traditions and legends all of their own. In Lamedon, tales are told of the Shadow-men who gather deep in Morthond Vale, their purpose in this life not yet spent though centuries may pass them by, while the folk of Lossarnach hold their duty to Minas Tirith and Gondor above all else.



THE TOWER OF ECTHELION

Just as Minas Tirith is the heart of Gondor in the Third Age, the Tower of Ecthelion is the heart of Minas Tirith. It is here that the steward's court is held and the fate of not only this realm, but perhaps all of Middle-earth, is decided. This army list represents the forces of Minas Tirith at the time of the War of the Ring. Its warriors are superbly equipped and well trained, with a good selection of elite troops, cavalry, siege engines and mighty Heroes to lead them into battle.

GOOD HEROES

Aragorn, King Elessar	Points value 260
Armoured horse	15 pts
<i>(You may not include Aragorn, King Elessar, in a force that includes Boromir, Captain of the White Tower, or Denethor, Steward of Gondor).</i>	
Boromir, Captain of the White Tower	Points value 175
Horse	10 pts
Lance	5 pts
Shield	5 pts
The Banner of Minas Tirith	50 pts
Denethor, Steward of Gondor	Points value 30
Faramir, Captain of Gondor	Points value 70
Heavy armour	5 pts
Bow	5 pts
Lance	5 pts
Horse	10 pts
Beregond of Gondor	Points value 25
Horse	6 pts
Peregrin, Guard of the Citadel	Points value 25
Elven cloak	10 pts
'Captain of Minas Tirith	Points value 50
Shield	5 pts
Bow	5 pts
Lance	5 pts
Horse	10 pts

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

— The Lord of The Rings

ALLIES

The Tower of Ecthelion can ally with the following armies: the Fellowship, the Grey Company, Théoden's Host, the Fiefdoms, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, Erebor, the Wild Men of Drúadan, the Wanderers in the Wild, the Wizards, and the Eagles.

GOOD WARRIORS

Warrior of Minas Tirith	Points value 7
Bow	1 pt
Spear	1 pt
Shield	1 pt
Banner	25 pts
Knight of Minas Tirith	Points value 13
Shield	1 pt
Banner	25 pts
Guard of the Fountain Court	Points value 10
Shield	1 pt
Banner	30 pts
Citadel Guard	Points value 8
Longbow	2 pts
Spear	1 pt
Horse	6 pts



Avenger Bolt Thrower	Points value 70
Minas Tirith Crewman	7 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Swift Reload	20 pts
Minas Tirith Engineer Captain	75 pts

Battlecry Trebuchet	Points value 110
Minas Tirith Crewman	7 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Superior Construction	20 pts
Minas Tirith Engineer Captain	75 pts

MINAS TIRITH

Minas Tirith is the chief stronghold of Gondor, and the most frequently tested of all the enemies of Mordor. From the crossings of Cair Andros to the plains of Harondor, the forces of the Minas Tirith hold true against the servants of Sauron. This list represents an unspecified Gondor army that can be used alongside many other forces. As a result, it has no named Heroes, but a generous selection of Warriors.

GOOD HEROES

King of Men	Points value 55
Armour	5 pts
Heavy armour	10 pts
Shield	5 pts
Lance	5 pts
Horse	10 pts
Armoured horse	15 pts

Captain of Minas Tirith	Points value 50
Shield	5 pts
Bow	5 pts
Lance	5 pts
Horse	10 pts



ALLIES

Minas Tirith can ally with the following armies: Arnor, the Fellowship, the Grey Havens, Fangorn, Rivendell, Lothlórien, the Riders of Eorl, the Host of the Hammerhand, Erebor, the Wanderers in the Wild, the Wizards, and the Eagles.

GOOD WARRIORS

Warrior of Minas Tirith	Points value 7
Bow	1 pt
Spear	1 pt
Shield	1 pt
Banner	25 pts

Knight of Minas Tirith	Points value 13
Shield	1 pt
Banner	25 pts

Ranger of Gondor	Points value 8
Spear	1 pt

Guard of the Fountain Court	Points value 10
Shield	1 pt
Banner	50 pts

Citadel Guard	Points value 8
Longbow	2 pts
Spear	1 pt
Horse	6 pts

Battlecry Trebuchet	Points value 110
Minas Tirith Crewman	7 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Superior Construction	20 pts
Minas Tirith Engineer Captain	75 pts





THE FIEFDOMS

The bulk of Gondor's territory rests below the White Mountains in a series of client realms. Nominally ruled from Minas Tirith's throne, these fiefs retain a great deal of autonomy and even recruit and equip their own armies to suit the threats they face. The forces of the Fiefdoms contain a variety of specialist warriors, but are lacking in general troops.

GOOD HEROES

Prince Imrahil of Dol Amroth	Points value 135
Lance	5 pts
Armoured horse	15 pts
Forlong the Fat	Points value 60
Horse	10 pts
Angbor the Fearless	Points value 55
Captain of Dol Amroth	Points value 55
Lance	5 pts
Armoured horse	15 pts

GOOD WARRIORS

Knight of Dol Amroth	Points value 9
Lance	1 pt
Armoured horse	9 pts
Banner	30 pts
Axeman of Lossarnach	Points value 8
Banner	25 pts
Man-at-arms of Dol Amroth	Points value 8
Pike	1 pt
Banner	25 pts
Clansman of Lamedon	Points value 6
Ranger of Gondor	Points value 8
Spear	1 pt

ALLIES

The Fiefdoms can ally with the following armies: the Fellowship, the Grey Company, Théoden's Host, the Tower of Ecthelion, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, the Wanderers in the Wild, the Wizards, and the Eagles.



THE ARMY OF THE HIGH KING

Elendil was the greatest Man of his Age and mayhap any since. It was his friendship with Gil-galad that led to the overthrowing of Sauron at the Battle of the Last Alliance. This list represents an army of that time, although it can be used to represent Númenórean armies from earlier in the Second Age if you wish. It is an elite infantry force.

GOOD HEROES

Elendil	Points value 165
Shield	.5 pts
Horse	.10 pts
Isildur	Points value 100
Shield	.5 pts
Horse	.10 pts
Captain of Númenor	Points value 50
Shield	.5 pts
Lance	.5 pts
Heavy armour	.5 pts
Bow	.5 pts
Horse	.10 pts

GOOD WARRIORS

Warrior of Númenor	Points value 7
Bow	.1 pt
Spear	.1 pt
Shield	.1 pt
Banner	.30 pts

ALLIES

The Army of the High King can ally with the following armies: the Grey Havens, Eregion, Lothlórien, Thranduil's Halls, Fangorn, and Durin's Folk.



THE RANGERS OF ITHILIEN

Ithilien has been a contested land for much of its history, with the forces of Gondor fighting an endless battle against Sauron's hordes. This army list reflects the forces of Ithilien at the time leading up to the War of the Ring. It contains a good core of Warriors, with a selection of named Heroes to lead them.

GOOD HEROES

Faramir, Captain of Gondor	Points value 70
Bow	.5 pts
Madril, Captain of Ithilien	Points value 55
Cirion, Lieutenant of Amon Barad	Points value 55
Damrod, Ranger of Ithilien	Points value 20
Captain of Minas Tirith	Points value 50
Shield	.5 pts
Bow	.5 pts

GOOD WARRIORS

Warrior of Minas Tirith	Points value 7
Bow	.1 pt
Spear	.1 pt
Shield	.1 pt
Banner	.25 pts
Ranger of Gondor	Points value 8
Spear	.1 pt
Osgiliath Veteran	Points value 8
Bow	.1 pt
Spear	.1 pt
Shield	.1 pt
Citadel Guard	Points value 8
Longbow	.2 pts
Spear	.1 pt

ALLIES

The Rangers of Ithilien can ally with the following armies: the Fellowship, the Grey Company, Thranduil's Halls, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, Erebor, the Wanderers in the Wild, the Wizards, and the Eagles.

"East rode the knights of Dol Amroth driving the enemy before them..."

— The Lord of The Rings



THE DEAD OF DUNHARROW

Cursed by Isildur for years beyond reckoning, the traitors of Dunharrow can only be roused to war by Isildur's rightful heir. For this reason, they were only sighted once on the battlefields of Middle-earth, when Aragorn, son of Arathorn and scion of Gondor, held them to their forsaken oath. The Dead of Dunharrow are a small but highly elite army with few options, but great hitting power.

GOOD HEROES

The King of the Dead

Points value 100

GOOD WARRIORS

Warrior of the Dead

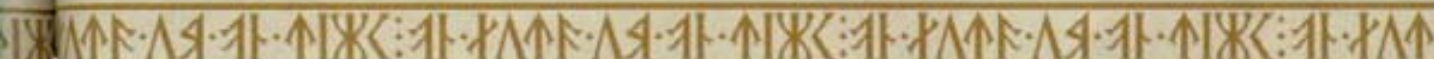
Points value 15

Rider of the Dead

Points value 20

ALLIES

The Dead of Dunharrow can ally with the following armies: the Fellowship, the Grey Company, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, the Wanderers in the Wild, and the Wizards



THE DEFENDERS OF OSGILIATH

This 500 point force has been chosen from Gondor; Rangers of Ithilien. It represents the garrison of Gondor's ruined capital, Osgiliath, in the run-up to the Battle of Pelennor Fields. Despite his command being hugely outnumbered by the attacking Morgul host, Faramir's determined leadership keeps the crossing secure for several hours of bloody fighting.

Damrod's Company

104

8 Warriors of Minas Tirith with spear and shield

1 Warrior of Minas Tirith with banner

Damrod

20

Faramir's Guard

27

3 Citadel Guards with spear

Faramir with bow

75

Ithilien Scouts

64

8 Rangers of Gondor*Madril*

55

Madril's Company

152

*6 Warriors of Minas Tirith with shield**8 Warriors of Minas Tirith with spear and shield**1 Warrior of Minas Tirith with banner*

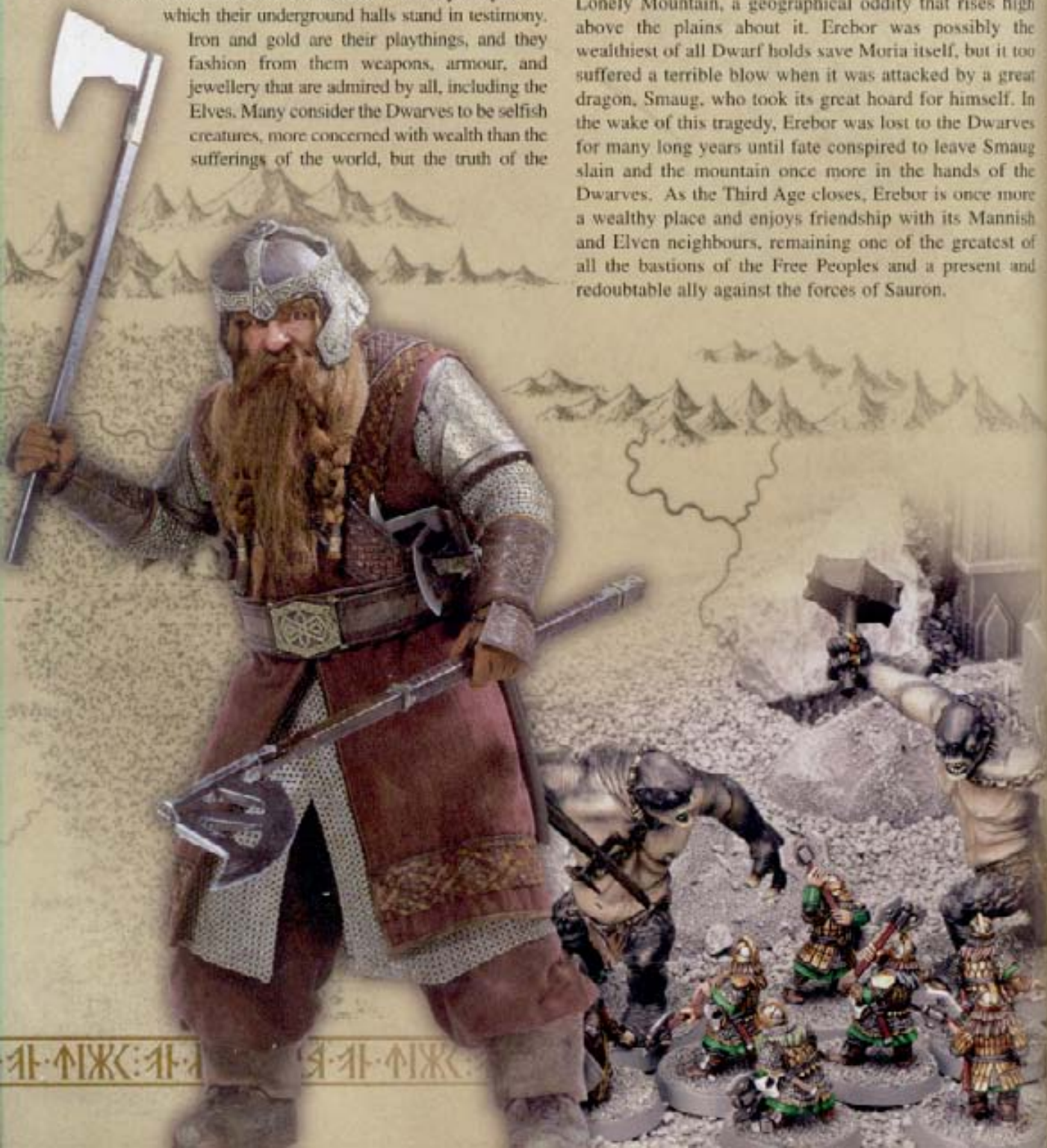
THE DWARF HOLDS

Dwarves can be found wherever there is wealth to be gained, for they love gold above all else, and are craftsmen to rival the skill of the Elves. Like the Elves, the Dwarves are an elder race whose days are fading as Men come into prominence. In most other ways, however, the Dwarves are quite dissimilar from Elves. Where Elves are tall and gracefully spoken, Dwarves are short and gruff. Where Elves prefer to dwell in the forests of Middle-earth, the Dwarves carve their halls deep within the roots of the mountains and have holds in Erebor, the Iron Hills and the Ered Luin. The Dwarves are craftsmen beyond peer, to which their underground halls stand in testimony.

Iron and gold are their playthings, and they fashion from them weapons, armour, and jewellery that are admired by all, including the Elves. Many consider the Dwarves to be selfish creatures, more concerned with wealth than the sufferings of the world, but the truth of the

matter is that the Dwarves are too often unaware of happenings outside of their own realms. Even so, the Dwarves have always been staunch allies to those they consider their friends, and the forces of Evil are rightly fearful of Dwarven fury.

The greatest Dwarf city was that of Khazad-dûm, or Moria as the Elves named it, but that has long since fallen into ruin, drowned in shadow and flame. Though other Dwarf holds endure far and wide in Middle-earth, most famous is the realm of Erebor that nestles beneath the Lonely Mountain, a geographical oddity that rises high above the plains about it. Erebor was possibly the wealthiest of all Dwarf holds save Moria itself, but it too suffered a terrible blow when it was attacked by a great dragon, Smaug, who took its great hoard for himself. In the wake of this tragedy, Erebor was lost to the Dwarves for many long years until fate conspired to leave Smaug slain and the mountain once more in the hands of the Dwarves. As the Third Age closes, Erebor is once more a wealthy place and enjoys friendship with its Mannish and Elven neighbours, remaining one of the greatest of all the bastions of the Free Peoples and a present and redoubtable ally against the forces of Sauron.



DURIN'S FOLK

Though there are several Dwarven bloodlines in Middle-earth, it is the children of Durin that leave the most lasting mark upon its tales. They built countless great realms and have stood unceasingly against the darkness. This list represents the armies of Durin's Folk across the Second and Third Ages. It contains many durable Warriors, but no cavalry.

GOOD HEROES

Dwarf King	Points value 75
Two-handed axe	5 pts
Throwing axes	5 pts
Dwarf Captain	Points value 60
Shield	5 pts
Two-handed axe	5 pts
Throwing axes	5 pts

ALLIES

Durin's Folk can ally with the following armies: the Fellowship, the Grey Company, Rivendell, the Grey Havens, Eregion, Lothlórien, the Host of the Hammerhand, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, the Army of the High King, the Wanderers in the Wild, the Wizards, the Eagles and the Guardians of the Carrock.

GOOD WARRIORS

Dwarf Warrior	Points value 8
Dwarf bow	1 pt
Two-handed axe	free
Shield	1 pt
Banner	30 pts
Khazād Guard	Points value 11
Dwarven Ballista	Points value 60
Dwarf Crewman	8 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Superior Construction	20 pts
Dwarf Engineer Captain	75 pts



KHAZAD-DÛM

For hundreds of years, the great Dwarven realm of Khazad-dûm existed beneath the peaks of the Misty Mountains, rich in mithril and trade. Though it was ultimately to be lost to Goblin hordes, the realm of Khazad-dûm still commands respect even now. This list represents the defenders of Khazad-dûm at the time of its fall. It has a good selection of Warriors and elites to choose from.

GOOD HEROES

Durin	Points value 160
Mardin	Points value 75
Dwarf Captain	Points value 60
Shield	5 pts
Two-handed axe	5 pts
Throwing axes	5 pts

ALLIES

Khazad-dûm can ally with the following armies: Arnor, Rivendell, the Grey Havens, Lothlórien and Fangorn.



GOOD WARRIORS

Dwarf Warrior	Points value 8
Dwarf bow	1 pt
Two-handed axe	free
Shield	1 pt
Banner	30 pts
Khazad Guard	Points value 11
Dwarf Tunnel Fighting Team	Points value 25
Iron Guard	Points value 15
Dwarf Ranger	Points value 7
Longbow	3 pts
Two-handed axe	free
Throwing axes	3 pts
Dwarven Ballista	Points value 60
Dwarf Crewman	8 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Superior Construction	20 pts
Dwarf Engineer Captain	75 pts



EREBOR

Founded below a singular mountain in the north-east of Middle-earth, Erebor is the greatest of all the surviving Dwarf realms, blessed with wealth and hearty folk. This list represents the realm of Erebor at the end of the Third Age. It has a good selection of Heroes and Warriors.

GOOD HEROES

Dáin Ironfoot, King of Erebor	Points value 125
Balin	Points value 75
Durin's Axe	20 pts
Gimli, son of Glóin	Points value 90
Dwarf Captain	Points value 60
Shield	5 pts
Two-handed axe	5 pts
Throwing axes	5 pts

ALLIES

Erebor can ally with the following armies: the Fellowship, Rivendell, Thranduil's Halls, the Tower of Ecthelion, Minas Tirith, the Rangers of Ithilien, the Wanderers in the Wild, the Wizards, the Eagles and the Guardians of the Carrock.

GOOD WARRIORS

Dwarf Warrior	Points value 8
Dwarf bow	1 pt
Two-handed axe	free
Shield	1 pt
Banner	30 pts
Khazâd Guard	Points value 11
Iron Guard	Points value 15
Dwarf Ranger	Points value 7
Longbow	3 pts
Two-handed axe	free
Throwing axes	3 pts
Dwarven Ballista	Points value 60
Dwarf Crewman	8 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Superior Construction	20 pts
Dwarf Engineer Captain	75 pts



THE SECOND KINGDOM OF KHAZAD-DÛM

This 500 point force has been chosen from the Dwarf Holds: Erebor. It represents the expedition led by Balin, son of Fundin, to reclaim these ancestral halls. Though Balin and his companions were ultimately defeated, their efforts restored hope and light to Moria for a short while.

Balin's Guard
6 Khazâd Guard

66

Balin
with Durin's Axe

95

Láni's Household

106

- 5 Dwarf Warriors with shield
- 5 Dwarf Warriors with Dwarf bow
- 2 Dwarf Warriors with two-handed axe

Láni, Dwarf Captain
with shield

65

Flói's Household

97

- 5 Dwarf Warriors with shield
- 4 Dwarf Warriors with Dwarf bow
- 2 Dwarf Warriors with two-handed axe

Flói, Dwarf Captain
with two-handed axe

65

CHAMPIONS OF GOOD

What follows are all the more unusual Good creatures and warriors of Middle-earth who don't readily fit into one of the other army lists – either because they hold shifting loyalties, or simply because they travel around so they are unable to pledge themselves to one particular cause.

Each entry should be treated as an army list in its own right, and may be taken as an allied contingent or main contingent of your army. Each of these 'mini-lists' specifies which forces they can ally with, as well as any other restrictions that apply.



THE WILD MEN OF DRÚADAN FOREST

Relations between the secretive tribesmen of the Drúadan Forest and their neighbours in Gondor and Rohan have never been especially cordial. Nevertheless, the Woses hate all Orc folk and are an oft-unseen ally to many who oppose the Dark Lord.

GOOD HEROES

Ghân-buri-ghân

Points value 45



GOOD WARRIORS

Woses Warrior

Points value 7

ALLIES

The Wild Men of Drúadan may ally with the following armies: the Fellowship, Théoden's Host, the Tower of Ecthelion, and the Wizards.

THE WANDERERS IN THE WILD

Whether through a spirit of adventure, wanderlust or a burden of responsibility, some Heroes spend as much time travelling as they do beneath their own roofs.

GOOD HEROES

Gildor Inglorion

Points value 80

Bilbo Baggins

Points value 90

Glorfindel

Points value 130

Arwen

10 pts

Múrin and Drár

Points value 150

Sméagol

Points value 25

*"Now far ahead the road has gone,
Let others follow if they can."*

— The Lord of The Rings

ALLIES

The Wanderers in the Wild may ally with the following armies: the Fellowship, the Grey Company, Rivendell, the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, Minas Tirith, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, Erebor, the Wizards, and the Guardians of the Carrock.





THE WIZARDS

Sent to be the opponents of Sauron in the Third Age, only three of the five Wizards enter into the tales of The Lord of The Rings. Of the three, only Gandalf the Grey stays true to his cause – Saruman and Radagast ultimately become distracted by other concerns.

GOOD HEROES

Saruman the White	Points value 150
Gandalf the Grey	Points value 170
Horse	10 pts
Shadowfax	15 pts
Radagast the Brown	Points value 150
Horse	10 pts

ALLIES

The Wizards may ally with the following armies: the Fellowship, the Grey Company, Rivendell, the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, Minas Tirith, Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, Erebor, the Wild Men of Drúadan Forest, the Wanderers in the Wild, the Eagles of the Misty Mountains, and the Guardians of the Carrock.



THE EAGLES OF THE MISTY MOUNTAINS

Gwaihir the Windlord and his kin rarely choose to involve themselves in the battles of Middle-earth. Even so, the fate of the Eagles is tied to that of the world, and they cannot always remain aloof and aloft.

GOOD HEROES

Gwaihir	Points value 125
Landroval	Points value 100
Meneldor	Points value 100

GOOD WARRIORS

Great Eagles	Points value 90
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ALLIES

The Eagles may ally with the following armies: the Fellowship, the Grey Company, Rivendell, the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, Théoden's Host, the Tower of Ecthelion, Minas Tirith, Rangers of Ithilien, the Fiefdoms, Durin's Folk, Erebor, the Wizards, and the Guardians of the Carrock.

GUARDIANS OF THE CARROCK

The journey from Rivendell is a dangerous one, crossing Orc-haunted peaks and Warg-infested plains. For one short spell, however, the path is safe, kept clear by the efforts of Grimbeorn and the Beornings.

GOOD HEROES

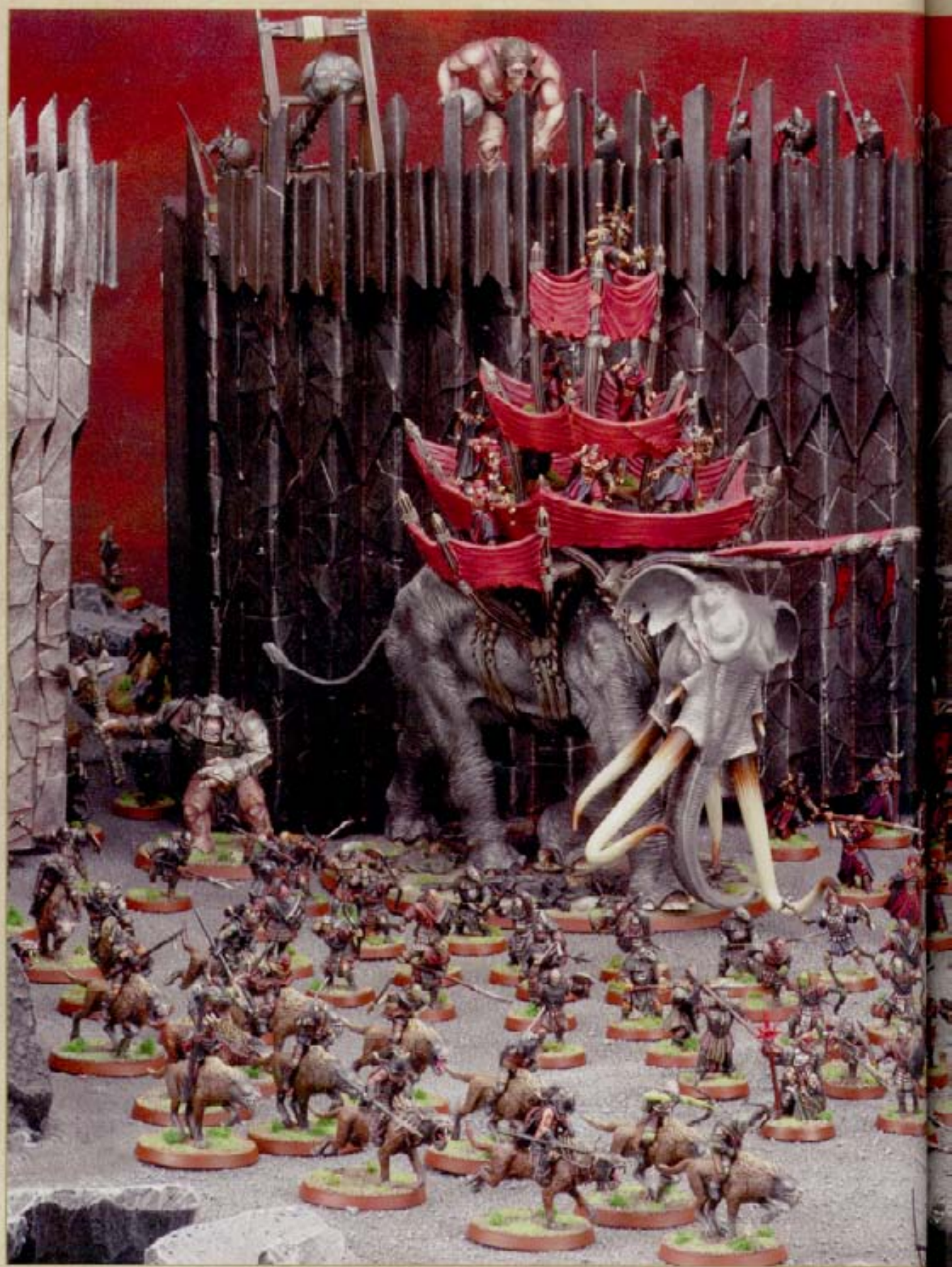
Grimbeorn	Points value 65
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GOOD WARRIORS

Beorning	Points value 8
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ALLIES

The Guardians of the Carrock may ally with the following armies: the Fellowship, the Grey Company, Rivendell, Thranduil's Halls, Durin's Folk, Erebor, the Wanderers in the Wild, the Wizards and the Eagles.



THE ARMIES OF EVIL

This section contains all the army lists for the Forces of Darkness. It includes all those realms and races who serve the Lord of Mordor, whether directly or through their own aims of malice and destruction.

Chief amongst the servants of the Dark Lord are the various races of Orcs that infest the dark places of Middle-earth. Whether the common Orcs of Mordor, the vicious and stunted Goblins, or the proud and brutal Uruk-hai, all owe common ancestry to Elves who were corrupted and tortured in years long past. A shadow lies upon the Orcish bloodlines and their fate is intertwined with that of Sauron.

Men also serve the Dark Lord in vast numbers, generally the tribal races of the east and south whose fractious nature makes them easily dominated by gifts of gold or threats of death. Others flock to the banner of Mordor for different reasons – the paths to corruption are legion. Civil war, betrayal, worship, lust for power

or revenge; all of these and more have brought fresh recruits before the iron throne.

Though Orcs and Men form the bulk of the Dark Lord's armies, many and varied are his servants. The Trolls and Wargs that prowl the hills and caves of Middle-earth are easily bent to his will, as are the corrupted and undead spirits that his schemes have ensnared. Most dangerous of all, however, are those beings who serve Sauron through choice, for their malice combines with his to cast a far darker shadow.

Choose your forces well and the language of Mordor will soon be spoken in every corner of the world...



THE MISTY MOUNTAINS

Running like a spine through the heart of Middle-earth, the Misty Mountains separate the lands of Rhovanion and Eriador. Though no one realm now claims them as territory, the ageless peaks have seen countless domains rise and fall. In the uttermost north of their line the kingdom of Angmar was, for a time, a terror to rival that of Mordor. Dwarves too once made their homes within the Misty Mountains, carving the doomed realm of Moria from the living rock. Other powers have risen and fallen in the shadow of the mountains; realms of Elves and Men amongst them, but the mist-wreathed summits have outlasted them all.

If one race can be said to rule the Misty Mountains, it would be the Goblins – a lesser species of Orc who made their way to live in the dark caverns below the mountains. There they grew accustomed to the darkness and learned to climb the sheer surfaces of their new homes. These wretched creatures fear the light and will not leave the shelter of their tunnels during the daytime except in direst need.

Goblin hierarchy is brutal; the strongest and meanest Goblin leads and the others follow. As such, these weak-willed creatures are forever at the mercy of domination in the hands of more powerful evils – though any being wishing to command Goblins would be well-counselled to never show weakness. In many ways, this is a fortunate situation Middle-earth, for if all the Goblins in the Misty Mountains were to unite under one banner – instead of fighting viciously with one another – there would likely be no stopping them.

Fractious and cowardly as they are, Goblins will mercilessly attack anything that strays into their gloomy realms, and will sometimes strike out, en masse, to claim more land. Though a single Goblin is of little threat, when they go to war they do so in massive hordes, using their advantage of numbers to overwhelm the foe. More than one kingdom has fallen under the weight of numbers of a migrating Goblin burrow and all the lands near to the Misty Mountains keep a wary eye peeled for the signs of Goblins on the march.



MORIA

Once a mighty Dwarven realm, Moria has long since fallen into shadow. Its halls are now ruled over by foul Goblin kings, and its passageways overrun with the filth of Goblin habitation. This list represents the Goblins of Moria at the end of the Third Age, both when Balin makes his ill-fated expedition there, and when the Fellowship pass through years later. It relies on strength of numbers and the power of its Cave Trolls.

EVIL HEROES

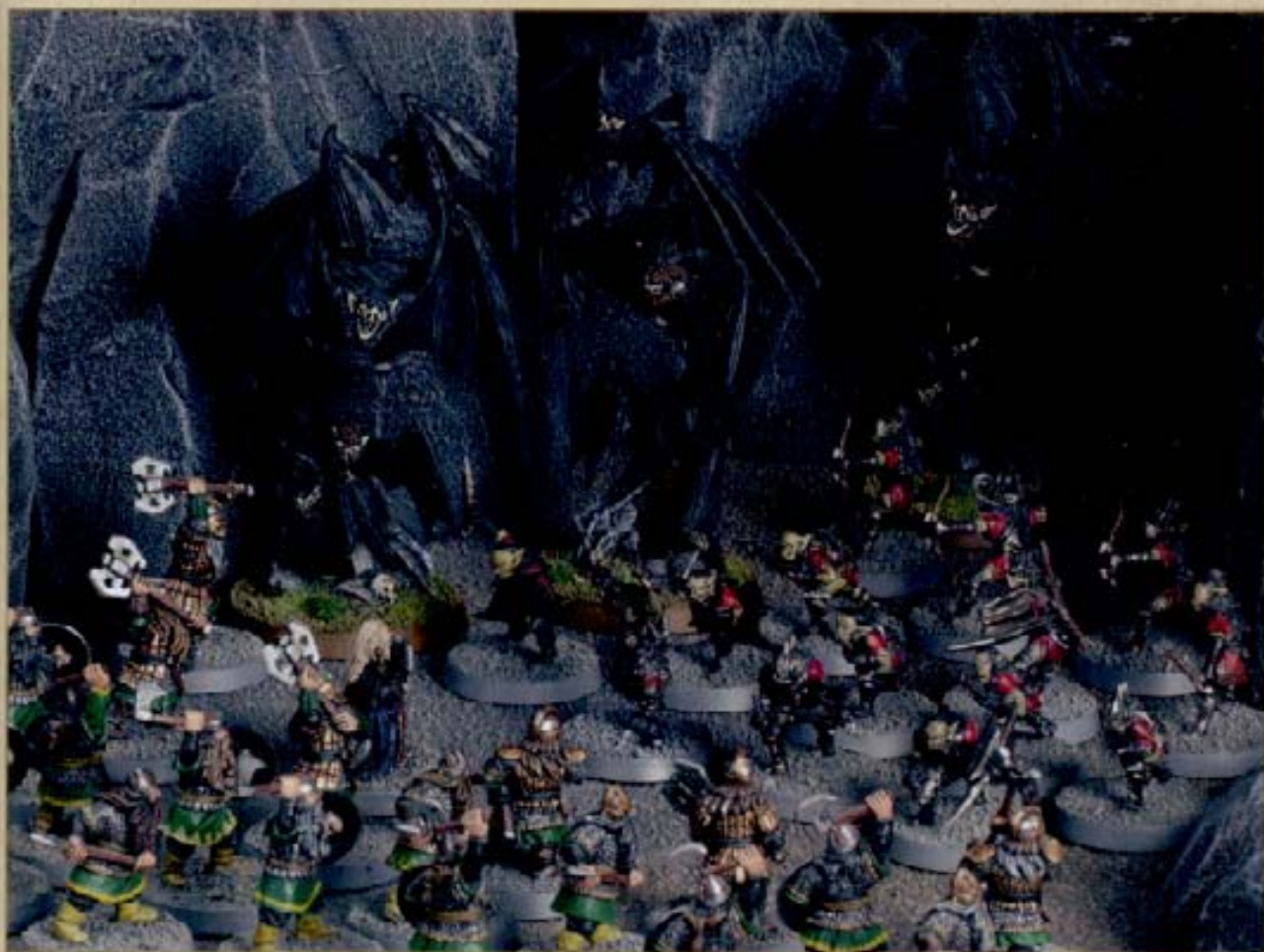
Durbûrz	Points value 60
Moria Goblin Captain	Points value 35
Shield	5 pts
Orc bow	5 pts
Moria Goblin Shaman	Points value 45

ALLIES

Moria can ally with the following armies: Angmar, Dunland, Isengard Raiders, Dol Guldur, Barad-dûr, the Khandish Mercenaries, the Corsair Fleets, the Monsters of Middle-earth, and the Nazgûl.

EVIL WARRIORS

Moria Goblin Warrior	Points value 4
Orc bow	1 pt
Shield	1 pt
Spear	1 pt
Moria Goblin Prowler	Points value 6
Orc bow	1 pt
Shield	1 pt
Two-handed weapon	1 pt
Cave Troll	Points value 80
Spear	1 pt
Troll chain	5 pts
Moria Goblin Drum	Points value 100
Bat Swarms	Points value 20



ANGMAR

The realm of the chief Nazgûl in ages past, Angmar has ever since been the lair of all manner of dark creatures. It is not just Orcs and Wargs that haunt its hills, but older and wilder beasts that are the match of all but the most powerful mortal warriors. This list represents the denizens of Angmar, before and after the Witch-king's reign. It has a broad selection of monsters to draw from, but at the expense of cavalry and infantry.

EVIL HEROES

Burhdûr	Points value 110
Barrow-wight	Points value 50
Wild Warg Chieftain	Points value 75
Shade	Points value 100

EVIL WARRIORS

Orc Warrior	Points value 5
Orc bow	1 pt
Shield	1 pt
Spear	1 pt
Two-handed weapon	1 pt
Banner	25 pts
Cave Troll	Points value 80
Spear	1 pt
Troll chain	5 pts
Spectre	Points value 15
Wild Warg	Points value 8

ALLIES

Angmar can ally with the following armies: Moria, the Dwellers Below, Dunland, Barad-dûr, the Corsair Fleets, the Khandish Mercenaries, the Monsters of Middle-earth and the Nazgûl.



THE DWELLERS BELOW

Goblins are merely a smaller breed of Orc, yet they are so numerous they are often considered a separate species. This list represents the Goblin armies that swarm across all of Middle-earth, lurking in dank caves or gloomy forests. Goblins rely on sheer numbers and a handful of specialists.

EVIL HEROES

Moria Goblin Captain	Points value 35
Shield	5 pts
Orc bow	5 pts
Wild Warg Chieftain	Points value 75

ALLIES

The Dwellers Below can ally with the following armies: Angmar, Dunland, the Black Gate, Dol Guldur, Minas Morgul, Barad-dûr, the Serpent Horde, the Corsair Fleets, the Variags of Khand, the Khandish Mercenaries, the Monsters of Middle-earth and the Nazgûl.

EVIL WARRIORS

Moria Goblin Warrior	Points value 4
Orc bow	1 pt
Shield	1 pt
Spear	1 pt
Cave Troll	Points value 80
Spear	1 pt
Troll chain	5 pts
Giant Spider	Points value 25
Wild Warg	Points value 8



THE DENIZENS OF MORIA

This 500 point force has been chosen from the Misty Mountains: Moria. It represents part of the armies of the Goblin King, Durbûrz, during his battles with Balin, son of Fundin. It could also represent a sizeable Moria Goblin raiding party of around that time.

Durbûrz's Lads 150

- 5 Moria Goblins with Orc bow
- 4 Moria Goblins with spear
- 4 Moria Goblins with shield
- 1 Cave Troll with Troll chain

The Drummers in the Deep 100

- 1 Moria Goblin Drum

Bruk, Moria Goblin Shaman 45

Ghûsh, Moria Goblin Shaman 45

Durbûrz, the Goblin King of Moria 60

Hazhbaz's Lads

135

- 3 Moria Goblins with Orc bow
- 4 Moria Goblins with spear
- 4 Moria Goblins with shield
- 1 Cave Troll with spear

Hazhbaz, Moria Goblin Captain
with Orc bow

40

Nashdrak, Moria Goblin Captain

35

Nashdrak's Lads

170

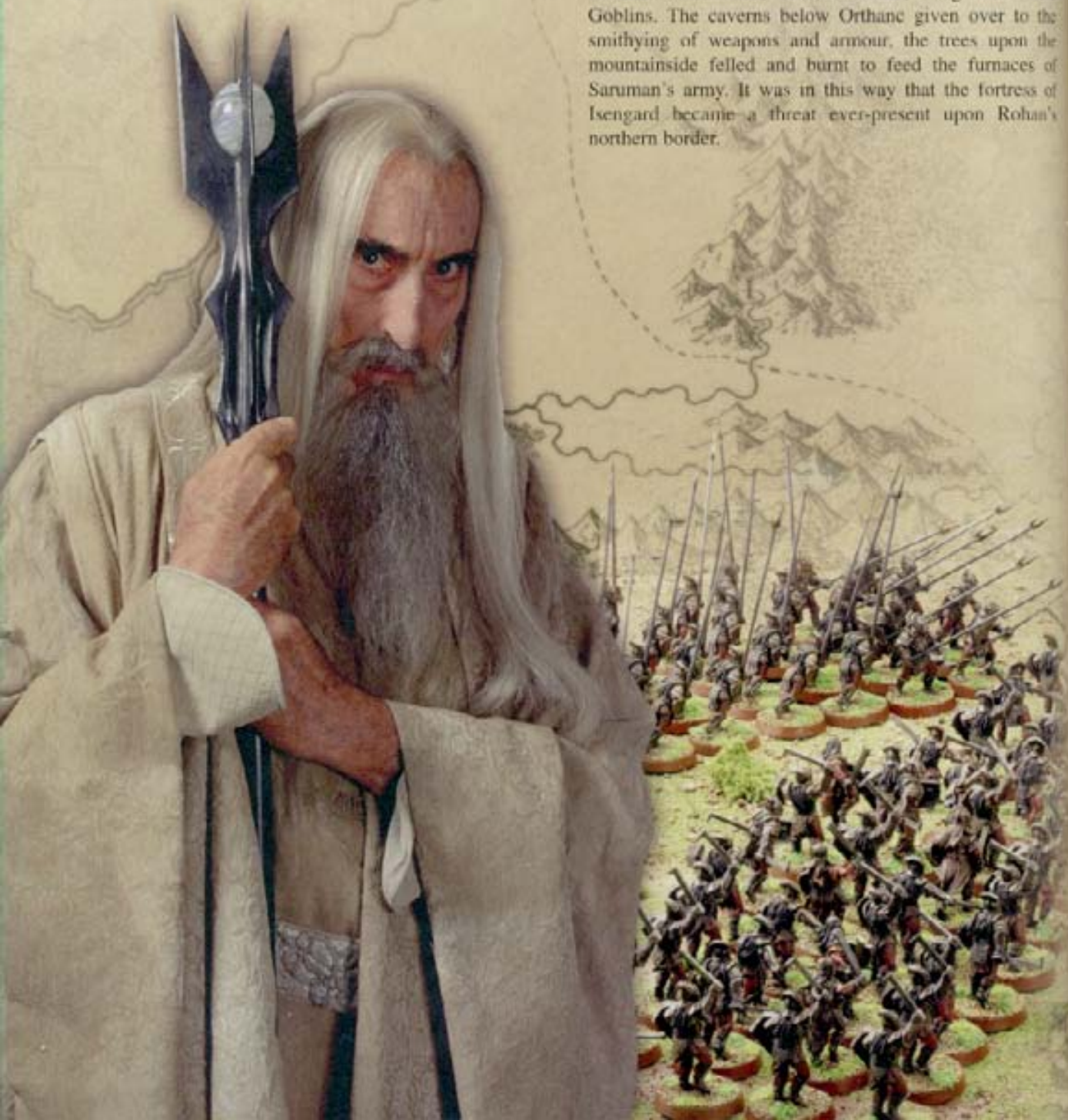
- 3 Moria Goblins with Orc bow
- 4 Moria Goblins with spear
- 4 Moria Goblins with shield
- 1 Cave Troll

ISENGARD

Lying at the southern spur of the Misty Mountains, Isengard commands a position of great strategic importance, for to its south lies the Gap of Rohan, the only reliable passage from one side of the mountain range to the other. Isengard itself is a fortress of carefully crafted stone, built in the earliest years of Gondor's existence. At its centre stands the tower of Orthanc, a massive edifice of polished black stone, bound tight with sufficient magic to render it virtually indestructible to physical assault. Though originally constructed as part of Gondor's western defences, Isengard is little mentioned in the histories, which would suggest it remained empty for much of the time.

The first notable resident of Isengard was the Wizard Saruman the White. Doubtless, the kings of Rohan welcomed this, for they were often embattled and in Saruman they had a powerful ally. Though initially Saruman doubtless comported himself merely as a lieutenant in the service of Gondor, he soon became a power in his own right and threw off any pretence at subservience.

Over the following centuries, the White Wizard's thoughts turned more and more to possession of the One Ring. He began to add to Isengard's defences, recruiting to him an army of all manner of unruly creatures: wild Men, Orcs, Uruk-hai, Warg Riders and Goblins. The caverns below Orthanc given over to the smithying of weapons and armour, the trees upon the mountainside felled and burnt to feed the furnaces of Saruman's army. It was in this way that the fortress of Isengard became a threat ever-present upon Rohan's northern border.



ISENGARD RAIDERS

Saruman's initial weapon against the land of Rohan, the raiders of Isengard move swiftly and harbour little fear of those that might oppose them. This army list represents the raiding parties and scouts of Saruman's forces. It contains a good mix of cavalry and infantry, as well as several powerful Heroes.

EVIL HEROES

Lurtz	Points value 60
Uglúk	Points value 55
Vraskû	Points value 60
Sharkû	Points value 55
Shield	5 pts
Uruk-hai Captain	Points value 50
Shield	5 pts
Two-handed weapon	5 pts
Orc bow	5 pts

EVIL WARRIORS

Uruk-hai Scout	Points value 8
Orc bow	1 pt
Shield	1 pt
Banner	30 pts
Warg Rider	Points value 12
Orc bow	1 pt
Throwing spears	2 pts
Shield	1 pt
Banner	25 pts
Feral Uruk-hai	Points value 13

ALLIES

Isengard Raiders can ally with the following armies: Moria, the Legions of the White Hand, Dunland, Dol Guldur, Minas Morgul, the Khandish Mercenaries, the Corsair Fleets, and the Nazgûl.

"We are servants of Saruman the Wise, the White Hand: the Hand that gives us man's-flesh to eat."

— The Lord of The Rings



THE LEGIONS OF THE WHITE HAND

The mighty legions of Isengard are truly a force to be feared. Disciplined ranks of Uruk-hai warriors are backed up by a swarm of Orcs and reinforced by the technology of Saruman. This army list represents the forces that are sent to besiege Helm's Deep and that defend Isengard from the Ents of Fangorn. It contains no cavalry, but employs a broad spread of infantry and specialist weapons.

EVIL HEROES

Saruman	Points value 170
<i>Horse</i>	10 pts
Grima Wormtongue	Points value 25
<i>Horse</i>	10 pts



Uruk-hai Captain	Points value 50
<i>Shield</i>	5 pts
<i>Heavy armour</i>	5 pts
<i>Crossbow</i>	5 pts
Uruk-hai Shaman	Points value 50

ALLIES

The Legions of the White Hand can ally with the following armies: Isengard Raiders, Dunland, the Khandish Mercenaries, the Corsair Fleets and the Nazgûl.

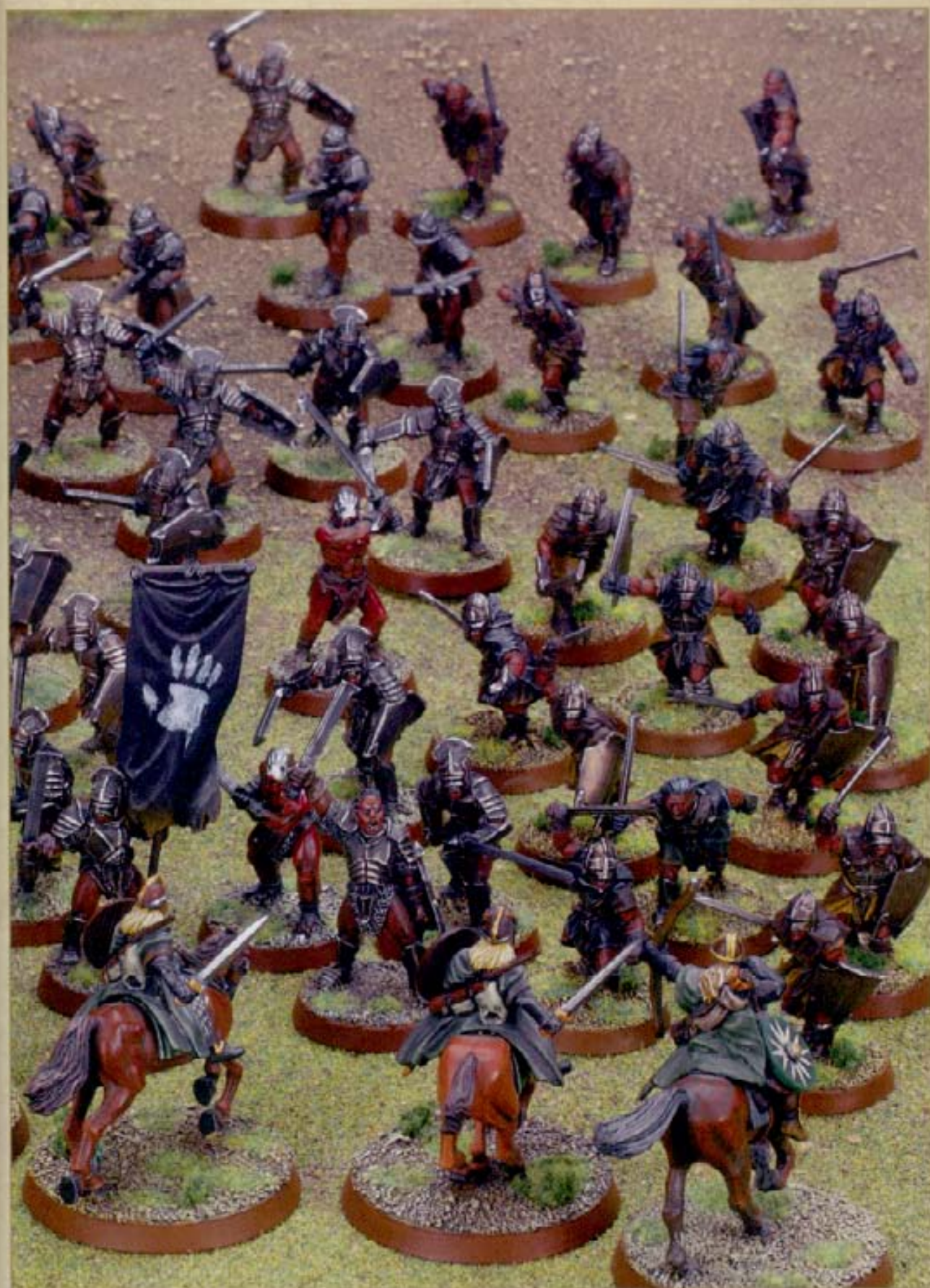
"Do you wish to see the greatness of our army? We are the fighting Uruk-hai!"

— The Lord of The Rings



EVIL WARRIORS

Uruk-hai Scout	Points value 8
<i>Orc bow</i>	1 pt
<i>Shield</i>	1 pt
<i>Banner</i>	30 pts
Uruk-hai Warrior	Points value 9
<i>Crossbow</i>	2 pts
<i>Shield</i>	1 pt
<i>Pike</i>	1 pt
<i>Banner</i>	30 pts
Uruk-hai Berserker	Points value 15
Orc Warrior	Points value 5
<i>Orc bow</i>	1 pt
<i>Spear</i>	1 pt
<i>Shield</i>	1 pt
<i>Two-handed weapon</i>	1 pt
<i>Banner</i>	25 pts
Isengard Troll	Points value 110
Uruk-hai Siege Assault Ballista	Points value 65
<i>Uruk-hai Crew</i>	10 pts
<i>Flaming Ammunition</i>	10 pts
<i>Superior Construction</i>	15 pts
<i>Uruk-hai Engineer Captain</i>	85 pts
Uruk-hai Demolition Team	Points value 80
<i>Flaming brand</i>	1 pt



DUNLAND

The folk of Dunland were driven from the plains of Calenardhon long years ago when that land was claimed by the Rohirrim. Ever since, they have nurtured their hatred against the 'straw-headed' Men of Rohan and seek any opportunity to be revenged upon them. This list represents the armies of Dunland during the Third Age. It contains a good amount of reliable infantry but is weak in cavalry.

EVIL HEROES

Royalblood Chieftain of Dunland	Points value 70
<i>Horse</i>	10 pts
<i>Shield</i>	5 pts
<i>Two-handed weapon</i>	5 pts
Dunlending Chieftain	Points value 50
<i>Bow</i>	5 pts
<i>Shield</i>	5 pts
<i>Two-handed weapon</i>	5 pts
Wild Man Chieftain	Points value 40
<i>Two-handed weapon</i>	5 pts

ALLIES

Dunland can ally with the following armies: Angmar, the Dwellers Below, Isengard Raiders, the Legions of the White Hand, the Khandish Mercenaries, the Corsair Fleets and the Nazgûl.

EVIL WARRIORS

Dunlending Warrior	Points value 8
<i>Bow</i>	1 pt
<i>Two-handed weapon</i>	1 pt
<i>Shield</i>	1 pt
<i>Banner</i>	25 pts
Wild Man of Dunland	Points value 5
<i>Two-handed weapon</i>	1 pt
Royalblood Huscarl	Points value 9
<i>Two-handed weapon</i>	1 pt
<i>Shield</i>	1 pt
<i>Banner</i>	25 pts
Dunland Berserker	Points value 11
Dunlending Horseman	Points value 11
<i>Shield</i>	1 pt
<i>Bow</i>	1 pt



SHARKEY'S ROGUES

Sharkey was the weakened and humbled shadow of Saruman, a fading evil whose final act was to cause desolation and terror in the innocent land of the Shire. Gathered to him were all manner of rogues and weak-willed creatures whose spite far outweighed their valour. This army list represents the beings at Sharkey's command. It exclusively contains cheap infantry whose strength is in numbers.

EVIL HEROES

Sharkey and Worm



Points value 60



Bill Ferny

Points value 15

Wild Man Chieftain

Points value 40

Two-handed weapon 5 pts

ALLIES

Sharkey's Rogues may not ally.



EVIL WARRIORS

Wild Man of Dunland

Points value 5

Two-handed weapon 1 pt

Ruffian

Points value 4

Bow 1 pt

Whip 1 pt

Orc Warrior

Points value 5

Orc bow 1 pt

Spear 1 pt

Shield 1 pt

Two-handed weapon 1 pt

Banner 25 pts

Wild Warg

Points value 8



THE LEGION OF ISENGARD

This 1,250 point force has been chosen from Isengard: The Legion of the White Hand. It represents a small part of Saruman's ten-thousand strong army that despoils the Westfold of Rohan, before laying siege to the very walls of Helm's Deep itself.

White Hand Artillery Team

130

2 Uruk-hai Siege Assault Ballista



Isengard Crossbows

133

13 Uruk-hai Warriors with crossbow

Breaching Unit One

81

1 Uruk-hai Demolition Team with flaming brand



Saruman

170

Gûrnakh, Uruk-hai Captain
with heavy armour and shield

65



Grima Wormtongue

25

Narvásh's Phalanx

180

10 Uruk-hai Warriors with shield
8 Uruk-hai Warriors with pike

Narvásh, Uruk-hai Shaman

50

Breaching Unit Two

81

1 Uruk-hai Demolition Team
with flaming brand

The Unchained

65

6 Uruk-hai Berserkers

Karvag's Phalanx

180

10 Uruk-hai Warriors with shield
8 Uruk-hai Warriors with pike

Karvag, Uruk-hai Captain
with heavy armour and shield

65

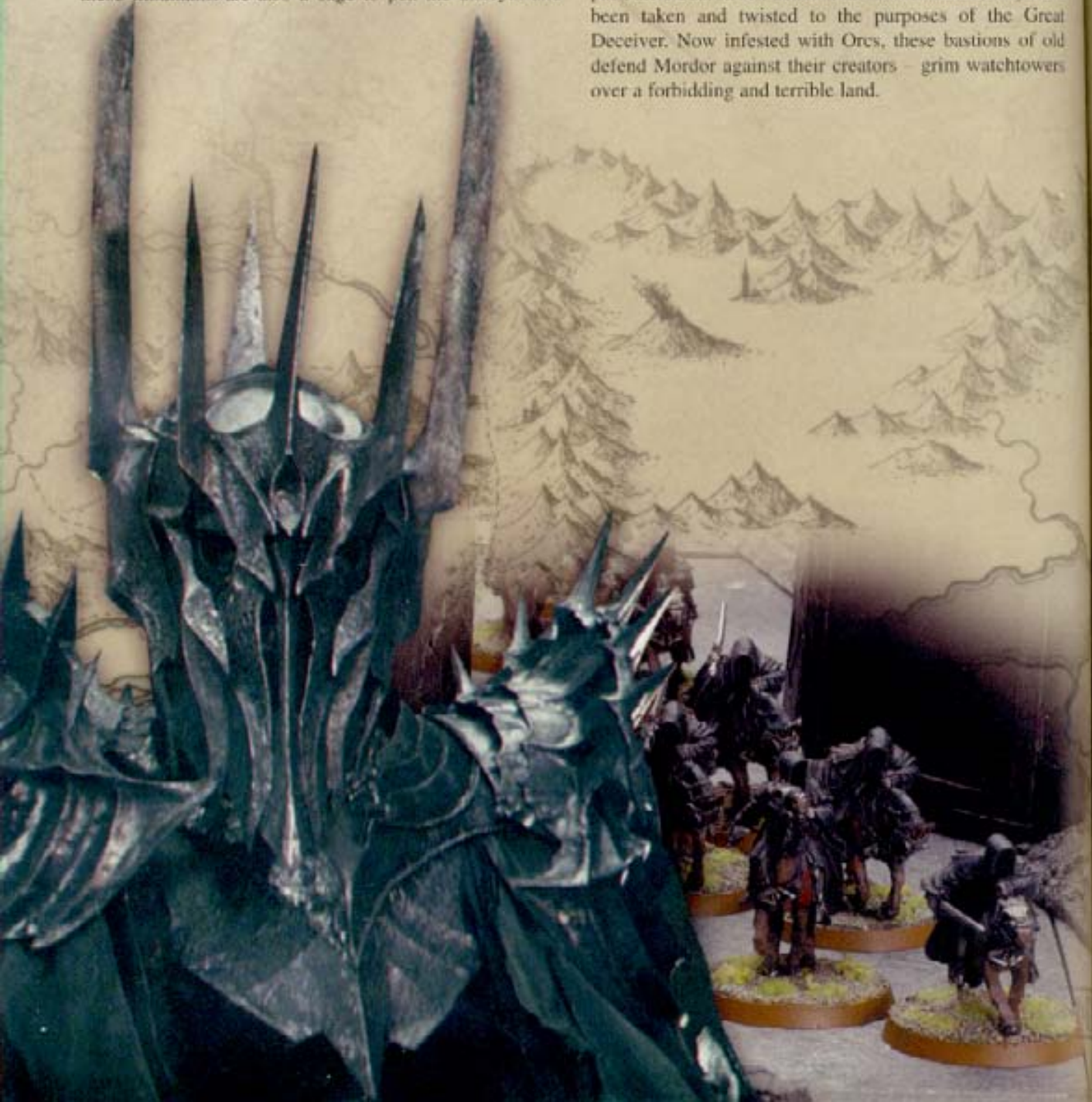
BASTIONS OF THE DARK LORD

Sauron's chief stronghold has long been the land of Mordor, a place of ill-fortune and fell reputation that lies between Gondor and Khand. Mordor is a ruined and evil place, a land that has endured too long under his shadow. History does not tell of Mordor before Sauron began to dwell there at the start of the Second Age – no name from earlier times is known. In the years of Sauron's power it became the most feared realm in Middle-earth, a shadow that could stretch across the face of the world. Even its name – literally translated as the 'Black Land' – is a title bestowed as a result of the Dark Lord's presence.

Mordor is ringed on three sides by forbidding mountains. Though they primarily form Sauron's first line of defence, these mountains are also a cage to pen the disloyal and

unwilling amongst his servants, as well as the innumerable slaves and prisoners interred in the dungeons of the black land. These silent borders are almost unassailable, for in addition to the substantial natural barrier presented by the towering spires of rock, the tunnels and caverns beneath the peaks are inhabited by many dread and foul creatures that even the Orcs dread an encounter with.

The only true entrances to Mordor are watched with ceaseless vigilance. Minas Morgul sits like a corrupt spider in Ithilien, above Cirith Gorgor sit the twin towers of Narchost and Carchost, whilst another tower whose true name has long been forgotten rests beside Cirith Ungol. Though these fortresses were built by Gondor in years past, after Sauron fell beneath the Last Alliance, they have been taken and twisted to the purposes of the Great Deceiver. Now infested with Orcs, these bastions of old defend Mordor against their creators – grim watchtowers over a forbidding and terrible land.



CIRITH UNGOL

The pass that enters Mordor from the west is known as Cirith Ungol, the Spider Pass, for in the darkness of the tunnels lurks Shelob the great, ancient spider-demon and spawn of Ungoliant. Further up the pass stands the tower of Cirith Ungol, a bulwark built by Gondor, but now infested with the vile Orcs of Mordor. This army list represents the forces of Cirith Ungol after the tower fell into the hands of Mordor.

EVIL HEROES

Shagrat	Points value 55
Shield	5 pts
Gorbag	Points value 45
Shield	5 pts



Mordor Uruk-hai Captain	Points value 50
Shield	5 pts
Orc bow	5 pts
Two-handed weapon	5 pts
Orc Shaman	Points value 50
Warg	10 pts
Orc Captain	Points value 40
Warg	10 pts
Shield	5 pts
Orc bow	5 pts

Shelob
(Shelob may not be your leader)

Points value 90



ALLIES

Cirith Ungol can ally with the following armies: the Black Gate, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, Harad, the Monsters of Middle-earth and the Nazgûl.

EVIL WARRIORS

Orc Warrior	Points value 5
Orc bow	1 pt
Spear	1 pt
Shield	1 pt
Two-handed weapon	1 pt
Banner	25 pts

Warg Rider	Points value 12
Orc bow	1 pt
Throwing spears	2 pts
Shield	1 pt
Banner	25 pts



Mordor Uruk-hai	Points value 8
Two-handed weapon	1 pt
Orc bow	1 pt
Shield	1 pt
Banner	30 pts

Mordor Siege Bow	Points value 50
Orc Crewman	5 pts
Flaming Ammunition	15 pts
Orc Engineer Captain	65 pts

Orc Tracker	Points value 5
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Mordor Troll	Points value 100
War Drum	50 pts

Mordor War Catapult	Points value 90
Orc Crewman	5 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Severed Heads	5 pts
Troll	90 pts
Orc Engineer Captain	65 pts

THE BLACK GATE

The main entrance into the cursed land of Mordor, the Black Gate (or the Morannon) is heavily guarded and sealed with iron. Its guardians are amongst the most powerful creatures under Sauron's command, from the brutish Morannon Orcs to the monstrous Mordor Trolls. This army list represents the garrison of the Black Gate and contains many elite troops, but few cheap Warriors.

EVIL HEROES

The Mouth of Sauron	Points value 60
<i>Armoured horse</i>	15 pts
Orc Shaman	Points value 50
<i>Warg</i>	10 pts
Mordor Uruk-hai Captain	Points value 50
<i>Shield</i>	5 pts
<i>Orc bow</i>	5 pts
<i>Two-handed weapon</i>	5 pts
Mordor Troll Chieftain	Points value 140

ALLIES

The Black Gate can ally with the following armies: the Dwellers Below, Cirith Ungol, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Serpent Horde, Harad, Far Harad, the Monsters of Middle-earth and the Nazgûl.

EVIL WARRIORS

Morannon Orcs	Points value 7
<i>Spear</i>	1 pt
<i>Shield</i>	1 pt
Mordor Uruk-hai	Points value 8
<i>Two-handed weapon</i>	1 pt
<i>Orc bow</i>	1 pt
<i>Shield</i>	1 pt
<i>Banner</i>	30 pts
Mordor Troll	Points value 100
<i>War Drum</i>	50 pts
Orc Trackers	Points value 5
<i>Warg</i>	6 pts
Mordor War Catapult	Points value 90
<i>Orc Crewman</i>	5 pts
<i>Flaming Ammunition</i>	15 pts
<i>Siege Veterans</i>	15 pts
<i>Severed Heads</i>	5 pts
<i>Troll</i>	90 pts
<i>Orc Engineer Captain</i>	65 pts



DOL GULDUR

In the heart of the forest of Mirkwood lies Dol Guldur, a stronghold oft-used by Sauron during his time as the Necromancer. Its corrupt presence sits within the once-noble forest like a canker, spreading writhing tendrils of shadow beneath the eaves. This army list represents both the garrison of Dol Guldur, and the corrupted creatures from the nearby forest. It has little in the way of normal troops, but has a wide selection of unusual specialist creatures.

EVIL HEROES

The Necromancer	Points value 250
Orc Shaman	Points value 50
Orc Captain	Points value 40
Shield	5 pts
Orc bow	5 pts
Spider Queen	Points value 75
Castellan of Dol Guldur	Points value 65
Wild Warg Chieftain	Points value 75

EVIL WARRIORS

Orc Warrior	Points value 5
Orc bow	1 pt
Spear	1 pt
Shield	1 pt
Two-handed weapon	1 pt
Banner	25 pts
Giant Spider	Points value 25
Bat Swarm	Points value 20
Wild Warg	Points value 8
Werewolf	Points value 50
Black-Hearted Tree	Points value 50
Mordor War Catapult	Points value 90
Orc Crewman	5 pts
Flaming Ammunition	15 pts
Siege Veterans	15 pts
Severed Heads	5 pts
Orc Engineer Captain	65 pts
Mordor Troll	Points value 100
War Drum	50 pts

ALLIES

Dol Guldur can ally with the following armies: Moria, the Dwellers Below, Isengard Raiders, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Monsters of Middle-earth and the Nazgûl.



MINAS MORGUL

At the heart of the dread Imlad Morgul stands the tower of Minas Morgul, home of the Nazgûl and a rotten reminder of the fate that awaits Gondor should Sauron prevail. Its halls and passages are haunted by unquiet spirits, Orcs and the shadows of honourless men, all pledged to the destruction of Gondor and her allies. This army list represents the forces at the command of the Nazgûl from the initial occupation of Minas Morgul until the end of the Third Age. It contains a good mix of Heroes and Warriors.

EVIL HEROES

Gothmog	Points value 135
Warg	10 pts
Shield	5 pts



Grishnákh	Points value 55
Shield	5 pts
Orc Captain	Points value 40
Shield	5 pts
Orc bow	5 pts
Warg	10 pts
Black Númenórean Marshal	Points value 55
Shield	5 pts
Two-handed weapon	5 pts
Armoured horse	10 pts

ALLIES

Minas Morgul can ally with the following armies: the Dwellers Below, Isengard Raiders, Cirith Ungol, the Black Gate, Dol Guldur, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Serpent Horde, Harad, Far Harad, the Corsair Fleets, Umbar, the Monsters of Middle-earth and the Nazgûl.

EVIL WARRIORS

Orc Warrior	Points value 5
Orc bow	1 pt
Spear	1 pt
Shield	1 pt
Two-handed weapon	1 pt
Banner	25 pts

Spectre	Points value 15
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Black Númenórean Warrior	Points value 9
Two-handed weapon	1 pt
Spear	1 pt
Shield	1 pt
Banner	30 pts

Morgul Knight	Points value 20
Banner	30 pts

Morgul Stalker	Points value 15
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Black Númenórean Catapult	Points value 100
Black Númenórean Crewman	8 pts
Siege Veterans	15 pts
Flaming Ammunition	15 pts
Black Númenórean Engineer Captain	65 pts

Orc Tracker	Points value 5
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BARAD-DÛR

Sauron's chief stronghold through all the years of the Third Age and much of the Second Age, the dark tower of Barad-dûr is thronged with all manner of dreadful creatures, of which the multitudinous Orcs are the least powerful. It is from within Barad-dûr's obsidian walls that Sauron plots the fate of Middle-earth. This list serves to represent the army of Barad-dûr throughout the ages, a force chiefly composed of Orcs, supported by more terrifying beings.

EVIL HEROES

The Dark Lord Sauron	Points value 375
<i>The One Ring</i>	75 pts
The Mouth of Sauron	Points value 60
<i>Armoured horse</i>	15 pts
Orc Shaman	Points value 50
<i>Warg</i>	10 pts
Orc Captain	Points value 40
<i>Shield</i>	5 pts
<i>Orc bow</i>	5 pts
<i>Warg</i>	10 pts

EVIL WARRIORS

Orc Warrior	Points value 5
<i>Orc bow</i>	1 pt
<i>Spear</i>	1 pt
<i>Shield</i>	1 pt
<i>Two-handed weapon</i>	1 pt
<i>Banner</i>	25 pts
Warg Rider	Points value 12
<i>Orc bow</i>	1 pt
<i>Throwing spears</i>	2 pts
<i>Shield</i>	1 pt
<i>Banner</i>	25 pts
Orc Tracker	Points value 5
<i>Warg</i>	6 pts
Morannon Orc	Points value 7
<i>Spear</i>	1 pt
<i>Shield</i>	1 pt
Mordor Siege Bow	Points value 50
<i>Orc Crewman</i>	5 pts
<i>Flaming Ammunition</i>	15 pts
<i>Orc Engineer Captain</i>	65 pts
Mordor War Catapult	Points value 90
<i>Orc Crewman</i>	5 pts
<i>Flaming Ammunition</i>	15 pts
<i>Siege Veterans</i>	15 pts
<i>Severed Heads</i>	5 pts
<i>Orc Engineer Captain</i>	65 pts

ALLIES

Barad-dûr can ally with the following armies: Angmar, Moria, the Dwellers Below, Cirith Ungol, the Black Gate, Dol Guldur, Minas Morgul, the Serpent Horde, Harad, Far Harad, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Corsair Fleets, Umbar, the Monsters of Middle-earth and the Nazgûl.



THE HOST OF BARAD-DÛR

This 1,500 point force has been chosen from the Bastions of the Dark Lord: Barad-dûr. It represents one of the armies that Sauron would have commanded during his campaigns against Eregion and Gondor at the end of the Second Age.

The Hounds of Mordor

202

8 Warg Riders with Orc bow

7 Warg Riders with throwing spears



Bazghûr's Lads

72

4 Orc Warriors with shield

4 Orc Warriors with spear

2 Orc Warriors with Orc bow

2 Orc Warriors with two-handed weapon



Bazghûr, Orc Shaman

50

The Dark Lord Sauron

375

The Mouth of Sauron

75

on armoured Dark Steed

Allied Hero:

The Witch-king of Angmar

150

with full Might, Will and Fate



The Hands of Sauron

280

2 Mordor Siege Bows

1 Mordor War Catapult with Troll



Nashdrag's Lads

103

4 Orc Warriors with shield

4 Orc Warriors with spear

2 Orc Warriors with Orc bow

2 Orc Warriors with two-handed weapon

1 Orc Warrior with banner



Nashdrag, Orc Captain
with shield

45

Gashrak's Lads

103

4 Orc Warriors with shield

4 Orc Warriors with spear

2 Orc Warriors with Orc bow

2 Orc Warriors with two-handed weapon

1 Orc Warrior with banner



Gashrak, Orc Captain
with shield

45



THE EASTERN REALMS

Beyond Mordor are a great many realms, largely undocumented by the histories kept in the western lands of Middle-earth. Many are beyond the immediate spheres of Sauron's designs, until such time that he has crushed his western enemies, and know relative peace. Of those kingdoms closer to Mordor, many bow down before Sauron's will, contributing slaves, wealth and warriors to his goals.

Most commonly seen on the battlefields of the western lands are the men of the Rhûnish kingdoms, an alliance of warlike and indisputably evil Men whose loyalty has long since been pledged to Sauron. That they are so dedicated is unsurprising, for the Dark Lord has invested much time and effort in bringing them under his sway. It is from these lands that many now-vanished invaders came to bring ruin to Gondor and Rhovanion, and the ring of iron fortresses that encircle the lands past the mountains of Rhûn have proven to be a formidable barrier against Gondor's vengeance.

Southmost of the eastern kingdoms is Khand, a rolling land of plains and hills. The Khandish folk are as wild and warlike as those of Rhûn, yet their savagery is fuelled by a warrior-code that prizes victory in combat above all else. This trait that makes them highly prized as mercenaries in the neighbouring realms of Harad, Mordor and Rhûn – a few even find service in the lands further west. Skilled horsemen, Khandish warriors are capable of deadly raids, striking without warning and disappearing to the hills from whence they came before the hue and cry can be taken up.



THE EASTERLINGS

Of all Sauron's servants, none are so dedicated to his cause as the warriors from the Rhûnish lands. The Easterlings are a hard people, driven by fanaticism and belief in their cause, armed and armoured to rival the best warriors found anywhere in Middle-earth. This army list represents the armies of the East throughout the Third Age and contains a solid core of well-equipped and reliable troops.

EVIL HEROES

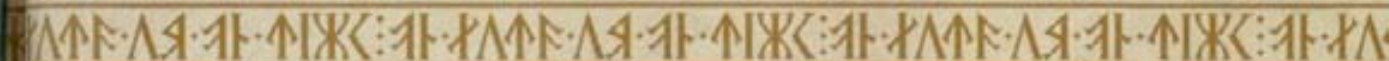
Khamûl the Easterling	Points value 120
Horse	10 pts
Armoured horse	15 pts
Fell beast	50 pts
Easterling King	Points value 65
Easterling halberd	5 pts
Shield	5 pts
Armoured horse	15 pts
Easterling Captain	Points value 50
Easterling halberd	5 pts
Bow	5 pts
Shield	5 pts
Armoured horse	1 pt

EVIL WARRIORS

Easterling Warrior	Points value 7
Bow	1 pt
Spear	2 pts
Shield	1 pt
Banner	25 pts
Easterling Kataphrakt	Points value 14
Banner	25 pts
Dragon Guard	Points value 10
Easterling halberd	1 pt
Easterling Siege Bow	Points value 60
Easterling Crewman	7 pts
Flaming Ammunition	15 pts
Easterling Engineer Captain	65 pts

ALLIES

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



VARIAGS OF KHAND

Khand is a fractious land, divided into countless satraps, ruled by many different kings. To the Khandish folk, raiding is a way of life – if they are not assailing their immediate neighbours, their armies are generally riding against other lands. This army list represents the Khandish hordes throughout the Second and Third Ages and contains a good mix of cavalry and infantry models, as well as a good selection of Heroes.

EVIL HEROES

Keiseimu, Ravager of Ithilien	Points value 95
<i>Khandish churiot</i>	30 pts
Khandish King	Points value 85
<i>Bow</i>	5 pts
<i>Two-handed axe</i>	5 pts
<i>Khandish churiot</i>	30 pts
Khandish Chieftain	Points value 50
<i>Bow</i>	5 pts
<i>Horse</i>	10 pts
<i>Khandish churiot</i>	30 pts

EVIL WARRIORS

Khandish Charioteer	Points value 25
<i>Bow</i>	1 pt
Khandish Horseman	Points value 11
Khandish Warrior	Points value 7

ALLIES

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



KHANDISH MERCENARIES

Khandish mercenaries are little more than bandit warbands, following wealth and plunder across the wide Khandish plains. The allegiance of a good mercenary band is much sought after, both in Khand and the neighbouring kingdoms, for these battle-hardened warriors are deadly foes.

EVIL HEROES

Khandish Mercenary Chieftain	Points value 40
Bow	5 pts
Horse	10 pts

EVIL WARRIORS

Khandish Horseman	Points value 9
Khandish Warrior	Points value 7

ALLIES

Mercenaries of Khand can ally with all Evil armies.



THE ARMY OF TSET-HABAOR

This 750 point force has been chosen from the Eastern Realms: the Easterlings and includes an allied contingent from the Eastern Realms: the Variags of Khand. It represents part of the force led by Khamûl the Easterling during his brief invasion of Ithilien, as described in *A Shadow in the East*. Under the Ringwraith's command, the combined force of Easterlings and Khandish Warriors wreaks havoc before being thwarted by Madril, commander of Ithilien's forces.

The Dragon Legion

228

7 Easterling Warriors with shield

14 Easterling Warriors with shield and spear

1 Easterling Warrior with banner



Baishenûn, Easterling Captain
with Easterling halberd

55



The Shadowguard

70

5 Easterling Kataphrakts

Khamûl the Easterling
on horse

130

*Allied Warriors:
Oath Warriors of Subi-Khand
12 Khandish Horsemen*

121

*Allied Hero:
Vacheraluan, Khandish King
with bow and Khandish chariot*

120

*Allied Warriors:
Subi-Khand Royal Guard
1 Khandish Charioteer with bow*

26

THE SOUTHLANDS

Harad lies far to the south, past the borders of Mordor and Gondor, and covers a greater swathe of land than any other of Middle-earth's kingdoms. In the north, Harad is often thought to be a barren and desolate place, and much of it is, yet some of it has beauty enough to challenge the most verdant realms of the world. This in itself should come as no surprise, for a realm on the scale of Harad will always encompass many different landscapes. As such, Harad's folk have grown accustomed to dwelling within the many varied environs of their land, from the great sandy reaches of the Nûfarat to the dense forests about the ancient city of Kârna.

The people of Harad have grown accustomed to war, for they have long quarrelled amongst themselves, rival chieftains vying for power and privilege wherever they could. Such squabbles serve to strengthen Harad's warriors, which is doubtless what led them to conflict with their neighbouring realms. Chief amongst their foes has been the more northerly realm of Gondor, a land whose fate has been irrevocably entwined with that of their own. Whether the Haradrim should be considered to be aggressors in their own right, or more likened to cat's-paws of the greater kingdoms of the area, is much debated, yet it cannot be argued that they have been much given to warring with their northern neighbour. Such battles have been ferociously fought on both sides and often end in stalemate – the skill and armour of Gondor matched by the sheer volume of warriors the Haradrim can bring to bear.



THE SERPENT HORDE

In the late years of the Third Age, a mighty leader arose amongst the Haradrim. Suladân, the Serpent Lord, one who would lead a mighty army north to Gondor, sweeping aside all the defences in his path only to be defeated upon the Pelennor. This army list represents the force at Suladân's command. It contains plenty of regular Warriors as well as the might of the Mûmak.

EVIL HEROES

Suladân, the Serpent Lord

Points value 90

Horse	10 pts
Bow	5 pts



EVIL WARRIORS

Haradrim Warrior

Points value 5

Bow	1 pt
Spear	1 pt
Banner	25 pts

Haradrim Raider

Points value 11

Lance	1 pt
Banner	25 pts

Watcher of Kârna

Points value 9

Serpent Rider

Points value 13

Serpent Guard

Points value 8

Haradrim Chieftain

Points value 45

Bow	5 pts
Lance	5 pts
Spear	1 pt
Horse	10 pts

Mûmakil of Harad

Points value 275

Hâsharin

Points value 90



ALLIES

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.

HARAD

Life amongst the warring tribes of Harad has a tendency to breed strong fighters. From the warriors of the cities to the tribesmen of the plains, all have long been hardened to war. This army list represents a more general Haradrim force that could have seen battle at any point in the Second or Third Ages. It has a good mix of foot Warriors and cavalry, and several Heroes to choose from.

EVIL HEROES

Haradrim King	Points value 60
Bow	5 pts
Lance	5 pts
Spear	1 pt
Horse	10 pts
Haradrim Chieftain	Points value 45
Bow	5 pts
Lance	5 pts
Spear	1 pt
Horse	10 pts
Hāsharin	Points value 90

EVIL WARRIORS

Haradrim Warrior	Points value 5
Bow	1 pt
Spear	1 pt
Banner	25 pts
Haradrim Raider	Points value 11
Lance	1 pt
Banner	25 pts
Watcher of Kārna	Points value 9

ALLIES

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.



FAR HARAD

Scarcely seen in the lands above Umbar, the armies of the Mahûd are some of the strangest of Middle-earth, adapted as they are for the harsh environs of the desert in which they dwell. They are most commonly seen alongside the armies of Harad and Umbar, but have been known to travel further afield in search of employment. This army list represents the Mahûd tribes of Far Harad and contains several unusual troop types.

EVIL HEROES

Mahûd King	Points value 60
Camel	10 pts
Blowpipe	5 pts
Shield	5 pts
Mahûd Tribesmaster	Points value 45
Camel	10 pts
Blowpipe	5 pts
Shield	5 pts
Mûmak of Far Harad	Points value 300
(with Mahûd Chieftain)	
Tusk Weapons	25 pts



"...wherever the Mûmakil came there the horses would not go, but blanched and swerved away; and the great monsters were unfought..."

— The Lord of The Rings

ALLIES

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.

EVIL WARRIORS

Mahûd Warrior	Points value 5
Blowpipe	1 pt
Shield	1 pt
Spear	1 pt
Banner	25 pts
Mahûd Raider	Points value 11
Shield	1 pt
Blowpipe	1 pt
Banner	25 pts
Half Troll	Points value 11



THE CORSAIR FLEETS

The Corsairs of Umbar are the most accomplished seamen in Middle-earth. Though not truly aligned with Sauron's goals, they are cruel men who think nothing of the carnage that their raids regularly inflict upon the world. This army contains no cavalry, but has an array of foot Warriors and Heroes.

EVIL HEROES

Dalamyr, Fleetmaster of Umbar	Points value 100
Corsair Captain	Points value 50
Spear	1 pt
Bow	5 pts
Shield	5 pts
Crossbow	5 pts
Corsair Bo'sun	Points value 45
Spear	1 pt
Bow	5 pts
Shield	5 pts
Crossbow	5 pts

EVIL WARRIORS

Corsair of Umbar	Points value 7
Spear	1 pt
Shield	1 pt
Bow	1 pt
Corsair Reaver	Points value 10
Corsair Arbalester	Points value 10
Corsair Ballista	Points value 60
Corsair Crewman	7 pts
Flaming Ammunition	15 pts

ALLIES

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.



UMBAR

The folk of Umbar are drawn from the stock of both Harad and corrupted Númenóreans, a bitter mix of bloods that has resulted in a twisted and insular race. Though allied with Sauron, in truth the Lords of Umbar are loyal only to their own agendas, though they fear the Dark Lord sufficiently to not defy him. This army list represents the garrisons of Umbar and contains a mix of Haradrim and Corsairs.

EVIL HEROES

Corsair Captain Points value 50

Spear	1 pt
Bow	5 pts
Shield	5 pts
Crossbow	5 pts

Corsair Bo'sun Points value 45

Spear	1 pt
Bow	5 pts
Shield	5 pts
Crossbow	5 pts

Haradrim Chieftain Points value 45

Bow	5 pts
Lance	5 pts
Spear	1 pt
Horse	10 pts

Hāsharin Points value 90

EVIL WARRIORS

Corsair of Umbar Points value 7

Spear	1 pt
Shield	1 pt
Bow	1 pt

Haradrim Warrior Points value 5

Bow	1 pt
Spear	1 pt
Banner	25 pts

ALLIES

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.



SULADÂN'S HOST

This 750 point force has been chosen from Harad: the Serpent Horde. It represents a portion of the army led to the Battle of Pelennor Fields by Suladân, the Serpent Lord, who seeks to use victory in Gondor as the first step in seizing power in his homeland of Harad.

Razîâmîn's Guard

90

10 Haradrim Warriors with spear
1 Haradrim Warrior with banner



Razîâmîn, Haradrim Chieftain
with bow and spear

51

Jhuldân's Guard

90

10 Haradrim Warriors with spear
1 Haradrim Warrior with banner



Jhuldân, Hushûrin

90

Suladân, The Serpent Lord

90

War Mûmak of Harad

315

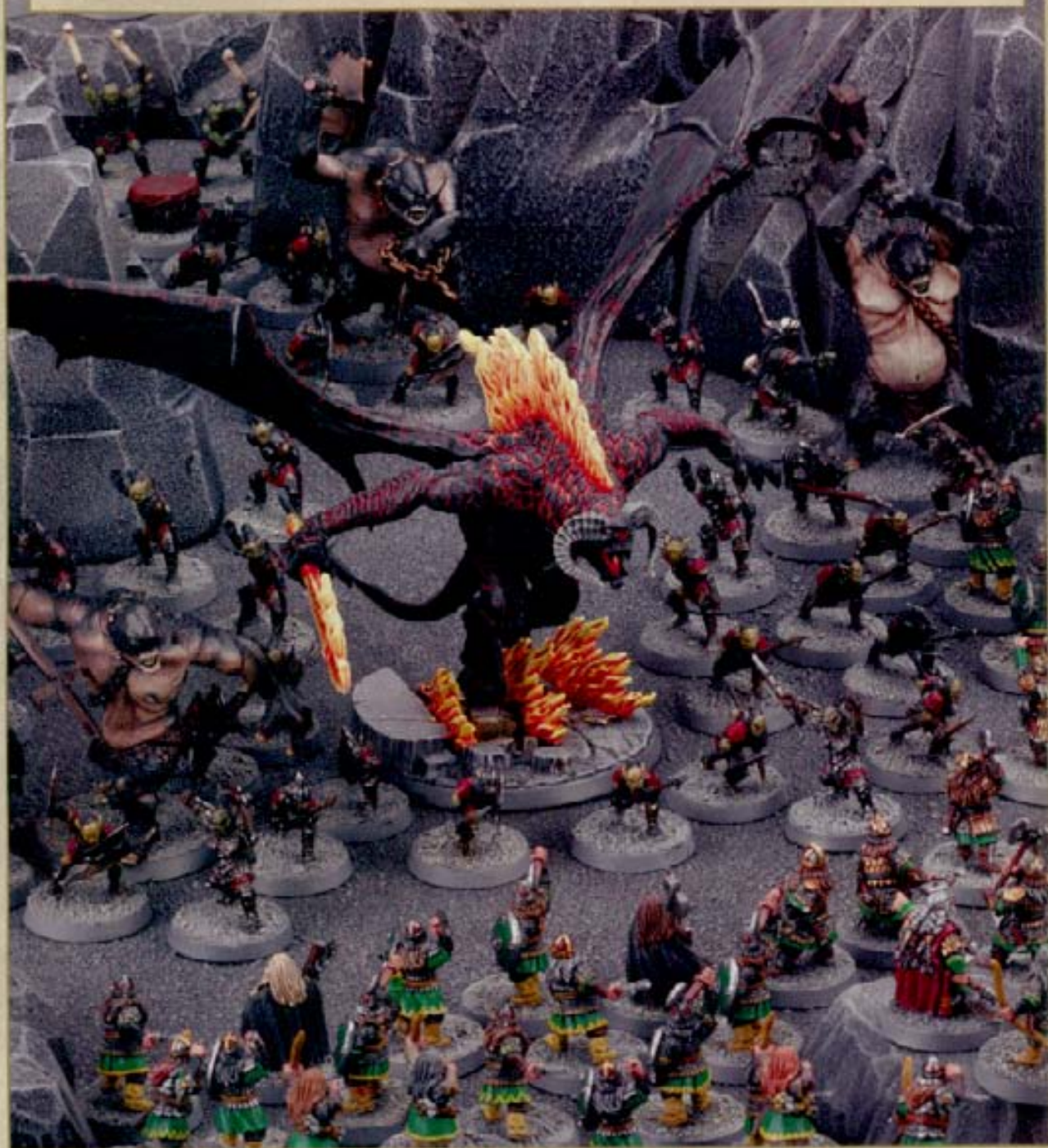
10 Haradrim Warriors with bow



CHAMPIONS OF EVIL

What follows are all the more unusual Evil creatures and warriors of Middle-earth who don't readily fit into any of the other army lists – either because they hold shifting loyalties, or simply because they travel around so they are unable to pledge themselves to one particular cause.

Each entry should be treated as an army list in its own right, and may be taken as an allied contingent or main contingent of your army. Each of these 'mini-lists' specifies which forces they can ally with, as well as any other restrictions that apply.



MONSTERS OF MIDDLE-EARTH

Many of the terrible creatures from the time of Morgoth are no more but, in the darkest and most remote places of Middle-earth, a few still endure. Though varied in form, all are bringers of awesome power and unspeakable malice.

EVIL HEROES

Balrog	Points value 400
Dragon	Points value 250
Breathe Fire	50 pts
Fly	50 pts
Wyrmtongue	50 pts
Tough Hide	50 pts
Cave Drake	Points value 150
Stone Giant	Points value 250
Gûlavhar, the Terror of Arnor	Points value 200

ALLIES

Monsters of Middle-earth may ally with the following armies: Moria, the Dwellers Below, Angmar, Cirith Ungol, the Black Gate, Dol Guldur, Minas Morgul, Barad-dûr, the Easterlings, the Variags of Khand, the Khandish Mercenaries, the Serpent Horde, Harad, Far Harad, the Corsair Fleets, Umbar, and the Nazgûl.

THE NAZGÛL

The nine Ringwraiths are Sauron's deadliest servants, utterly bound to his will and dedicated to his cause. At his direction they travel the world of Middle-earth, using their terrible powers to bring realms under the sway of the Dark Lord and slay his enemies.

The Witch-king of Angmar	Points value 70-150
Dark Steed	10 pts
Fell beast	50 pts
Flail	5 pts
Morgul blade	10 pts
Ringwraith	Points value 55-110
Dark Steed	10 pts
Fell beast	50 pts
Khamûl the Easterling	120 pts
Horse	10 pts
Armoured horse	15 pts
Fell beast	50 pts

ALLIES

The Nazgûl may ally with all Evil armies, except Sharkey's Rogues.



SCENARIOS

Legions of Middle-earth uses a special set of scenarios that have been designed to work in conjunction with these armies. This section of the book explains how to pick a scenario to play, set up terrain, deploy armies and play the game.



Once the two armies have been selected you can choose which scenario to play. On the pages that follow you will find twelve different scenarios. In order to decide which will be used you will need to roll a D6 twice in a row, and then refer to the chart below to see which scenario you will play.

1st Roll	2nd Roll	
	1-3	4-6
1	Storm the Camp	The High Ground
2	Contest of Champions	Take and Hold
3	Ill Met by Moonlight	To the Death!
4	Domination	A Clash of Piquets
5	Meeting Engagement	Reconnoitre
6	To Kill a King	Seize the Prize

Each scenario talks you through several stages. A *Description* that broadly explains why the two sides are fighting. *Layout* tells you any special considerations you

will need to make when deploying the terrain. *Starting Positions* informs you as to the initial deployment of your armies and *Objectives* gives you the goals you must achieve. Finally, some scenarios have a *Special Rule* that will alter one or more conditions in the game.

CHOOSE THE BOARD

The dimensions of the board you are using will often vary according to the points value of your game. After all, larger battles are fought over more ground than smaller skirmishes. It's worth taking into account the number of models in your army when selecting the board size you're using – the more models, the larger the board for an enjoyable game. We'd normally suggest a board size of 48"/112cm x 48"/112cm. You should feel free to increase this to a 72"/180cm x 48"/112cm (or even larger) if you wish.

PLACE TERRAIN

The scenarios assume you will be using terrain features. This is simply a term we use to refer to a scenery piece, such as a hill, or a group of scenery pieces that have a similar in-game effect, such as a group of trees that form a wood. We've included some examples later. Terrain will normally have an effect on the game – always agree with your opponent what this effect will be before the game begins.



The scenario tells you how to set up the board – beginning with one player rolling a dice to see who places the first feature. Starting with the player who won the roll, place terrain features one at a time until you have either run out of terrain features to place or the minimum has been reached. Alternatively, it is acceptable for one player to set up the board, provided that the other player chooses deployment zone.

A NOTE ON GOOD AND EVIL

Obviously, it's truer to the ethos of *The Lord of The Rings* if a game is played between a Good army and an Evil horde, but this isn't always possible as it depends on the models you and your opponent own. As such, these scenarios can be played by two Good sides or two Evil sides if you so choose. Simply roll a dice to determine who takes the role of Good and who takes the role of Evil for the duration of the game. All rules that would normally affect the Good side will affect the side that 'counts as' Good and all rules that would normally affect the Evil side will affect the side that 'counts as' Evil.

The minimum number of terrain features that can be set up is determined by the size of the table. If you are playing a game on a 4' x 4' table then the minimum number of terrain features that can be set up is $D6+4$. If you are playing a larger game on a 6' x 4' then the minimum number of terrain features that can be set up is $2D6+4$. If you have more terrain features than the minimum required for that game, you may keep placing terrain until you reach a level agreed by both players, or you run out of terrain to place. See Appendix One for more guidance on terrain setup.

IMPORTANT NOTE: OBJECTIVES AND THE END OF THE GAME

In *Legions of Middle-earth* games, all objectives are calculated at the end of the turn, unless the scenario states otherwise. Games are normally played until the objectives are met, but players may wish to set a real-time limit or restriction on the number of game turns before they begin.

first Move phase. Note that any time you are asked to divide your force into smaller fractions, you should always round up the first group, ie, half a 25 model force would be 13 models.

TO WAR!

Once both armies are deployed, battle is ready to commence. Your scenario will explain any special rules that apply to the game, and how the victor is determined.



DEPLOY THE ARMIES

You are now ready to deploy your armies ready for battle. The scenario you have selected will include instructions – in the Starting Positions section – telling you how the two armies are deployed. Models that cannot fit in the deployment area must move onto the board during their



TERRAIN FEATURES

Broadly speaking, terrain features can be of any size, though it is worth bearing in mind that incredibly large (greater than 12"/28cm x 12"/28cm) or small (less than 4"/10cm x 4"/10cm) features may alter the flow of the game. If you want to randomly generate your terrain rather than choose which pieces you use, see Appendix One for guidance on how to do this.

SPECIAL RULE: PRIORITY

In *Legions of Middle-earth* games, the Good player does not automatically get priority in the first turn of the game. Instead roll a dice as you would at the start of any other turn (re-rolling ties).

IMPASSABLE TERRAIN

This category includes any terrain features that it is impossible for troops to move through or across. Troops may not enter impassable terrain.

WOOD

A wood is any area of ground that is covered by trees, including things like orchards, forest and jungle. The trees can be mounted on a base for convenience, or left as individual models.

HILL

A hill is an area of raised ground that is generally considered to be open ground. Hills can have a significant effect on line of sight.



BUILDINGS

This category includes any structure that is large enough to hold troops. Buildings may obstruct movement.

OBSTACLES

An obstacle is any linear terrain feature such as a wall, fence, chasm, hedge or barricade.

RIVERS

A river counts as a single terrain feature and must be long enough to enter from one table edge and leave from another (this is an exception to the normal rules for the size of terrain features).

DIFFICULT TERRAIN

This category covers a wide variety of different types of terrain feature that slow movement. Examples include rocky or muddy ground, thick undergrowth and so on.

STORM THE CAMP

DESCRIPTION

This strategic ground has been contested for many years, with two rival encampments each vying for control. Now the time has come to decide the dominant power in this land once and for all by seizing the enemy's foothold and scattering its defenders.

LAYOUT

Both sides have set up their camps in or around defensive positions. Roll a dice to see who places the first terrain feature. The first four terrain features to be placed must be set up within 6"/14cm of one of each of the four corners of the table. Any remaining terrain features can be placed anywhere on the table.

STARTING POSITIONS

The armies start out from their camps – they set up in opposite table corners. Roll a dice to see which player gets to pick the corner they set up in. The opposing player sets up in the diagonally opposite corner.

Models must be set up on the table within 18"/42cm of their corner. The player that picked the corner to deploy in sets up his army first, followed by his opponent.

OBJECTIVES

The game is played until the end of the turn in which one army has captured their opponent's deployment area. You capture the opposing deployment area if you have more models within 12"/28cm of your opponent's corner of the table than they do at the end of any turn.

Major Victory/Defeat

The opponent's deployment area is captured and there is at least one surviving Hero on the winning side.

Minor Victory/Defeat

The opponent's deployment area is captured, but there are no surviving Heroes on the winning side.

Draw

Both deployment areas are captured at the end of the same turn.



CONTEST OF CHAMPIONS

DESCRIPTION

It is a turning point in the war, and the leaders of both sides know that they must inspire their followers to great deeds. With a rousing speech they lead their armies onto the field of battle, striving against the foe with all their might...

LAYOUT

This battlefield represents the chosen ground of the two champions. Roll a dice to see who places the first terrain feature. They can be placed anywhere on the table, but no closer than 6"/14cm to the centre of the battlefield. Place terrain features one at a time until you have either run out of terrain features or the maximum has been reached.

STARTING POSITIONS

The armies set up on opposite sides of the board, within 6"/14cm of the table edge. Roll a dice to see which player gets to pick a table edge. The other player sets up 6"/14cm in from the opposite table edge.

The player that picked the edge to deploy in from sets up his army first, followed by his opponent.

OBJECTIVES

The game ends when one side has been wiped out. Each side's leader is attempting to outdo the other. Put any models killed by a leader to one side, separate from other casualties.

Major Victory/Defeat

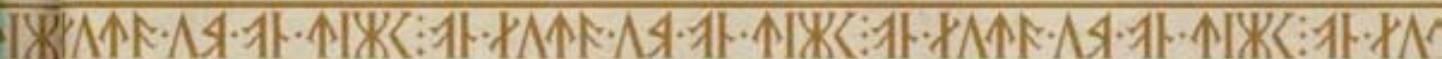
Your leader has inflicted twice as many casualties as your opponent's leader or your leader has made one or more kills and your opponent's leader has made none.

Minor Victory/Defeat

Your leader has inflicted more casualties than your opponent's leader.

Draw

Both leaders inflict the same number of casualties.



ILL MET BY MOONLIGHT

DESCRIPTION

In the midst of a stormy night, two armies have happened upon one another. Can one of the leaders impose their will long enough to seize victory?

LAYOUT

This is not a battlefield of choice for the two sides, rather it is one which has been forced by the clash of sentry lines. Roll a dice to see who places the first terrain feature. One terrain feature must be placed in the centre of the table. Subsequent terrain features must be placed within 3"/8cm of another feature that was placed previously. Place terrain features one at a time until you have either run out of terrain features or the maximum has been reached.

STARTING POSITIONS

Both forces have become disordered in the darkness. The armies set up from opposite edges. Roll a dice to see which player gets to pick a table edge. The opposing player sets up from the opposite table edge.

The player that picked the edge to deploy from sets up his army first. Half the models (including up to one Hero) deploy between 18"/42cm and 24"/56cm in from the table edge. The remaining models are deployed up to 3"/8cm in from the table edge. The opposing player then does the same, but from the opposite edge.

OBJECTIVES

This is a battle to either death or desertion – no quarter shall be asked, nor any given.

Major Victory / Defeat

The enemy force has been wiped out and your force is not Broken.

Minor Victory / Defeat

The enemy force has been wiped out and your force is Broken.

Draw

Both forces are wiped out in the same turn.

SPECIAL RULES

The Dark of Night. Due to the reduced visibility, models may not shoot at models that are more than 12"/28cm away. However, because it is harder to avoid a shot in the dark, all the shooting attacks receive a +1 bonus on the roll to wound.



DOMINATION

DESCRIPTION

The battlefield must be held! The army that controls this area will be at a distinct advantage in the days to come. Dominance here can only be achieved by driving the enemy back from several key points – failure is not an option.

LAYOUT

This battlefield is dominated by four key terrain features that must be captured and held against the enemy. Roll a dice to see who places the first feature. One terrain feature must be placed in each quadrant of the table. These are the objectives that must be captured – mark them clearly with a coin or small counter. All subsequent terrain features must be placed at least 6"/14cm from other terrain features. Place terrain features one at a time until you have either run out of terrain features or the maximum has been reached.

STARTING POSITIONS

The armies set up in opposite table corners. Roll a dice to see which player gets to pick the corner they set up in. The opposing player sets up in the diagonally opposite corner.

Models must be set up on the table within 18"/42cm of their corner. The player that picked the corner to deploy in sets up his army first, followed by his opponent.

OBJECTIVES

When the game ends, the player who has the most models on, or touching, each objective terrain feature is considered to have captured it. Once one force has been broken, the battle might suddenly end. At the end of each turn after this condition is met, roll a dice: on a result of 1-2 the game ends.

Major Victory / Defeat

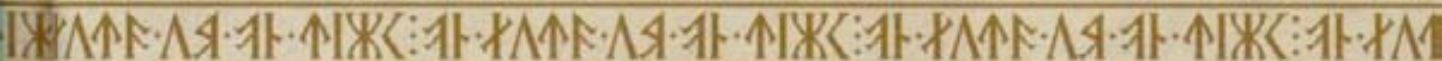
You have captured all four objectives.

Minor Victory / Defeat

You have captured three objectives.

Draw

Both players have captured two or less objectives.



MEETING ENGAGEMENT

DESCRIPTION

This scenario represents a small encounter occurring in the midst of a larger battle. The stakes are high and as the fighting grows more intense, so does the determination of the combatants. Victory shall go to the most able general!

LAYOUT

This battle takes place on a field suitably clear of terrain to allow both armies to get properly to grips with one another. Roll a dice to see who places the first terrain feature. They can be placed anywhere on the table as long as it is at least 12"/28cm away from the centre point of the table (ie, none of the features may be within 12"/28cm of the centre point).

STARTING POSITIONS

The armies enter play on the first turn from opposite table edges. Roll a dice to see which player gets to pick the table edge they enter from. The opposing player enters from the opposite table edge.

Models must enter play by moving onto the table from any position on their table edge. Simply measure the model's first move from the point where they enter play.

OBJECTIVES

The game is played until the end of the turn in which one army is reduced to a quarter of its original number of models.

Major Victory / Defeat

There is only a quarter of the enemy army left and there is at least one surviving Hero on the winning side.

Minor Victory / Defeat

There is only a quarter of the enemy army left, but there are no surviving Heroes on the winning side.

Draw

Both sides are brought to a quarter of their initial strength at the end of the same turn.



TO KILL A KING

DESCRIPTION

Both armies have been locked in a savage campaign for many long weeks and morale is low. Only the leadership of their respective captains has kept the armies in the field – should the opposing general be slain, victory will shortly follow.

LAYOUT

Roll a dice to see who places the first feature. They can be placed anywhere on the table, but no closer than 6"/14cm to the centre of the battlefield. Place other terrain features one at a time until you have either run out of terrain features to place or the maximum has been reached.

STARTING POSITIONS

The armies set up in opposite table corners. Roll a dice to see which player gets to pick the corner they set up in. The opposing player sets up in the diagonally opposite corner.

Models must be set up on the table within 18"/42cm of their corner. The player that picked the corner to deploy in sets up his army first, followed by his opponent.

OBJECTIVES

Each side is trying to kill the opposing leader without suffering substantial losses. The game ends at the close of competition of a turn in which a leader has been slain.

Major Victory / Defeat

The opposing leader has been slain. Your force has not been Broken, and your leader is still alive.

Minor Victory / Defeat

The opposing leader has been slain. Your force has been broken, and your leader is still alive.

Draw

Both leaders have been slain in the same turn.



THE HIGH GROUND

DESCRIPTION

This region is dominated by a single hill. Both armies have come to claim it as their own – the winner will hold the advantage in this land for years to come.

LAYOUT

One hill – the larger the better – is placed in the centre of the battlefield. Roll a dice to see who places the next terrain feature. Place other features one at a time until you have either run out of terrain features to place or the maximum has been reached. No terrain feature may be closer than 6"/14cm to the centre of the board.

STARTING POSITIONS

The armies enter play on the first turn from opposite table edges. Roll a dice to see which player gets to pick the table edge they enter from. The opposing player enters from the opposite table edge.

Models must enter play by moving onto the table from any position on their table edge. Simply measure the model's first move from the point where they enter play.

OBJECTIVES

Whichever side captures the hill at the end of turn 10 wins the game.

Major Victory / Defeat

At the end of the tenth turn, you have one or more models on the hill. The opposing player has no models on the hill.

Minor Victory / Defeat

At the end of the tenth turn, you have one or more models on the hill. You have more models on the hill than the opposing player.

Draw

Both players have an equal number of models on the hill at the end of the tenth turn.

SPECIAL RULES

Gusting Winds. The top of the hill is exposed to the extremes of weather, making it a perilous place to fight. If the roll for priority is ever a draw, all models on the hill are immediately knocked to the ground.



TAKE AND HOLD

DESCRIPTION

At the height of battle a strategic opportunity presents itself and suddenly an otherwise unremarkable area becomes vitally important to the cause of war. As the battle rages all around, one force pounces on the objective and attempts to secure it, leaving their adversaries with little choice but to reclaim it.

LAYOUT

Roll a dice to see who places the first terrain feature. They can be placed anywhere on the table, but no closer than 6"/14cm to the centre of the battlefield. Place terrain features one at a time until you have either run out of terrain features to place or the maximum has been reached. Place an objective marker (a coin or small counter) in the centre of the table.

STARTING POSITIONS

As yet, the two forces have not arrived. No models are deployed at the start of the game.

OBJECTIVES

Once one force has been Broken, the game might suddenly end. At the end of each turn after this condition is met, roll a dice: on a result of 1-2 the game ends. When the game ends, count the number of models with their bases wholly within 3"/8cm of the objective marker to determine the outcome.

Major Victory/Defeat

You have one or more models within 3"/8cm of the objective marker. The opposing player has none.

Minor Victory/Defeat

You have more models within 3"/8cm of the objective marker than your opponent.

Draw

Both players have the same number of models within 3"/8cm of the objective.

SPECIAL RULES

Reinforcements. At the end of each player's Move phase, after moving their models, players must roll a dice for each model not yet on the gaming table and consult the chart below (Heroes can use their Might to influence the roll). Newly arrived models act normally but may not charge. Roll for each model separately – deploy the model and then roll for the next one. Do this each turn until all the models have arrived:

D6	Result
1-2	The model does not move onto the table yet. They count as being on the table for the purpose of determining when the game ends and whether the force is Broken.
3-4	The model moves onto the table from any point on any edge, chosen by the opposing player, at least 6"/14cm from any corner.
5-6	The model moves onto the table from any point on any edge, chosen by the controlling player.



TO THE DEATH!

DESCRIPTION

The time has come and the enemy must be slain, no matter the cost. Once more the forces of Good and Evil face each other on the field of battle. No quarter shall be asked, and none shall be given. Only the Valar know who will win the day!

LAYOUT

This battlefield is a more crowded one than either force would have chosen, but the gauntlet is thrown. Roll a dice to see who places the first terrain feature. It must be placed in the centre of the table. Subsequent terrain features must be placed within 3"/8cm of another feature that was placed previously. Place terrain features one at a time until you have either run out of terrain features to place or the maximum has been reached.

STARTING POSITIONS

The armies set up from opposite edges. Roll a dice to see which player gets to pick a table edge. The opposing player sets up from the opposite table edge.

The player that picked the edge to deploy in from chooses half of his force and rolls a dice. On a 1-3, the models can

be deployed no more than 3"/8cm from the table edge. On a 4-6, they must be deployed between 18"/42cm and 24"/56cm from the table edge.

The other player then does this with half of his force. The first player then deploys the remainder of his force as described above, followed by the other player.

OBJECTIVES

This is a battle to either death or desertion – you must destroy the enemy whilst minimising your losses.

Major Victory / Defeat

The enemy force has been wiped out and your force is not Broken.

Minor Victory / Defeat

The enemy force has been wiped out and your force is Broken.

Draw

Both forces are wiped out in the same turn.



A CLASH OF PIQUETS

DESCRIPTION

Two opposing armies have camped close to each other in a mist-wreathed field. Deceived by the fog, their respective sentry lines have become engaged and the alarm has been raised. Before long the cries of battle ring out through the mist.

LAYOUT

The battle occurs along the sentry line, in terrain that neither side would normally consider contesting. Roll a dice to see who places the first terrain feature. Terrain can be placed anywhere on the table, but no closer than 6"/14cm to another terrain feature. Place terrain features one at a time until you have either run out of terrain features to place or the maximum has been reached.

STARTING POSITIONS

The battle begins with only a fraction of the two forces engaged – the rest arrive once the sound of battle reaches them. The armies set up in opposite table corners. Roll a dice to see which player gets to pick the corner they set up in. The opposing player sets up in the diagonally opposite corner.

The player that picked the corner to deploy from chooses half of his force (including up to one Hero) and deploys them between 18"/42cm and 24"/56cm of their corner.

The other player then does this with half of his force. The remaining models are kept to one side and will be available later in the game.

OBJECTIVES

This battle is not important enough to lose great numbers of warriors in its pursuit. The first side to be Broken will automatically retreat at the end of the turn.

Major Victory/Defeat

The enemy force has been Broken and three-quarters or more of your force remains.

Minor Victory/Defeat

The enemy force has been Broken and less than three-quarters of your force remains.

Draw

Both forces are broken in the same turn.

SPECIAL RULES

Reinforcements. At the end of each player's Move phase, after moving their models, players must roll a dice for each model not yet on the table and consult the chart below (Heroes can use their Might to influence the roll). Newly arrived models act normally but may not charge. Roll for each model separately; deploy the model and then roll for the next one. Do this each turn until all the models have arrived.

D6 Result

- | | |
|-----|---|
| 1-2 | The model does not move onto the table yet. They count as being on the table for the purpose of determining when the game ends and whether the force is Broken. |
| 3-4 | The model moves onto the table from any point on the controlling player's deployment edge, chosen by the opposing player, at least 6"/14cm from any corner. |
| 5-6 | The model moves onto the table from any point on the controlling player's deployment edge, chosen by the controlling player. |



RECONNOITRE

DESCRIPTION

Both armies have sent scouting parties ahead of their lines to investigate the enemy forces. Each group is attempting to breach the enemy's cordon, whilst preventing their opposing numbers from slipping past.

LAYOUT

Both forces are attacking at what they consider to be the weakest point in their foes' lines – an area rich in rough terrain. Roll a dice to see who places the first terrain feature. They can be placed anywhere on the table, but no closer than 6"/14cm to any table edge. Place terrain features one at a time until you have either run out of terrain features to place or the maximum has been reached.

STARTING POSITIONS

The armies set up from opposite edges. Roll a dice to see which player gets to pick a table edge. The opposing player sets up from the opposite table edge.

The player that picked the deployment edge sets up his army first, up to 6"/14cm in from the table edge. The opposing player then does the same, but from the opposite edge.

OBJECTIVES

Both sides are seeking to infiltrate behind enemy lines and prevent enemy scouts from achieving the same. The game ends when one force is reduced to 25% of its starting numbers or less.

Major Victory/Defeat

One or more of your models have successfully infiltrated the enemy lines (exited the table via the opposing player's deployment edge). None of the opposing player's models have infiltrated your lines (exited the board via your deployment edge).

Minor Victory/Defeat

You have had a greater number of successfully infiltrating models than your opponent.

Draw

An equal number of models have successfully infiltrated on both sides.



SEIZE THE PRIZE!

DESCRIPTION

An ancient and powerful item has been discovered in the wilds of Middle-earth, a token mighty enough to swing the tide of the war. Within hours of its discovery, two armies redirect their march to its location, seeking to claim it for their cause.

LAYOUT

The artefact has been discovered in a wild region of Middle-earth. Roll a dice to see who places the first terrain feature. They can be placed anywhere on the table, but no closer than 6"/14cm to the centre of the battlefield. Place terrain features one at a time until you have either run out of terrain features to place or the maximum has been reached. Place an artefact marker (a coin or small counter) in the centre of the table.

STARTING POSITIONS

The armies set up from opposite edges. Roll a dice to see which player gets to pick a table edge. The opposing player sets up from the opposite table edge.

The player that picked the deployment edge sets up his army first, up to 6"/14cm in from the table edge. The opposing player then does the same, but from the opposite edge.

OBJECTIVES

Both sides are seeking to seize the artefact and carry it off the board via any table edge.

Major Victory/Defeat

One of your models has exited the board carrying the artefact and your force is not Broken.

Minor Victory/Defeat

One of your models has exited the board carrying the artefact but your force is Broken.

Draw

Both forces have been wiped out and the artefact remains on the board.

SPECIAL RULES

The Artefact. The prize must be dug out of the soil before it can be carried anywhere. A model in base contact with the counter at the end of the Fight phase may attempt to free it – roll a D6. On a 4 or more, the artefact has been freed from the soil. Only one model may attempt this each turn. Once it has been unearthed, a Man-sized model may pick up the artefact by moving into base contact with it in the Move phase – see page 72 of the main rules manual for details on carrying light items.



APPENDIX ONE: TERRAIN GENERATORS

To add extra depth and authenticity to your battles, you can theme your gaming board to a particular region of Middle-earth. This section provides a guide on how you can achieve this.



As we've already touched upon, the terrain in your games will make a key difference, not only to the tactical aspects of the game, but also to the visual appeal of the game. There are few things grander in a wargame than to know that your battlefield looks and feels like the area it is representing, or linked to the armies from that region. With that in mind, the next few pages present several terrain generation tables to give you guidance on what terrain features to use when representing different areas.

Each of these tables covers several areas of Middle-earth. They are not intended to be exhaustive so players should feel free to consider them to be a starting point for creating their own terrain sets, and not a definitive list. For example, if you wished to play a scenario in Fangorn forest, you could use the Woodland Realms generator and re-roll any results that call for a building.

USING THE TERRAIN GENERATORS

To generate an item of scenery roll 2D6. You may re-roll duplicate rolls or, if you wish, add to an existing feature – it often makes more sense to have a larger single piece of terrain than two smaller ones. It's up to you whether you generate all your terrain pieces at once and then place them, or roll for each one as it is placed.

If you roll a piece of terrain that you don't have, roll again, or use a piece of terrain from the table that you do have. Each result on the terrain generators gives a measure of guidance as to what effect it should have on the game – if in doubt, agree this with your opponent before you place it.

You can also use these tables to generate a set of terrain crafted to match your army. Each table ties in with one or more of the army lists within this book, so matching them up should be simplicity itself!



THE CIVILISED REALMS: GONDOR, ROHAN AND THE SHIRE

This terrain generator represents the more civilised and tamed – but not necessarily safer – areas of Middle-earth. It can represent the sparsely occupied uplands, the densely settled farmlands or anything in between.

2D6 Result

- 2 **Lake.** An area of open water representing a lake. Players should decide whether it counts as impassable terrain or can be traversed using the swimming rules from the main rules manual.
- 3 **River or stream.** A river must be placed so it flows onto the battlefield from one side of the board and out from another. Roll a D6. On the roll of a 4+ there is a single bridge or ford (placing player's choice) somewhere along its length. Rivers can count as difficult or impassable terrain.
- 4 **Barrow.** A gently sloping mound that conceals the tomb of a long dead king or nobleman. This will not normally affect movement.
- 5 **Field boundaries.** D3 sections of fences, hedges or walls arranged touching each other in a line. These count as obstacles.
- 6 **Wood.** A small wood represented by three or four trees on a small (roughly 6"/14cm x 6"/14cm) base. Trees are impassable and the base represents difficult terrain.
- 7 **Low hill or wood.** Choose one or roll a dice to decide.
- 8 **Low hill.** This is an area of elevated ground that slopes gently on all sides – it does not affect movement. A low hill is about 2"/4cm tall.
- 9 **Small building.** This can be a farmer's homestead, a watchtower, or any other kind of suitable building. Roll a further D6. On a roll of 4+, place D3 sections of field boundaries so that they are touching the building. Before the game begins, agree with your opponent how the building will affect movement.
- 10 **Village.** D3+1 buildings and D6 sections of field boundaries arranged in a group to represent a village. Before the game begins, agree with your opponent how the buildings will affect movement.
- 11 **Ruin.** An area of dilapidated masonry, dating back hundreds of years. This can be represented by an area of tumbled ruins or simply a few piles of broken stonework. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 12 **Marsh.** An area of water and/or bog that counts as difficult terrain.



THE WILD PLACES: ARNOR, RIVENDELL, EREGION AND DUNLAND

This terrain generator represents those places in Middle-earth that were once populated, but from which civilisation has now retreated. It can represent Orc-haunted moors and foothills, crowded with the ruins of past days.

2D6 Result

- 2 **Field boundaries.** D3 sections of fences, hedges or walls arranged touching each other in a line. These count as obstacles.
- 3 **River or stream.** A river must be placed so it flows onto the battlefield from one side of the board and out from another. Roll a D6. On the roll of a 4+ there is a single bridge or ford (placing player's choice) somewhere along its length. Rivers can count as difficult or impassable terrain.
- 4 **Marsh.** An area of water and/or bog that counts as difficult terrain.
- 5 **Scrubland.** An area of tangled thorn bushes and rocky outcrops. This could represent an area of difficult ground or a set of obstacles.
- 6 **Wood.** A small wood represented by three or four trees on a small (roughly 6"/14cm x 6"/14cm) base. Trees are impassable and the base represents difficult terrain.
- 7 **Ruin or wood.** Choose one or roll a dice to decide.
- 8 **Ruin.** An area of dilapidated masonry, dating back hundreds of years. This can be represented by an area of tumbled ruins or simply a few piles of broken stonework. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 9 **Ruined settlement.** D3+1 ruins and D6 sections of field boundaries arranged in a group to represent an abandoned and collapsed village, fortification or farmstead. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 10 **Low hill.** This is an area of elevated ground that slopes gently on all sides – it does not affect movement. A low hill is about 2"/4cm tall.
- 11 **Cairn.** A huge pile of stones and boulders, sometimes a burial site, oftentimes a rudimentary marker for travellers. Depending upon the size and slope of the cairn, it could be difficult terrain, impassable, or climbable.
- 12 **Crag.** An outcrop of craggy rock. One or more sides of the crag should have a sheer face and require a Climb roll to scale. The remaining sides are more gently sloped and do not affect movement.



THE DESOLATION: MORDOR, ANGMAR AND ISENGARD

This terrain generator represents areas of Middle-earth that have been ruined and despoiled by the works of Evil creatures. This can represent a bleak battlefield, replete with the scars produced by uncontrolled industry.

2D6 Result

- 2 **Lava flow.** This is essentially a river made of molten lava, descending from some distant volcano. It must be placed so it flows onto the battlefield from one side and out from another. A lava flow should normally be treated as impassable terrain, or an obstacle to be jumped.
- 3 **Cairn.** A huge pile of stones and boulders, sometimes a burial site, oftentimes a rudimentary marker for travellers. Depending upon the size and slope of the cairn, it could be difficult terrain, impassable, or climbable.
- 4 **Marsh.** An area of water and/or bog (alternatively a tar pit or fumerole) that counts as difficult terrain.
- 5 **Scrubland.** An area of tangled thorn bushes and rocky outcrops. This could represent an area of difficult ground or a set of obstacles.
- 6 **Spoil heap.** This is a pile of waste materials, or perhaps of felled trees. This could represent an area of difficult ground or a set of obstacles.
- 7 **Rocky ridge or spoil heap.** Choose one or roll a dice to decide.
- 8 **Rocky ridge.** A steep hill that is longer than it is wide that rises into a distinct ridge. The slopes are steep, rocky and strewn with boulders. Some of the slopes may be sheer cliff that will be either impassable terrain, or require climbing.
- 9 **Crag.** An outcrop of craggy rock. One or more sides of the crag should have a sheer face and require a Climb roll to scale. The remaining sides are more gently sloped and do not affect movement.
- 10 **Ruin.** An area of dilapidated masonry dating back hundreds of years. This can be represented by an area of tumbled ruins or simply a few piles of broken stonework. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 11 **Mineworkings.** A single piece of scaffolding that represents part of an abandoned mineworking. Depending on the layout of the terrain piece, this could represent difficult ground or could be climbable.
- 12 **Mining complex.** D3+1 pieces of scaffolding and/or Orc huts to represent a mining complex. Roll a D6. On a 4+ place a spoil heap in base contact with one of the other terrain pieces.



THE EASTERN STEPPES: RHÛN AND KHAND

This terrain generator represents the eastern fringes of Middle-earth, dominated by leagues upon leagues of undulating hills. This can represent very three dimensional battlefields, replete with valleys and ridges.

2D6 Result

- 2 **River or stream.** A river must be placed so it flows onto the battlefield from one side of the board and out from another. Roll a further D6. On the roll of a 4+ there is a single bridge or ford (placing player's choice) somewhere along its length. Rivers can count as difficult or impassable terrain.
- 3 **Marsh.** An area of water and/or bog that counts as difficult terrain.
- 4 **Ruin.** An area of dilapidated masonry, dating back hundreds of years. This can be represented by an area of tumbled ruins or simply a few piles of broken stonework. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 5 **Low hill.** This is an area of elevated ground that slopes gently on all sides – it does not affect movement. A low hill is about 2"/4cm tall.
- 6 **Medium hill.** This is an area of ground that slopes gently on all sides – it does not affect movement. A medium hill is about 4"/10cm tall.
- 7 **Medium hill or rocky ridge.** Choose one or roll a dice to decide.
- 8 **Rocky ridge.** A steep hill that is longer than it is wide that rises into a distinct ridge. The slopes are steep, rocky and strewn with boulders. Some of the slopes may be sheer cliffs that will be either impassable terrain, or require climbing.
- 9 **Village.** D3+1 buildings and D6 sections of field boundaries (see page 118) arranged in a group to represent a village. Before the game begins, agree with your opponent how the buildings will affect movement.
- 10 **Large building.** Such as a Dwarven keep or Easterling temple. Roll a D6. On a roll of 4+, place D3 sections of field boundaries (see page 118) so that they are touching the building. Before the game begins, agree with your opponent how the building will affect movement.
- 11 **Cairn.** A huge pile of stones and boulders, sometimes a burial site, oftentimes a rudimentary marker for travellers. Depending upon the size and slope of the cairn, it could be difficult terrain, impassable, or climbable.
- 12 **Crag.** An outcrop of craggy rock. One or more sides of the crag should have a sheer face and require a Climb roll to scale. The remaining sides are more gently sloped and do not affect movement.



THE WOODLAND REALMS: LOTHLÓRIEN, FANGORN AND MIRKWOOD

This terrain generator represents the densely forested areas of Middle-earth. This table can represent a heavily wooded board, with lots of difficult ground.

2D6 Result

- 2 **Marsh.** An area of water and/or bog that counts as difficult terrain.
- 3 **River or stream.** A river must be placed so it flows onto the battlefield from one side of the board and out from another. Roll a D6. On the roll of a 4+ there is a single bridge or ford (placing player's choice) somewhere along its length. Rivers can count as difficult or impassable terrain.
- 4 **Ruin.** An area of dilapidated masonry, dating back hundreds of years. This can be represented by an area of tumbled ruins or simply a few piles of broken stonework. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 5 **Scrubland.** An area of tangled thorn bushes and rocky outcrops. This could represent an area of difficult ground or a set of obstacles.
- 6 **Wood.** A small wood represented by three or four trees on a small (roughly 6"/14cm x 6"/14cm) base. Trees are impassable and the base represents difficult terrain.
- 7 **Wood or low hill.** Choose one or roll a dice to decide.
- 8 **Low hill.** This is an area of elevated ground that slopes gently on all sides – it does not affect movement. A low hill is about 2"/4cm tall.
- 9 **Forest.** A larger wood represented by seven or eight trees on a large (roughly 12"/28cm x 12"/28cm) base. Trees are impassable. The base represents difficult terrain.
- 10 **Small building.** This can be a farmer's homestead, a watchtower, or any other kind of suitable building. Roll a further D6. On a roll of 4+, place D3 sections of field boundaries (see page 118) so that they are touching the building. Before the game begins, agree with your opponent how the building will affect movement.
- 11 **Large building.** Such as an Elven hall. Roll a D6. On a roll of 4+, place D3 sections of field boundaries (see page 118) so they are touching the building. Before the game begins, agree with your opponent how the building will affect movement.
- 12 **Village.** D3+1 buildings and D6 sections of field boundaries (see page 118) arranged in a group to represent a village or settlement. Before the game begins, agree with your opponent how the buildings will affect movement.



THE ROOF OF THE WORLD: THE MISTY MOUNTAINS AND EREBOR

This terrain generator represents the high mountainsides and passes that are scattered across Middle-earth and, with a little lateral thinking, can even represent the catacombs of Moria.

2D6 Result

- 2 **Lake.** An area of open water representing a lake or tarn. Players should decide whether it counts as impassable terrain or can be traversed using the swimming rules from the main rules manual.
- 3 **Cairn.** A huge pile of stones and boulders, sometimes a burial site, oftentimes a rudimentary marker for travellers. Depending upon the size and slope of the cairn, it could be difficult terrain, impassable, or climbable.
- 4 **Wood.** A small wood represented by three or four trees on a small (roughly 6"/14cm x 6"/14cm) base. Trees are impassable and the base represents difficult terrain.
- 5 **Scrubland.** An area of tangled thorn bushes and rocky outcrops. This could represent an area of difficult ground or a set of obstacles.
- 6 **Rocky outcrop.** An area of scree or boulders that have tumbled down from higher up the mountains. This would normally count as difficult terrain.
- 7 **Rocky ridge or rocky outcrop.** Choose one or roll a dice to decide.
- 8 **Rocky ridge.** A steep hill that is longer than it is wide that rises into a distinct ridge. The slopes are steep, rocky and strewn with boulders. Some of the slopes may be sheer cliffs that will be either impassable terrain, or require climbing.
- 9 **Crag.** An outcrop of craggy rock. One or more sides of the crag should have a sheer face and require a Climb roll to scale. The remaining sides are more gently sloped and do not affect movement.
- 10 **Ruin.** An area of dilapidated masonry dating back hundreds of years. This can be represented by an area of tumbled ruins or simply a few piles of broken stonework. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 11 **Mineworkings.** A single piece of scaffolding that represents part of an abandoned mineworking. Depending on the layout of the terrain piece, this could represent difficult ground or could be climbable.
- 12 **Mining complex.** D3+1 pieces of scaffolding and/or Orc huts to represent a mining complex. Roll a D6. On a 4+, place a spoil heap in base contact with one of the other terrain pieces.

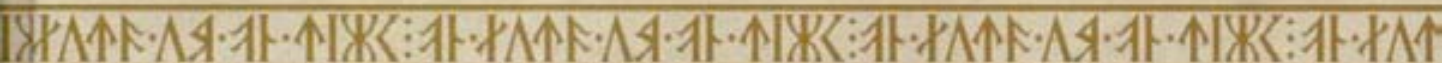


THE SOUTHERN WASTES: HARAD

This terrain generator represents the savannahs and deserts that make up much of the southern lands of Middle-earth.

2D6 Result

- 2 **Watering hole.** An area of open water representing a lake or oasis. Players should decide whether it counts as impassable terrain or can be traversed using the swimming rules from the main rules manual.
- 3 **Cairn.** A huge pile of stones and boulders, sometimes a burial site, oftentimes a rudimentary marker for travellers. Depending upon the size and slope of the cairn, it could be difficult terrain, impassable, or climbable.
- 4 **Wood.** A small wood represented by three or four trees on a small (roughly 6"/14cm x 6"/14cm) base. Trees are impassable and the base represents difficult terrain.
- 5 **Scrubland.** An area of tangled thorn bushes and rocky outcrops. This could represent an area of difficult ground or a set of obstacles.
- 6 **Rocky outcrop.** An area of scree or boulders that have tumbled down from higher up the mountains. This would normally count as difficult terrain.
- 7 **Low hill or rocky outcrop.** Choose one or roll a dice to decide.
- 8 **Low hill.** This is an area of elevated ground that slopes gently on all sides – it does not affect movement. A low hill is about 2"/4cm tall.
- 9 **Sand dune.** Shifting sands have formed an area of high ground that slopes gently on all sides – it would normally count as difficult terrain. A sand dune is about 2"/4cm tall.
- 10 **Ruin.** An area of dilapidated masonry dating back hundreds of years. This can be represented by an area of tumbled ruins or a simply a few piles of broken stonework. It can represent difficult terrain or, if areas of it are sufficiently intact, can be treated as obstacles and stairways – or even climbable surfaces.
- 11 **Encampment.** D6 tents arranged in a group to represent an encampment. Before the game begins, agree with your opponent how the tents will affect movement.
- 12 **Quicksand.** A soft and shifting mass of sand that easily engulfs those who walk upon it. It would normally be considered impassable terrain, although players can agree to apply special rules to it if they wish.



APPENDIX TWO: FREQUENTLY ASKED QUESTIONS



Legions of Middle-earth talks in very absolute terms about how the game is played, from the models you can use, to the terrain you play on and even the scenarios that you play. This is purely for simplicity and clarity – if we were to attempt to cover all of the options and variations players could apply to their games, chances are the result would be difficult to take in at once, to say the least! Instead we've presented what we believe is the best way to play a game of this kind.

Players should look on the rules as a common frame of reference and a foundation for playing they can choose to adapt to suit their needs. Indeed, one of the great strengths of the wargaming hobby is that even a reasonably simple game system can contain a great amount of variety. Where a computer game will give you absolute rules that can never be broken, players can always alter a tabletop wargame to suit their gaming styles and miniatures

collections simply by agreeing upon the alterations they wish. What you change, and by how much, can differ from game to game, but you'll find that following your instincts will normally get you there.

To this end, I've accumulated some of those 'can I...?' questions here. In some cases you'll find they're actually addressed already, either within this volume or the main rules manual. While I'm happy that the rules are clear, they've been repeated to prevent any confusion that may arise.

Happy gaming!

Mat



- Q:** This supplement doesn't contain any profiles. Where can I find the rules for my miniatures?
- A:** Depending on the model in question, profiles can be found in the main rules manual, *The Lord of The Rings Strategy Battle Game* sourcebooks, or on www.games-workshop.com (this also has a complete list of which gaming supplement contains which profiles). It's worth noting that, at the time of printing, not all of the troops listed in this supplement are available.
- Q:** "Not all of the troops are available?" Why have you put them in here then?
- A:** I could have limited the army lists to those models currently available but this would have, amongst other things, made *Legions of Middle-earth* obsolete almost as soon as it was released (as well as making some of the army lists look a little odd). Everything listed in this supplement will become available over the next few years.
- Q:** When are they going to come out? How do I find out what is available?
- A:** To keep track of the ever-growing range of *The Lord of The Rings* miniatures, and for information on new releases, check out *White Dwarf* magazine and www.games-workshop.com.
- Q:** None of the army lists in this supplement matches the theme I want to base my army around. Can I make my own list?
- A:** Without wanting to sound like a challenge is being issued, I've yet to find a theme from *The Lord of The Rings* that cannot be created with these army lists and the Allies system. On the other hand, you're perfectly free to write and use your own army list if your opponent is happy for you to do so.
- Q:** Can two armies that existed at different times still fight using the scenarios in *Legions of Middle-earth*?
- A:** Yes, absolutely!
- Q:** I want to play a game using a particular army list which is printed in both this book and a sourcebook. The version presented in this volume is slightly different to the one in the sourcebook. Which should I use?
- A:** Where a contradiction exists between an army list presented in *Legions of Middle-earth* and a sourcebook, always use the version printed in the sourcebook.
- Q:** Do my models have to be 'what you see is what you get'? (WYSIWYG)
- A:** The main advantage of using WYSIWYG models is that both players can easily tell what each miniature represents on the board. As with many rules, you can get a long way by following the spirit of the rule, if not the letter. The trick is to keep potential confusion to a minimum and make any non-WYSIWYG models known to your opponent before the game begins. In this way you could use an unarmoured model of Legolas in place of an armoured one, for example, so long as you have made it clear to your opponent that you have done so. As with most things, the trick is not to take it too far – talk to your opponent and see what they find acceptable.
- Q:** Do throwing weapons count towards the bow limit?
- A:** No. Only types of bows and crossbows count towards this limit. Throwing weapons and innate abilities (such as *Throw Stone*) do not suffer from restrictions.



Q: I have a large collection of Riders of Rohan and want to use them as an army. By the letter of the rules I should include two models without bows for each Rider (as they all carry bows). Can I choose to have some of my Riders abandon their bows to keep the theme of my force?

A: Absolutely you can! This applies not just to the Riders of Rohan, but also to other troops such as Haradrim Raiders. As discussed in the earlier question, the important thing is for this to be clear to your opponent. A common solution to this problem is to ignore bows that are carried as baggage, and only count models who are actually holding the bow in their hands as being so armed. Obviously if you do this it should apply across your whole force for the sake of clarity!

Q: Can we play scenarios from the rulebook or sourcebooks using the army lists in this supplement?

A: Yes you can. In addition, you're absolutely free to adjust any details in the scenarios if you and your opponent think you'll get a more enjoyable game out of it – this includes the deployment, the victory conditions and any special rules a scenario may have.

Q: We're playing a 1,500 point game and there's not enough room for us to deploy our forces on the size of gaming board the rules tell us to use. Can we play on a different size table?

A: Yes, you can – just agree with your opponent on the size of table you wish to play on. The same is true if you don't own a gaming board of the sizes used in this supplement. Just remember that you may need to adjust the deployment zones or terrain set-up to ensure a fair game.

Q: I've got a modular wargames board with sculpted-on terrain details that don't work with the terrain features system. Can I still play?

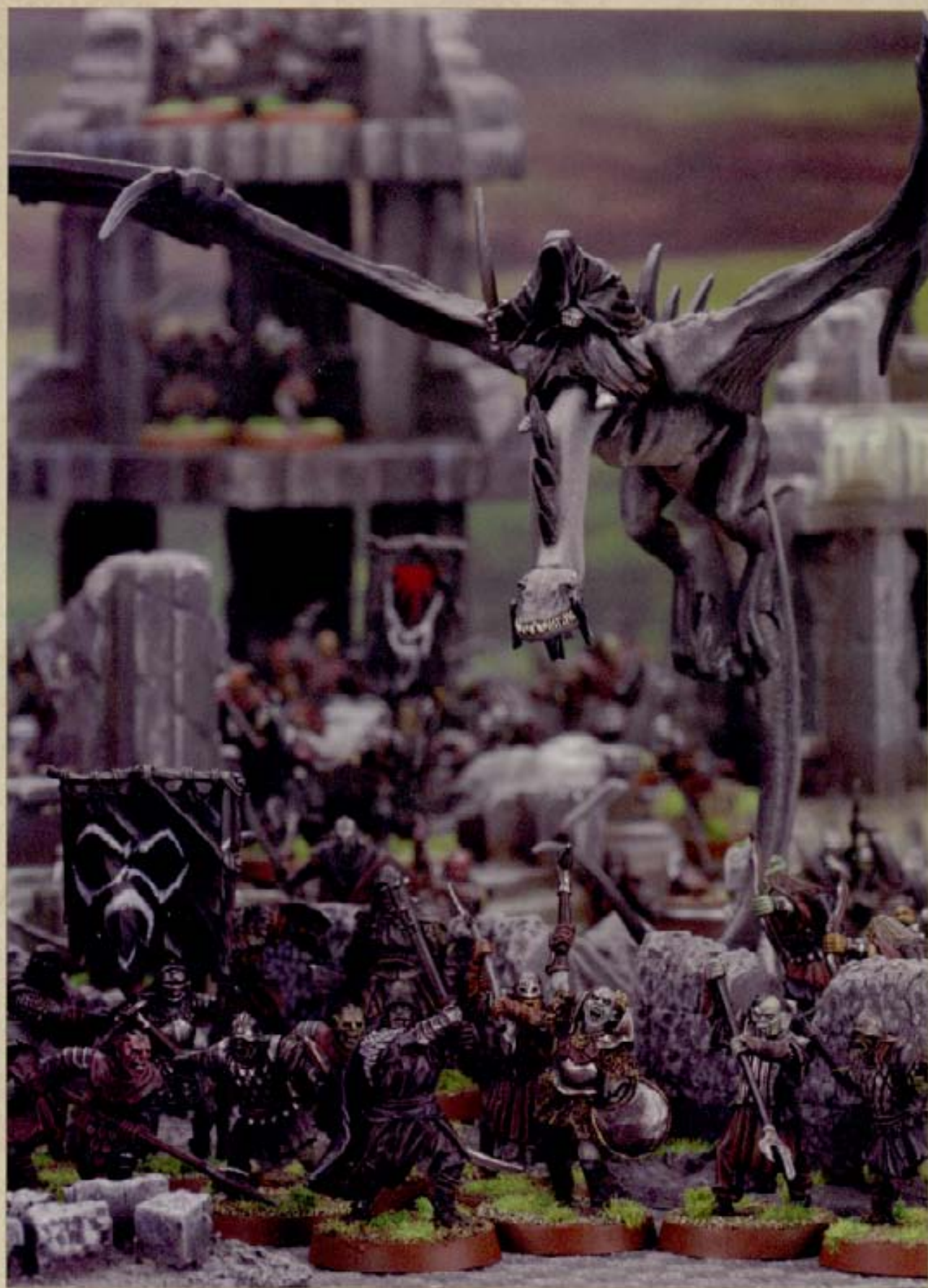
A: You should always feel free to use the terrain system that works best for you. Just keep in mind that if you do so then you may need to improvise some rules modifications to cover the terrain you are using, and that the terrain you use may have some effect on how well balanced the army lists are against each other.

When using a different terrain system, the best way to ensure a fair set-up is for one player to set up the board and the other to choose which edge/corner he wishes to set up from, although you should feel free to invent your own method. Don't worry too much about this – there is no right or wrong in terrain set-up, and it's rare that terrain provides a major advantage for either side.

Q: My friend and I can't agree on something in the game. What should we do?

A: Whether you're in disagreement over a rule, the size of game you want to play, how a particular terrain feature should affect movement etc, it's always best to apply a solution that will give both players the most enjoyable game. Failing that, roll a dice to settle the matter quickly – remember that time spent discussing the ins and outs of a particular disagreement is precious time better spent gaming. This is not to say you should take an opposite point of view to your opponent as a matter of course and hope the dice roll favours you!





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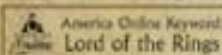
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