

THE LORD OF THE RINGS STRATEGY BATTLE GAME™

THE FALLEN REALMS



‘Together, my lord Sauron,
we shall rule this Middle-earth.’

– Saruman, *The Two Towers*

GAMES
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INTRODUCTION

Beyond Mordor are a great many realms. Many battle desperately to oppose the dark will of Sauron, whilst others willingly destroy in his name. In Isengard, the White Wizard Saruman has been corrupted by dark ambitions and raised vast legions to crush the lands of Rohan. To the east and south of Mordor lie the lands of cruel and evil Men whose hearts were long ago subjugated by the Lord of the Rings. Now, united in common purpose, these Fallen Realms answer the Dark Lord's summons and march to destroy the Free Peoples of Middle-earth.

This sourcebook is your guide to collecting armies from the Fallen Realms, and fielding them in games of The Lord of the Rings. The main rules manual for Lord of the Rings Strategy Battle Game contains the rules you will need to fight battles with your Citadel miniatures. This sourcebook contains three separate army lists that work with those rules, along with information on how to forge your collection of Citadel miniatures into an organised force that reflects the history and narrative of The Lord of the Rings.

CHOOSING YOUR FORCES (page 4–15)

This part of the book contains details of how to organise your collection of Citadel miniatures into an army for Points Match games of The Lord of the Rings – perfect for playing ‘pick-up and play’ battles in your gaming club or at your local hobby centre. This section also includes six exciting scenarios for you to test your armies in, allowing you to match wits, and armies with your friends.



THE ARMIES OF THE FALLEN REALMS

Each army has its own section, in which are presented the background and gaming rules for all of its Warriors and Heroes, including any special abilities or items of wargear that they may have access to. The armies in question are:

Isengard (page 16–25)

Saruman the White has allied himself with Mordor and mustered a vast army to destroy Rohan. The fallen Wizard has recruited to him an army of all manner of unruly creatures; from foul Orcs and savage Warg Riders to the primitive Men of Dunland, whose hatred for the Rohirrim has made them willing allies to Isengard. Worse still, Saruman has created legions of Uruk-hai – a brutal race of Orcs who know neither pain nor fear. Armed with keen-edged weapons and armoured with strong steel from Saruman's forges, great columns of these fighting Uruk-hai file out of Isengard and march to war.

Harad and Umbar (page 26–39)

At the time of the War of the Ring, there is but one race whose loyalties are split between freedom and tyranny; Man. While many of the realms of Men oppose Sauron's designs, others, such as the those of the southlands, bow down to his

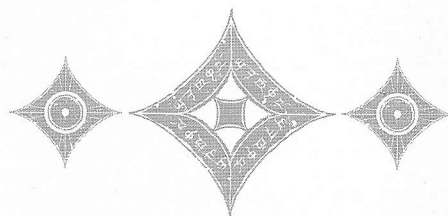
rule. The army of Harad and Umbar represents all the evil men of the southlands: the tribal forces of the Harad, the vast Serpent Horde and their dreaded Mûmakil, the Mahûd of Far Harad, the raiders of the Corsair fleets and the guardians of Umbar. Many of these warlike Men will fight for the promises of power and riches, some out of their dark devotion to Sauron, and others still for fear of his wrath. However, if one thing unites the diverse men of the southlands, it is their desires to see the cities of Gondor burnt to the ground.

The Eastern Kingdoms (page 40–45)

A shadow is growing in the lands to the east of Middle-earth; armies that march to Sauron's command, yet are filled not with Orcs and Trolls, but Men. These are the warriors of the Eastern Kingdoms, the mysterious Easterlings of Rhûn and the Variags of Khand. These evil Men have willingly forsaken the grace of the light to side with the Dark Lord, and most worship him with fanatical loyalty. They are amongst Sauron's most well-equipped and disciplined followers, fighting with a zeal matched only by their martial prowess.

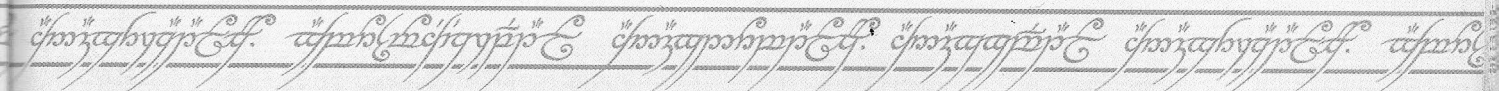
BATTLES IN MIDDLE-EARTH (page 46–47)

Here, you'll find several narrative scenarios that recreate pivotal battles from the history of Middle-earth. Unlike the Points Match battles, in these thematic encounters, each scenario presents you with the history of the encounter, a list of recommended participants and any special rules you might need to faithfully recreate these iconic events from the story of The Lord of the Rings. For many The Lord of the Rings collectors, these scenarios offer the chance to delve into the exciting stories and histories surrounding the events of the book and films and answer the immortal question of ‘What if you could do things differently?’

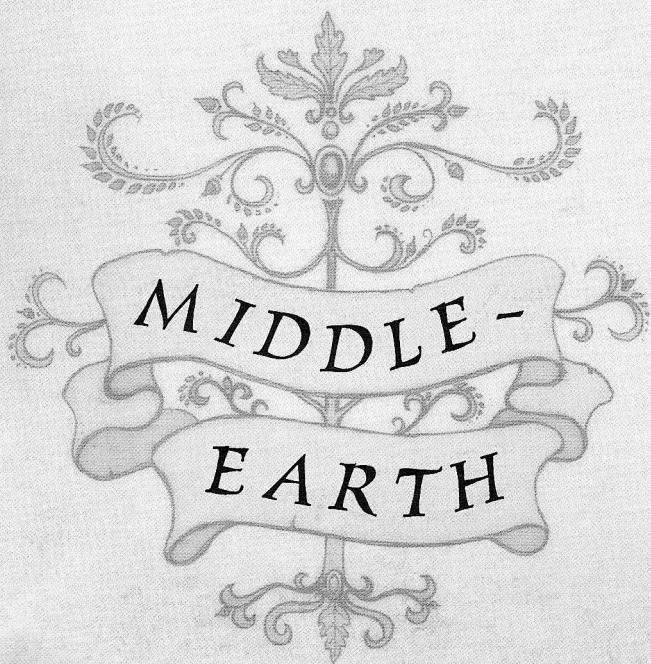
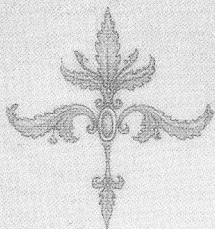


FIND OUT MORE

While this volume contains everything you need to play a game of The Lord of the Rings Strategy Battle Games with your army of Fallen Realms miniatures, there are always more tactics to use, different scenarios to fight and new painting ideas to try out. Check out Games Workshop's monthly magazine, White Dwarf, and www.games-workshop.com to find out more.

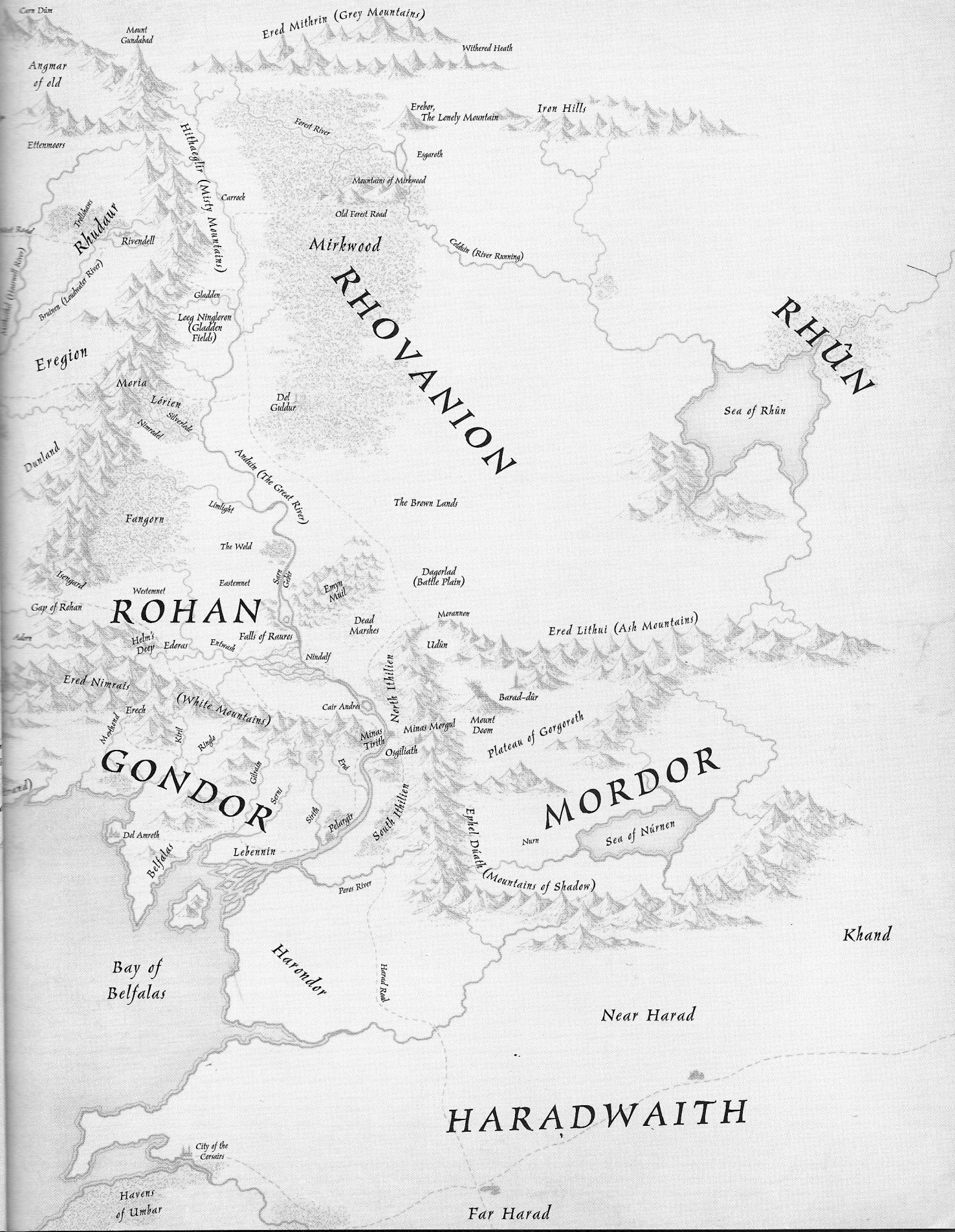


North



Northern Waste

Haradwaith



CHOOSING YOUR FORCES

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!

There are many ways to play with and enjoy your collection of The Lord of the Rings miniatures, from recreating famous battles from the history of Middle-earth to casual pick-up and play games such as you see in gaming clubs and hobby centres every week.

This section of the book looks at Points Match games, a style of play specifically designed to enable players to enjoy a balanced and exciting game without having to prepare extensively in advance – beginning your battle becomes as simple as agreeing a fixed points limit, choosing your force from within your collection and beginning the game.

POINTS VALUES

In The Lord of the Rings Strategy Battle Game, every model has a points value, as presented in its army list entry. The points value is a measure of how formidable a warrior that model is. A weak and cowardly Moria Goblin costs a mere 4 points, whilst a mighty Dragon costs over 200 points. An Uruk-hai Scout costs 8 points, whilst Boromir of Gondor, a mighty Hero of Men, costs more than a hundred.

By adding together all the points costs of the Warriors and Heroes you have selected, you can find out the points value of your army. Knowing the points value of your models is important, as it gives you a handy way of reckoning your army's effectiveness. If you've enough Goblins, it's possible to overwhelm even a Dragon, and if you've enough Uruk-hai Scouts, even Boromir cannot hope to emerge victorious.

SIZE OF GAME

To play a Points Match game, you and your opponent agree a points value for the game. It is this points value that determines the maximum points you can spend on your army, and therefore your army's overall power. Most Points Match games take place between armies of an equal points value.

For example, if you decide to play a 750 point game, then each player can select up to 750 points worth of models for their force.

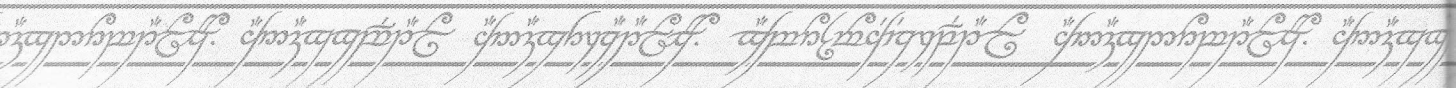
In reality, most armies are actually a shade smaller than the agreed points value. Sometimes it's just impossible to spend every last point – many 750 point armies end up actually being 748 or 749 points. Indeed, to get around this, most players are happy to let their opponent go a few points over the agreed total – after all, a few points here or there are unlikely to upset the battle's course.

What Points Limit?

Quite what size game you wish to play should depend on how much time you have available – there's nothing more frustrating than having to abandon a close-fought battle because you're running out of time.

A limit of 500 to 750 points per side will result in a game that can be comfortably concluded in a few hours. A game of 200 points each is still very entertaining, feeling like a clash of patrols, and normally lasts less than an hour. Larger games take proportionally longer, and you might expect a game of 1,500 points or more to take the entire day – perfect for a lazy Saturday.

With the points limit agreed, players need to pick their forces.



CHOOSING YOUR ARMY

Once you have agreed on the size of your game, you will want to select your army. Each of the major powers (and a great many of the minor powers) are represented in an army list found in this, or one of the other, sourcebooks. Each army list contains all the rules, background and options you'll need to turn your collection of Citadel miniatures into a force ready to conquer or defend Middle-earth. When you're choosing a force, you'll normally select models from the same army list (although often you'll want to ally two or more armies together, as we'll explain later). If you want to know which sourcebook to look in to find a particular army, consult the table below.

Sourcebook	Armies
The Kingdoms of Men	Minas Tirith, the Fiefdoms, Rohan, Arnor, Númenor.
The Free Peoples	Eregion and Rivendell, Lothlórien and Mirkwood, the Fellowship, the Shire, Wanderers in the Wild, the White Council, Durin's Folk.
Mordor	Mordor.
The Fallen Realms	Isengard, Harad and Umbar, Eastern Kingdoms.
Moria and Angmar	Moria, Angmar.

WARBANDS

Every Points Match force is composed of one or more warbands. Each warband represents a mighty Hero and the Warriors that are his followers. All models in your force have to be part of one of its warbands.

It's worth noting that there is no limit to the number of warbands you can include in your force, other than the points value you have agreed.

The Captain

To choose a warband, you must first select a Hero to be its captain. The captain can be given any of the options presented in his army list entry. 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 army list entry, the Hero cannot take it.

Some Heroes are bought as a pair, such as Elladan and Elrohir. Where this happens, you must choose which is the captain – the other becomes one of his 12 followers, even though this is not normally permitted.

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! The same is true if there are several different versions of the same Hero – Sauron and the Necromancer, for example.

Followers

Once your warband's captain is chosen, you can select up to 12 Warriors from the same army to be his followers. A captain does not have to take followers if you do not wish him to, however, it's important to note that you cannot take a warband that contains only Warriors and no Heroes. Similarly, you cannot usually take a warband that contains more than one Hero (the captain). Other Heroes must form warbands of their own, even if they don't have any followers.

Wargear and Bow Limit

As with the captain, followers can select wargear as allowed by their army list entry.

For example: A Warrior of Minas Tirith equipped with a shield and spear would cost 9 points. A Warrior of Minas Tirith that has only a shield, would cost just 8 points.

However, some missile weapons are restricted – Keeping an army well-supplied with the many hundreds of arrows that it needs is a hard task. Because of this, there is a limit to the number of bows you can include in your force.

You army can have 1/3 (rounding up) of its Warriors equipped with bows, Orc bows, long bows, Elf bows or crossbows – simply put, one Warrior in every three can carry a bow. Note that certain models, or indeed entire armies might have their own special rules which can take precedence over this limit – where this is the case, it will be clearly marked out. Bows carried by Heroes do not count towards an army's Bow Limit.

For example, the Bow Limit of a 35 Warrior force is 12 models with bows (35 divided by 3, rounded up).

ADDITIONAL WARGEAR

The following items of wargear are referred to throughout these sourcebooks, but are not present in all editions of the main rules manual – we have therefore reprinted them here for your convenience.

WAR HORNS

Many Warriors have the option to carry war horns – booming instruments whose sonorous tones can reassure faltering allies.

If you have one or more war horns on the battlefield, all models in your force have +1 Courage.

CAVALRY STEEDS

Various models can take a mount of some kind. The more unusual ones are listed in the rider's bestiary entry, but the more common steeds are listed here.

	M	F	S	D	A	W	C
Horse	10"/24cm	0	3	4	0	1	3
Armoured horse	10"/24cm	0	3	5	0	1	3
Warg	10"/24cm	3/6+	4	4	1	1	2
Pony	8"/20cm	0	2	3	0	1	2

THE AGES OF THE WORLD

The Citadel miniatures range of The Lord of the Rings models encompasses a huge variety of characters and fighters, from the warriors of the Last Alliance, who fought against the Dark Lord in the Second Age to the famous Fellowship of the Ring, and the heroes of the Third Age. Whilst there are no rules to prevent you doing otherwise, hobbyists generally enjoy theming their armies to match famous encounters and alliances, or at least situations that could possibly have arisen, and so eschew mixing improbable (or downright impossible) characters such as Elendil and Aragorn – who lived thousands of years apart.

Siege Engines

Each warband can only contain a single siege engine. The siege engine itself, and any crew, each count as one of the warband's 12 models. Note that if a siege engine includes a Hero, he must be its captain.



Independent Heroes

This icon next to an army list entry denotes an Independent Hero. This type of Hero cannot take followers – each Independent Hero will always be a warband of one model. Some Heroes simply aren't cut out to be good captains – they might be disliked by their own troops, simply be loners or refuse to associate with others.

THE LEADER

Finally, once you have selected all the warbands for your force, you must choose one of the Heroes in your army to be the leader. Whichever Hero you choose is up to you, however you should try and match the leader of your force to the character most likely to lead the army in the story of The Lord of the Rings. Whilst there is no hard-and-fast rule to govern this choice, players have the chance to remain true to the character of the stories and Heroes they have chosen.

For example: Jervis is collecting a Mordor army that includes the Witch-king of Angmar and a Mordor Troll Chieftain. Whilst there are situations where he might rather have the Troll Chief as his nominal leader, the Witch-king is second in power only to Sauron, so he selects the Witch-king (and then protects him carefully from Hobbits and maidens).

Independent Heroes cannot be leaders.

ADDING ALLIES

Some of the more memorable moments in The Lord of the Rings come about when several groups unite in common cause. To represent this, you don't have to choose all of your warbands from the same army list, they can come from any army of the same alignment.

There are many advantages to alliance, from compensating for weaknesses in your army, to simply allowing you to collect and game with different models. Allies also make your force behave differently on the battlefield, opening up fresh tactical opportunities.

Who Can Ally?

When playing games of The Lord of the Rings, there are only two real sides; you're either fighting to defeat Sauron (Good) or helping him conquer Middle-earth (Evil). Good armies can ally with other Good armies, and Evil armies can ally with other Evil armies. One force cannot contain both Good and Evil models.

Good Armies: Minas Tirith, the Fiefdoms, the Fellowship, Rohan, Arnor, Númenor, Eregion and Rivendell, Lothlórien and Mirkwood, Durin's Folk, the Shire, the White Council or the Wanderers in the Wild.

Evil Armies: Mordor, Isengard, Harad and Umbar, Moria and Angmar or Eastern Kingdoms.

For example: Adam is building a Good force, and wants an army that represents the defenders of Helm's Deep. He therefore takes Théoden and Gamling from the Rohan army (each with a warband of Warriors of Rohan), Haldir (and a warband of Galadhrim Warriors) from the Lothlórien and Mirkwood army list, and Aragorn and Gimli from the Fellowship army list.

If you choose to include warbands from more than one army, then your army is said to be made up of several allied contingents. Each allied contingent is made up of all the warbands chosen from a particular army.

For example: Phil's army consists of several warbands from Minas Tirith, Eregion and Rivendell, and the Shire. It therefore consists of three allied contingents – one for each of the armies in the force.

Allies and Bow Limit

If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent – so, 1 in 3 models in each allied contingent can be given bows, rather than 1 in 3 models across the entire force.

For example: Adam loves Hobbits, and is collecting an Army of Good that includes an allied contingent from the Shire. Though his force is 75 models strong, his warbands in the Shire contingent have a total of 44 warriors. The bow limit on the allied contingent from the Shire is therefore 15.

Allies and the Leader

If your army contains several allied contingents, your leader can be selected from any Hero in any contingent, following the normal restrictions.

GOOD VS GOOD AND EVIL VS EVIL

Can a Good army fight another Good army, or an Evil army fight another Evil army? Absolutely! Whilst Sauron's various enemies are broadly united against the legions of Mordor, that doesn't stop quarrels and grudges from blossoming into war on occasion. Similarly, the Dark Lord's thuggish hordes are nothing if not fractious, and are much given to fighting amongst themselves.



Leader
The Witch-king
of Angmar



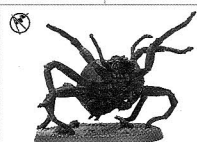
Warband 1 – Led by the Witch-king



Warband 2 – Led by Orc Captain



Warband 3
The Tainted



Warband 4
Shelob



Warband 5 – Led by Orc Captain



Warband 6 – Led by Orc Captain

Example One

This is a fairly straightforward force chosen from the Mordor army list. Note that in this case the Witch-king has a warband, even though he's the Leader, whilst the Tainted does not. Shelob can't have a warband, as she's an Independent Hero.



Leader
Aragorn,
Isildur's Heir

Arnor
Contingent



Warband 1 – Led by Captain of Minas Tirith

Minas Tirith
Contingent



Warband 2 – Led by the King of the Dead

Fiefdoms
Contingent



Warband 3 – Led by Éomer

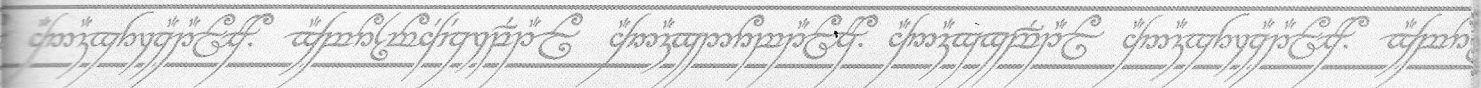
Rohan
Contingent



Warband 4 – Led by Grimbald

Example Two

This force contains no less than four allied contingents and five warbands. Note that both Rohan warbands are part of the same allied contingent, and do not each count as a separate allied contingent.



Army Roster

Warband Name Army Leader ☐

Hero Pts

M F S D A W C
☐ ☐ ☐ ☐ ☐ ☐ ☐

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C
☐ ☐ ☐ ☐ ☐ ☐ ☐

Wargear and options

No. Warrior Pts

M F S D A W C
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Wargear and options

No. Warrior Pts

M F S D A W C
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Wargear and options

FIGHTING A POINTS MATCH BATTLE

You can either agree with your opponent which Points Match battle you would like to play, or roll D6 and consult the chart below:

D6	Result
1	To the Death!
2	Domination
3	Hold Ground!
4	Lords of Battle
5	Reconnoitre
6	The High Ground

Each battle contains the information you need to get set up and playing. This information is broken down into the following categories: The Armies, Layout, Starting Positions, Initial Priority, Objectives and Special Rules (if there are any).

THE ARMIES

All of the Points Match scenarios are designed to be fought between two armies of equal points value. However, there's nothing to stop you and your opponent having different points values for your forces. Sometimes a hopeless defence can be just as fulfilling as a battle you have a good chance of winning – it's certainly just as exciting!

Multiplayer Games

These scenarios are intended to be fought between two opposing forces, but that doesn't mean you're limited to only two players! If you've several players, simply divide into two teams and work out which Hero should be in charge of the alliance, giving you two armies with which to fight the battle.

Of course, this works best if a team is composed of entirely Good or entirely Evil models, but if this isn't possible, you'll simply have to come up with a good explanation for Good and Evil fighting together. Note that only Good models can use Stand Fast! and heroic actions from Good Heroes, and only Evil models can use Stand Fast! and heroic actions from Evil Heroes. Similarly, Good banners only effect Good models, and Evil banners only effect Evil models.

LAYOUT

It's important to note that the Layout section of each scenario will only set out any unusual or notable terrain features that must be placed on the battlefield – normally ones tied to the objectives. The rest of the layout is up to you and your opponent to agree upon, but you should aim to have 33-50% of the board covered with terrain of some kind.

The quickest (and fairest) way of setting up the battlefield is for one player to place all of the terrain, and the other to automatically win the roll off to choose deployment zones. Alternatively, you and your opponent can alternate placing

terrain features (which can range from individual trees and walls, to entire forests, from tumble-down ruins to large buildings), until you're both happy that there's enough on the board. Whichever method you choose, you should do everything you can to create a battlefield that evokes the imagery of The Lord of the Rings, and also presents a challenging strategic situation for both players!

STARTING POSITIONS

This is the section of the scenario that tells you where to deploy your force. Some scenarios tell you deploy all of your models at the start of the game. Others direct you to bring your warbands on as reinforcements as the game goes on. Where the latter is the case, you'll find the rules by which reinforcements arrive in the 'Special Rules' section.

INITIAL PRIORITY

This is where the scenario tells you which side has priority in the first turn.

OBJECTIVES

Points Match scenarios calculate the winner and loser of a scenario using Victory Points. Both sides score Victory Points based on certain achievements on the battlefield, such as killing enemies, capturing ground and so on. At the end of the game, the force with the most Victory Points, wins. If one force has double or more Victory Points than the other, it not only wins, but can claim a Crushing Victory! If both forces have the same number of Victory Points, the game is a draw.

First Amongst Equals

If you're playing a multiplayer game (see above), it can be a good idea for each player to keep track of their own Victory Points separately. At the end of the game, both sides can total the Victory Points of all their players to determine which side has won, but the player with the most Victory Points on the winning side can, naturally, claim bragging rights for having earned the most glory!

SPECIAL RULES

Finally, this section will contain any special rules that apply during the scenarios. These will often govern how reinforcements enter the board, but can also introduce other, more dramatic effects.

SUDDEN DEATH

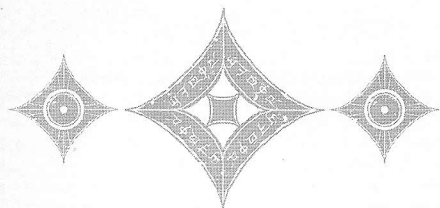
In addition to the victory conditions listed in the battles, if one player's force is completely wiped out, his opponent automatically wins!

TO THE DEATH!

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!

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest score chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6 the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

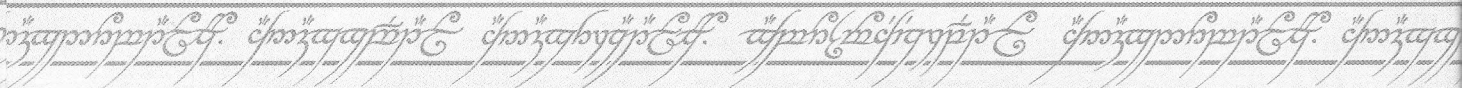
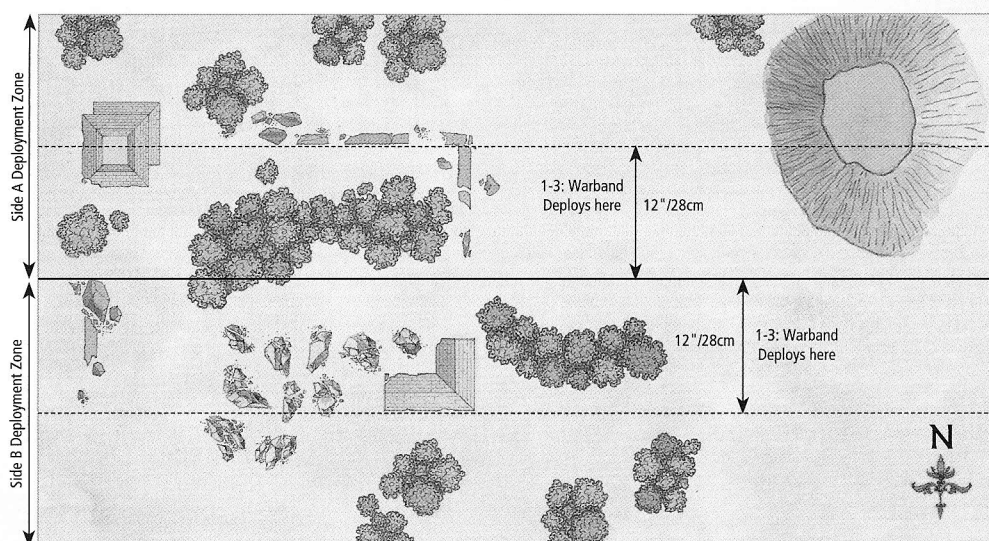
OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **5 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.



Suladân



DOMINATION

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.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Then, place five objective markers on the battlefield; one is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12"/28cm away from the existing objective and 6"/14cm away from the edge of the board. His opponent then places a third objective at least 12"/28cm away from the existing objectives and 6"/14cm away from the edge of the board. The players then alternate placing the remaining two objectives, according to the restrictions noted earlier.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

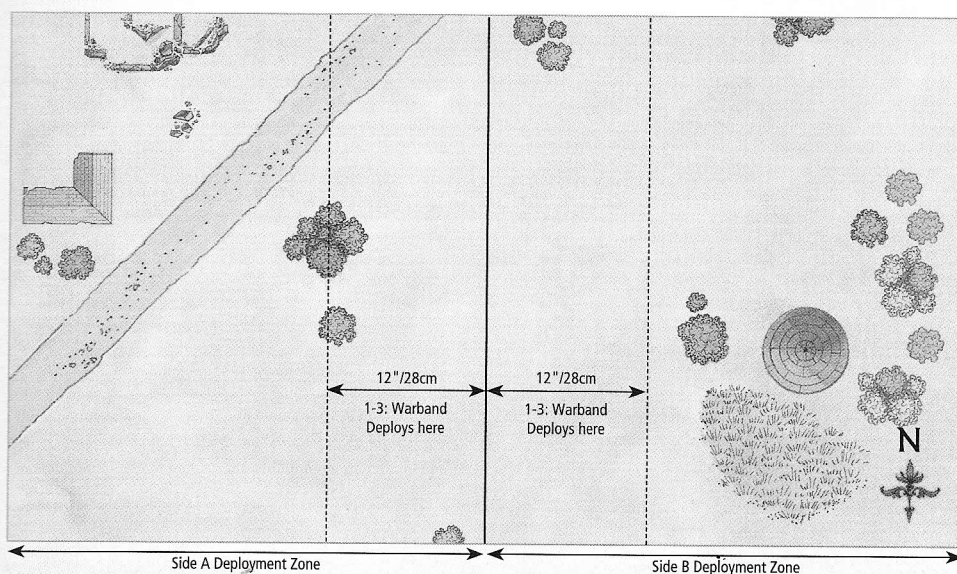
INITIAL PRIORITY

Both players roll a D6. The player with the highest score has priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** for each objective marker that has at least one of your models, and no enemy models, within 3"/8cm.
- You score **1 Victory Point** for each objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3"/8cm.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is unbroken, you instead score **3 Victory Points**.



Faramir

HOLD GROUND!

At the height of battle, a strange opportunity presents itself – 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.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Once the battlefield has been set up, an objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when reinforcements arrive.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

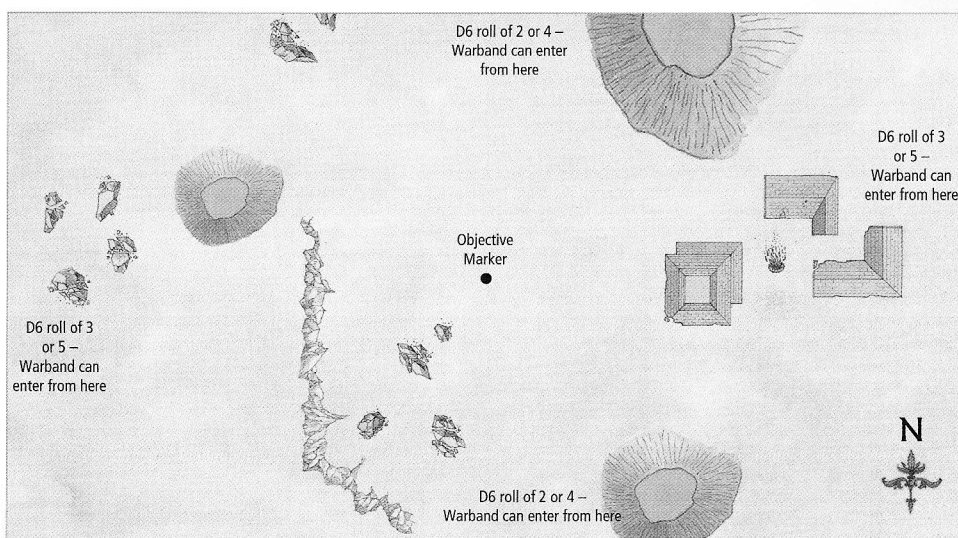
- You score **1 Victory Point** for each of your models within 6"/14cm of the objective marker.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1 The warband does not arrive yet.
- 2 Your opponent chooses a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 3 Your opponent chooses a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 4 You choose a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 5 You choose a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 6 You choose a point on any board edge, at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.

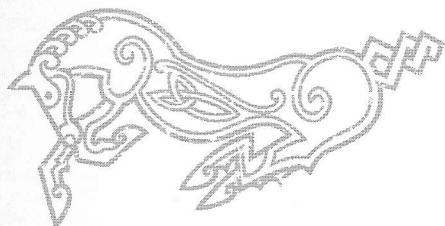


LORDS OF BATTLE

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 now is the time for the Heroes to show their quality.

THE ARMIES

Each player chooses his force as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

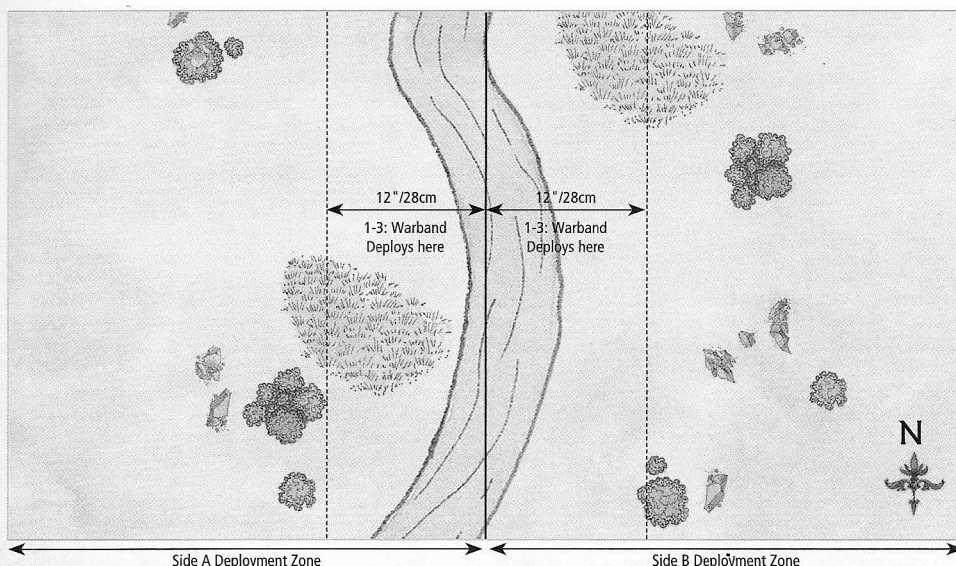
Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- Every time an enemy model suffers a Wound, or expends a Fate point, you score **1 Victory Point** (a model that fails a Fate roll will therefore award **2 Victory Points**, 1 for the Wound and 1 for the Fate point). If an enemy model is removed from play with unspent Fate points, you score **1 Victory Point** for each such Fate point.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Contest of Champions. Each time your force kills an enemy Hero in a Fight, one of your Heroes in the same Fight (your choice) regains a single Might point lost earlier in the battle.



Gandalf the Grey

RECONNOITRE

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.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be his board edge – his opponent has the opposite board edge.

INITIAL PRIORITY

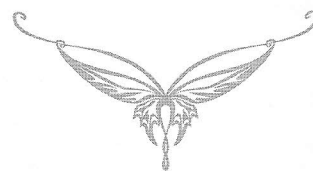
Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models that has exited the battlefield via the table edge opposite your deployment zone.

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

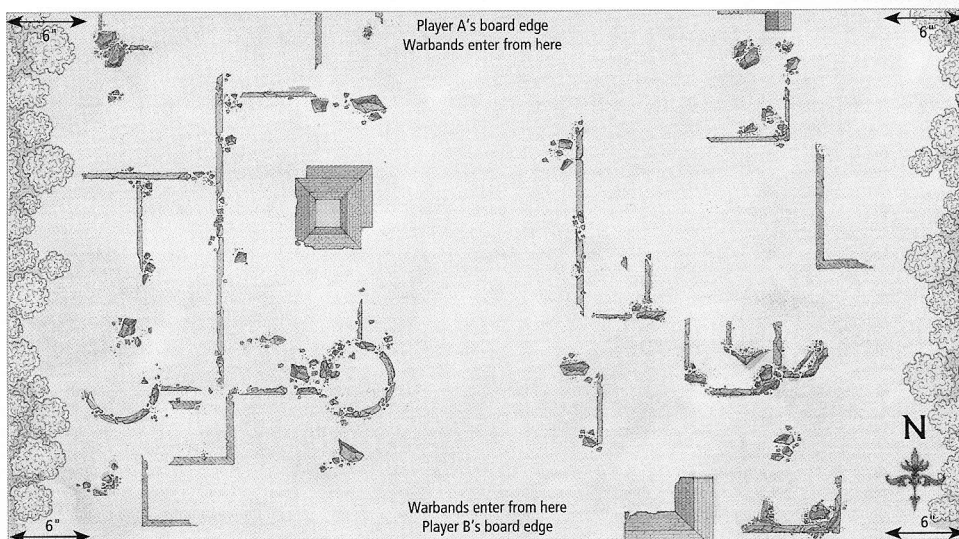
Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1-3 The warband does not arrive yet, but receives +1 to this dice roll next turn.
- 4-6 The controlling player chooses a point on his board edge at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.



Galadriel



THE HIGH GROUND

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 the many engagements to come.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

A single hill (the larger the better) is placed in the centre of the board. When this has been done, set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board.

On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a dice. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

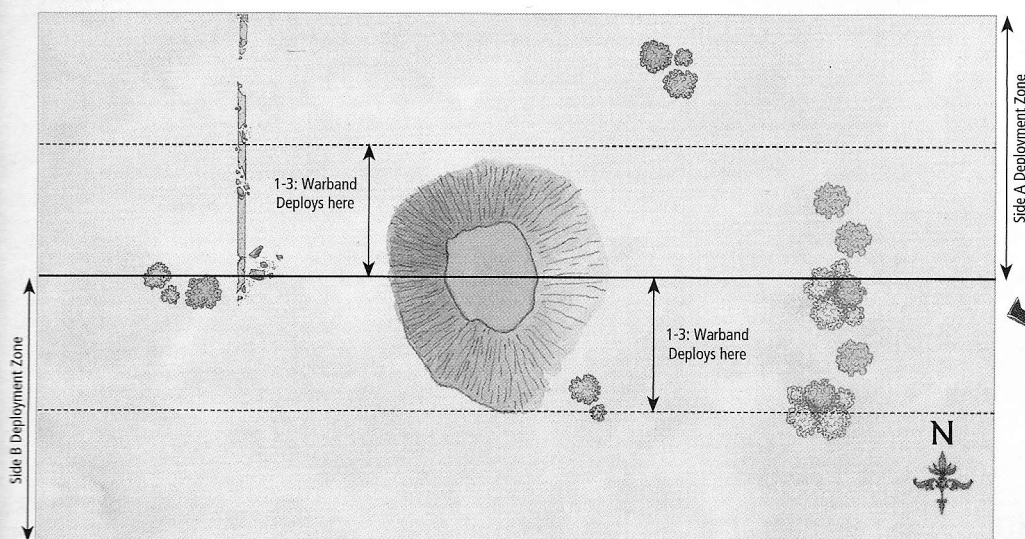
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Point, the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models on or touching the central hill.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

Gusting Winds: Each turn, if the roll for priority is drawn, the swirling winds pick up, making archery an inaccurate practice – until the end of the turn, shooting attacks cannot be made.



Lurtz

ISENGARD

Isengard lies upon Rohan's western border. This is the stronghold of Saruman the White, Wizard and loremaster, who once led the Free Peoples of Middle-earth in their opposition of the Dark Lord Sauron.

Yet Isengard has fallen under shadow, and Saruman has descended into madness. The White Wizard is an ally to the Free Peoples no longer, but a deadly threat second only to that posed by Sauron himself. In his greed and ambition, he has created a vast and mighty army. Isengard itself has been transformed into a mighty war-machine, one that has ravaged its own landscape to fuel its forges and equip the White Wizard's legions. The treachery of Isengard will shake the very foundations of Middle-earth, and under the command of Saruman the White, the neighbouring lands of Rohan will be stained red with spilt blood.

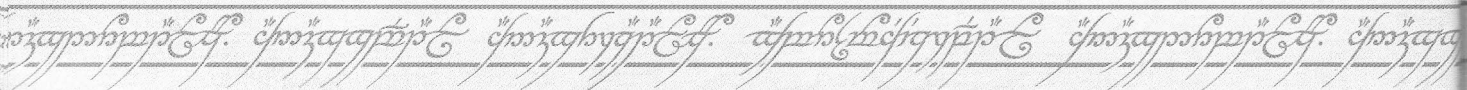
Lying in the southern part of the Misty Mountains, Isengard commands a position of great strategic importance, for to its south lies the Gap of Rohan – the only reliable passage from one side on the mountain range to the other. Isengard itself is a fortress of formidable stature, built during the earliest days 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. Where once the Vale of Isengard was a haven of quiet contemplation and beauty, now it resembles a jagged, ruined wasteland – a dark place riven with chasms and heavy with furnace-smoke.

In his desolation, Saruman has built an army fit for his evil ambitions. He has created his legions from all manner of evil creatures, from vile Orcs to the savage hill folk of Dunland. However, the mightiest warriors of his legions are the fighting Uruk-hai, amongst the most dangerous and brutal servants of the dark powers of Middle-earth. They are a savage race of Orcs bred only for war; vicious and near fearless, they are far stronger than their smaller cousins. They are disciplined creatures who carry out the commands of their master unflinchingly – a stark contrast to common Orcs who bicker once the whips are taken from their backs.

The mighty legions of Isengard are truly a force to be feared. All are fanatically loyal to the White Hand of Isengard, for Saruman was ever a master of manipulation and reading desire. To the Uruk-hai and Orcs, he has promised a war that will never end and man-flesh upon which to feast. To the cruel Dunlendings, he has pledged his aid in their revenge upon the Rohirrim. Spies and brigands he has bought with promises of plundered gold and rarer treasures.

Saruman is also a master of alchemy and alloys, of smelting and forging, and it is the application of this knowledge that will drive his army to victory. The legions of the White Hand are thus clad in strong Isengard steel and reinforced by Saruman's infernal technology.

Now Isengard is emptied, its denizens loosed upon the Lands of Men. Saruman's day of destiny is fast approaching...



Heroes of Isengard

Saruman (Wizard)

Points value: 170

Saruman the White was the leader of the Order of Wizards for his magical abilities were beyond reproach. Saruman was also the head of the White Council and was the most learned of their number in the ways of Sauron the Enemy. However, his studies have led him to dream of power and dominion, and Saruman has since fallen from grace and into shadow. By daring to look into the dread Palantir of Orthanc, Saruman has seen many dark and evil things that have only fanned the flames of greed and ambition that burn within his heart. Now the White Wizard would dare to rise and take even Sauron's crown, but the truth is that his soul is already in thrall to the evil Lord of Mordor.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	1	3	7	3	6*	3

Wargear

Staff (two-handed weapon).

Options

- Horse 10 points

Special Rules

*** Staff of Power.** Whilst he wields his staff, Saruman can expend 1 point of Will each turn without reducing his own Will store.

Voice of Command. The range of Saruman's Stand Fast! rule is 12"/28cm.

Palantir. Once per game, the Evil player can use the ability of the Palantir to automatically win a Priority roll – he must declare he is using this ability before any dice are rolled for Priority.

Magical Powers

	Range	Dice Score
Immobilise	12"/28cm	2+
Terrifying Aura	–	2+
Command	12"/28cm	3+
Sorcerous Blast	12"/28cm	5+



Lurtz (Uruk-hai)

Points value: 60

Strongest and most trusted of the Uruk-hai is Lurtz, a brutal leader of a brutal race. Lurtz is utterly devoted to the will of the White Wizard, careless of the lives of his warriors and hungry for the blood of his foes. Untiring and determined, Lurtz is a foe to be feared.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	5	2	2	4	3	1	1

Wargear

Armour, shield and Orc bow.



Uglúk (Uruk-hai)

Points value: 60

With Lurtz slain by Aragorn during the battle at Amon Hen, it is Uglúk that rises to the fore amongst the Uruk-hai. Like his predecessor, Uglúk is unshakably loyal to Saruman. A savage character, Uglúk keeps his warriors in check through a combination of crude threats and open brutality.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	5	2	2	4	3	1	1

Wargear

Armour.

Special Rules

Head Taker. Instead of rolling the dice to make a Courage test when the Evil force is Broken, Uglúk can remove any Evil model in base contact from play. If he does this, Uglúk is considered to have passed his Courage test and his Stand Fast! has a range of 12"/28cm.



Gríma Wormtongue (Man)

Points value: 25



Gríma was the treacherous counsellor of King Théoden of Rohan. Unknown to the King, Gríma was secretly in league with Saruman and was turning Théoden's mind against his allies. Not only is Gríma a cunning advisor, he also has access to potions and the sorcerous assistance of Saruman to further his evils.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	2/4+	3	3	1	1	2	0	0	0

Gríma can be included in the Evil player's force only if Saruman is also included.

Options

- Horse 10 points

Special Rules

A Traitor Within. Before deployment begins, attach Gríma to an enemy warband. When this warband is deployed or moves onto the battlefield you must immediately place Gríma as if he was a member of that warband.

Gríma is always controlled by the Evil player and is moved and fights when it is the Evil side's turn to do so as usual. So long as Saruman is alive, no Good model can shoot at or strike blows against Gríma. Nor can they shoot if Gríma is in the way of the shot. Good models are allowed to charge Gríma and fight, but strike no blows if they win.

This restriction ends if Saruman is slain, if Gríma voluntarily charges a Good model or if Gríma scores a Wound with his dagger (even if the Wound is avoided with Fate). Gríma can decide not to strike blows if he wins a combat in order not to reveal his real allegiance. Once one of these conditions is met, the depth of Gríma's evil is revealed and he becomes an enemy who can be shot and fought in the same way as any other enemy model.

Wormtongue. If a Good Hero is within 6"/14cm of Gríma, 2 Might points must be expended to modify dice scores or use heroic abilities instead of 1.

Thrydan Wolfsbane (Man)

Points value: 85



Thrydan Wolfsbane, a royal blood outcast, has been enthroned anew as the first true war chief of Dunland in centuries. A giant of a man, Thrydan leads through brute force rather than deftness of tongue, yet he has shown cunning enough to forge an alliance with Saruman. Whether this pact will see the Dunlendings victorious over the hated Rohirrim, or discarded as a pawn in Saruman's larger game, remains to be seen...

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	5	5	2	2	4	3	2	2

Wargear

Two-handed weapon and armour.

Options

- Horse 10 points

Special Rules

Mighty Blow. For each successful roll To Wound in close combat, he inflicts 2 Wounds, rather than 1. Fate rolls can be made against both of these Wounds as normal.

Lord of Dunland. The range of Thrydan's Stand Fast! is 12"/28cm.

Sharku (Orc)

Points value: 45



The venomous Sharku is the chief amongst the Warg Riders of Isengard, and the boldest of all that hateful horde. He is a particularly cruel Orc who takes pleasure in running down and attacking Saruman's enemies, especially when they are fleeing or cannot fight back. Sharku's face bears the distinctive scars of a Warg's claws, further enhancing his murderous appearance.

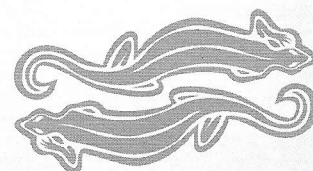
Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	2	2	3	3	1	1

Wargear

Armour.

Options

- Warg 10 points
- Shield 5 points



Vraskû (Uruk-hai)

Points value: 60

Vraskû commands the Uruk-hai legions of the White Hand Scouts. A cunning and resourceful leader, Vraskû's ruthlessness is renowned, even amongst the brutal race of Uruk-hai. Vraskû is utterly heedless of the lives of his followers, so long as the will of Isengard is enacted.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	5	5	2	2	4	3	1	1

Wargear

Crossbow and armour.

Special Rules

Expert Shot. Vraskû can shoot his specially modified crossbow twice in the Shoot phase instead of just once.



Mauhûr (Uruk-hai)

Points value: 60

Mauhûr is one of Saruman's foremost Uruk-hai Captains, an instinctive and merciless hunter. Mauhûr and his warband of Marauders are relentless, able to cover great distances at speed – once the prey is in their sights, there can be no hope of escape, only of victory in a final, desperate battle.

Move	F	S	D	A	W	C	M	W	F
8"/20cm	5/4+	5	5	3	2	4	2	1	1

Wargear

Armour.

Options

If your army includes Mauhûr, any number of Uruk-hai Scouts can be upgraded to be Marauders at a cost of +1 point per model. Marauders have a Move of 8"/20cm.



Uruk-hai Captain (Uruk-hai)

Points value: 50

Uruk-hai are muscular warriors bred for the sole purpose of making war. Great columns of these brutal warriors file out of Isengard, and the ground itself trembles with their advance. At the head of these ranks march Uruk-hai Captains – uncompromising leaders with an unflinching aptitude for violence.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	5	2	2	4	2	1	1

Wargear

Armour.

Options

- Crossbow..... 5 points
- Heavy armour..... 5 points
- Orc bow..... 5 points
- Shield..... 5 points
- Two-handed weapon..... 5 points



Uruk-hai Shaman (Uruk-hai)

Points value: 50

Uruk-hai Shamans are viewed with a mixture of awe and fear by the other minions of Isengard, for the magic they wield is closely associated with the power and authority of the White Wizard. Shamans normally accompany Uruk-hai in battle, making the presence of Saruman felt at all times and ensuring that the orders of their master are carried out to the letter.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	4	1	2	4	1	3	1

Wargear

Spear.

Options

- Armour..... 5 points

Magical Powers

	Range	Dice Score
Fury	6"/14cm	3+
Transfix	12"/28cm	5+





Orc Captain (Orc)

Points value: 40

Among every band of Orcs, there are a few who possess the brute strength, cunning intellect and sheer spitefulness required of a leader. To the lowly rank and file Orcs, their Captain is a role model and a subject of jealousy, able to delegate the unenviable tasks and claim the best of the spoils.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	2	2	3	2	1	1

Wargear

Armour.

Options

- Warg..... 10 points
- Orc bow..... 5 points
- Shield..... 5 points



Dunlending Chieftain (Man)

Points value: 55

Dunland is an unforgiving land, its folk as hard and cruel as the mountains upon its borders. It was not always so, for the Dunland clans used to dwell in the lowlands of what is now known as Rohan, but the rise of the Rohirrim drove the Dunlendings north on to the slopes of the Misty Mountains. Now, the Chieftains of Dunland launch constant raids against the Rohirrim, seeking to destroy their usurpers. All Dunlending Chieftains are fearsome fighters, for only the most violent of warriors can rise to prominence. Respect is earned through martial feats, and any that claim lordship must protect their position from all who covet it.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	5	5	2	2	4	2	3	1

Wargear

Armour.

Options

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



Sharkey and Worm (Wizard and Man)

Points value: 60 for both

Sharkey was once a power in Middle-earth. As the Wizard Saruman the White, he betrayed the White Council to Sauron, but was humbled and his power broken. Escaping the ruin of Isengard, Saruman and his servant, Wormtongue, travelled northwards to the green fields of the Shire to wreak a spiteful evil upon its folk.

Sharkey

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	4	1	2	4	1	4	1

Wargear

Two-handed weapon.

Magical Powers

	Range	Dice Score
Immobilise	12"/28cm	2+
Terrifying Aura	—	2+

Worm

Move	F	S	D	A	W	C	M	W	F
6"/14cm	2/4+	3	3	1	1	2	0	0	0

Special Rules

Broken Loyalties. If Sharkey is reduced to one Wound and has no Fate remaining, Worm becomes a Good model and must move towards and attack Sharkey if possible. If Sharkey is slain, Worm reverts to being an Evil model.

"You do what Sharkey says, always, don't you, Worm? Well, now he says: follow."

- Saruman



Warriors of Isengard

Uruk-hai Scout (Uruk-hai)

Points value: 8

Uruk-hai Scouts are the eyes and ears of Saruman's army. More lightly armoured than the massed soldiery of Isengard's legions, Uruk-hai Scouts are slowed neither by fatigue nor the glare of the sun. They also double as hunters, hounding their quarry across the whole of Middle-earth if need be, killing anyone who stands in their way.

Move	F	S	D	A	W	C
6"/14cm	4/4+	4	4	1	1	3

Wargear
Armour.

Options

- Banner.....25 points
- Orc bow.....1 point
- Shield.....1 point



Uruk-hai Warrior (Uruk-hai)

Points value: 9

Foremost amongst the forces of Isengard are the legions of fighting Uruk-hai – the most dangerous breed of Orc to blight Middle-earth. Uruk-hai are armed from the forges of Isengard with keen-edged weapons and clad in strong steel armour.

Move	F	S	D	A	W	C
6"/14cm	4/4+	4	5	1	1	3

Wargear
Heavy armour.

Options

- Banner.....25 points
- Crossbow.....2 points
- Pike.....1 point
- Shield.....1 point



Uruk-hai Berserker (Uruk-hai)

Points value: 15

Berserkers are the most dangerous of all Uruk-hai. Armed with deadly swords as tall as a man, these fearless warriors charge into battle without thought of their own survival. Headless of pain or injury, Berserkers unleash such carnage that, at battle's end, their bodies are slick with the blood of the slain.

Move	F	S	D	A	W	C
6"/14cm	4/4+	4	6	2	1	7

Wargear
Two-handed weapon.



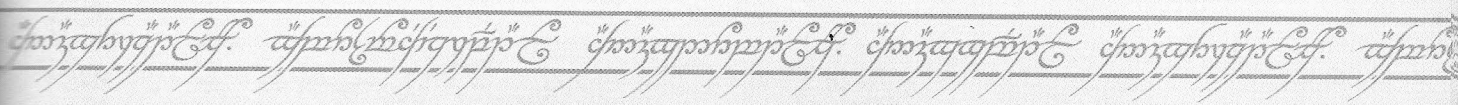
Feral Uruk-hai (Uruk-hai)

Points value: 12

Some Uruk-hai are driven to madness by torture in order to create an unthinking hostility to all living things. Kept chained in the deepest dungeons of Isengard, these bestial Uruk-hai lust for battle and live only for the shedding of blood.

Move	F	S	D	A	W	C
6"/14cm	4/4+	4	5	2	1	5

Wargear
Armour.



Isengard Troll (Troll, Monster)

Points value: 105



Beside the ranks of fighting Uruk-hai lumber the unmistakable bulk of Isengard Trolls. Following the example of his dark master, Saruman has bred his Trolls far bigger and stronger than their subterranean cousins. To make matters worse for the Free Peoples of Middle-earth, the Trolls of Isengard are resistant to sunlight and armoured in the fashion of the Uruk-hai. Isengard Trolls are terrifying opponents and can easily slay all but the most powerful opponents.

Move	F	S	D	A	W	C
6"/14cm	6/5+	6	8	3	3	4

Wargear

Heavy armour and shield.

Options

- Spear 1 point

Special Rules

Terror. See main rules manual for details.

Throw Stones. If the Troll does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

Dunlending Warrior (Man)

Points value: 7



The Dunlendings bear unequalled animosity to the Men of Rohan. They call them forgoil – the straw-heads – and they have hated them for five hundred years. In battle, they are ferocious, fighting with round shields and sharp axes. Though they lack the finesse of other, better trained soldiers, the warriors of Dunland are a formidable enemy to face.

Move	F	S	D	A	W	C
6"/14cm	3/4+	4	4	1	1	3

Wargear

Armour.

Options

- Banner 25 points
- Bow 1 point
- Shield 1 point
- Two-handed weapon 1 point

Wild Man of Dunland (Man)

Points value: 5



The Wild Men of Dunland dwell in the bleakest, most impoverished part of that land. They are savage tribesmen who have for years envied the bountiful lands of the more civilised Rohirrim.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	3	1	1	3

Options

- Two-handed weapon 1 point

Warg Rider (Orc, Cavalry)

Points value: 12

The fortress of Isengard maintains a large pack of Wargs – evil wolves the size of warhorses that have been broken by the cruelty and malicious spirit of Orcs. Like those Orcs, Wargs have great cunning, but also possess finely honed hunter's instincts. It is said that once a Warg has your scent, there can be no escape, no matter where you hide or how far you flee. Once the prey is cornered, his only hope is to land a killing blow as the beast lunges for the kill, for he will surely get no other. It should therefore come as no surprise that Warg Riders are the outriders of Saruman's army, launching deadly ambushes and hit and run attacks upon Isengard's foes.

Move	F	S	D	A	W	C
6"/14cm	3/5+	3	4	1	1	2

Wargear

Armour and Warg.

Options

- Banner..... 25 points
- Throwing spears 2 points
- Orc bow..... 1 point
- Shield..... 1 point

'Without warning a storm of howls broke out fierce and wild all about the camp. A great host of Wargs had gathered silently and was now attacking them from every side at once.'

- The Lord of the Rings



Orc Warrior (Orc)

Points value: 5

Orcs are evil-hearted creatures that rejoice in slaughter and destruction. Ranking amongst the foulest beings to walk Middle-earth, Orcs are cowardly and easily dominated – some have been conquered by the will of Saruman, but far more besides owe primary allegiance to Sauron and have merely been sent to aid the Dark Lord's newest cat's-paw. Though their weapons are crude and their armour meagre and patchy, Orcs seldom travel alone. When sufficiently numerous, they can overwhelm even the most skilled of opponents.

Move	F	S	D	A	W	C
6"/14cm	3/5+	3	4	1	1	2

Wargear

Armour.

Options

- Banner..... 25 points
- Orc bow..... 1 point
- Shield..... 1 point
- Spear 1 point
- Two-handed weapon 1 point



Ruffian (Man)

Points value: 4

Sharkey's Ruffians are a violent band of brigands. Originating from the lands around Isengard, they are cruel Men willingly drawn into his activities. Though of little threat to the armies of the great realms, Ruffians can work malice in the more sheltered lands. So it is that they have brought disorder to Bree-land and devastation to the Shire. Before the War of the Ring is done, a reckoning must be made with these thugs.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	3	1	1	2

Options

- Bow 1 point
- Whip..... 1 point

Whip. A whip counts as a throwing weapon with a range of 2"/4cm and Strength 1.



Isengard Assault Ballista (Siege engine)

Points value: 65



The Uruk-hai employ an engine of war called an Assault Ballista in order to quickly raise and secure ladders against the enemy's walls. This contraption hurls a massive grapple at the foe's ramparts before hoisting siege ladders into position, allowing Uruk-hai to storm the enemy's battlements with ease.

	Strength	Defence	Batter Points
Ballista	(9)	10	4

Crew

An Isengard Assault Ballista has three Uruk-hai warrior crew with heavy armour.

Move	F	S	D	A	W	C
6"/14cm	4/4+	4	5	1	1	3

Options

- Uruk-hai Engineer Captain 85 points
- Superior construction..... 15 points
- Flaming ammunition..... 10 points
- Additional Warrior crew 10 points each

Special Rules

Raise the Ladders! The Assault Ballista can attempt to raise a ladder to the enemy battlements during the Shoot phase. To do this, the player must first nominate a point on the battlements within range and which at least one crew member and the machine have line of sight to. Roll To Hit as usual – if a hit is scored, the grapple has struck home; if the machine misses, there is no further effect. When the grappling hook hits, a single siege ladder within 6"/14cm of the wall base below the target point is moved forward to the wall and raised immediately. All ladder carriers drop their ladder as it is raised. Any one of the carriers can grab the top of the ladder and ride to the top as it ascends. The warrior is then treated exactly as if he had climbed to the top of the ladder that turn.

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the Strength of the ballista, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Uruk-hai Demolition Team (Uruk-hai)

Points value: 80



Saruman's devilry has created an explosive charge, able to destroy walls and fortifications in devastating explosions. Carried into battle by a team of Uruk-hai, each charge is positioned where it will cause maximum damage before being ignited.

Composition

An Uruk-hai Demolition team has two Uruk-hai Warriors (see page 21), one Uruk-hai Berserker (see page 21) who also has a flaming brand, and one demolition charge, the profile of which is shown below.

Move	F	S	D	A	W	C
0	-	-	7	-	3	-

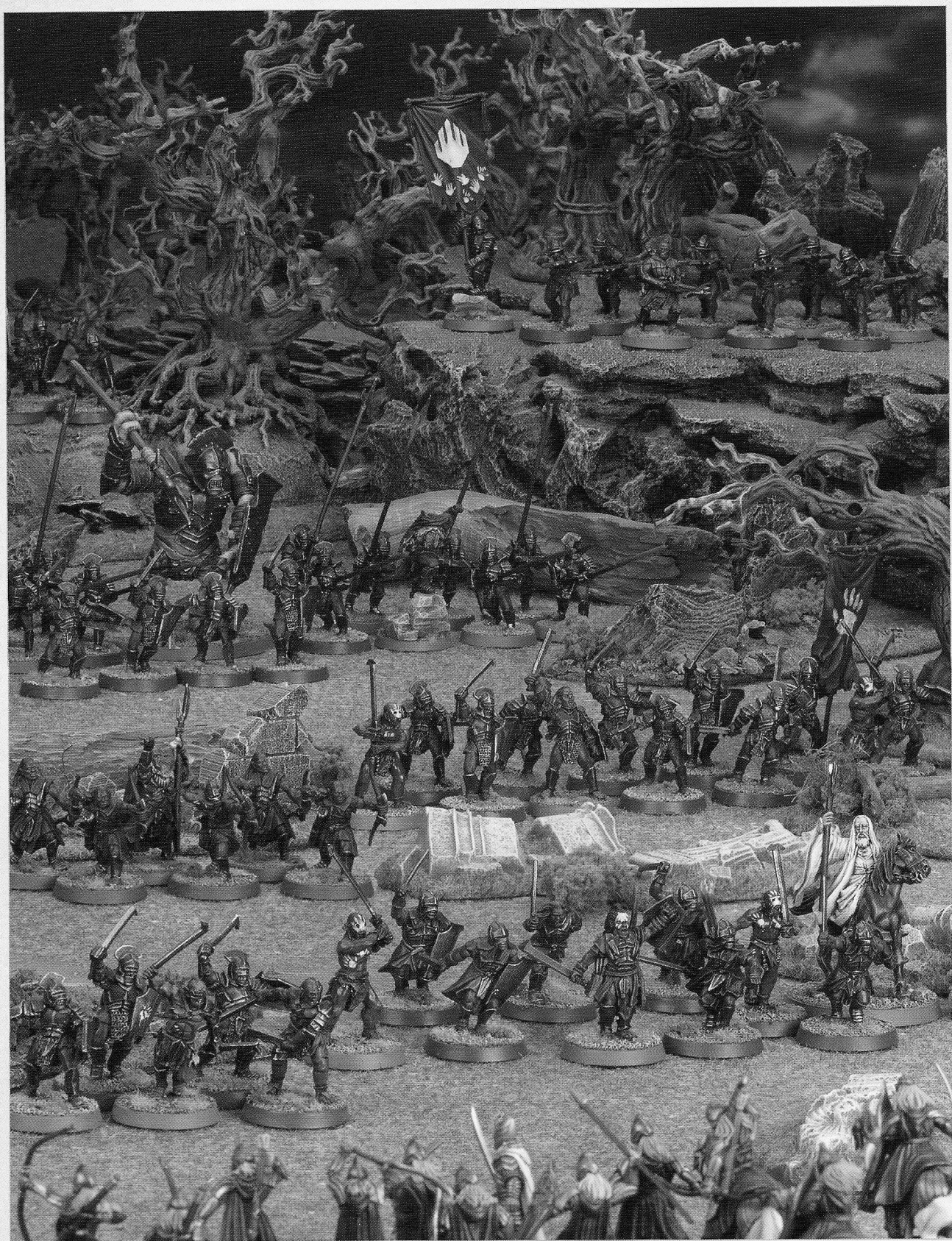
Options

- One or both Uruk-hai Warriors can have a flaming brand, providing that they do not have shields..... 1 point per model

Flaming Brands. A model carrying a flaming brand cannot use a two-handed weapon (if he has one). If a model carrying a flaming brand is killed, the brand is extinguished and lost in the chaos of battle. Flaming brands are covered in the Fortress rules in the main rules manual.

Special Rules

Alchemical Fury. Rules for detonating the demolition charge are covered in the Fortress section of the main rules manual.



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Հաճեցա՞ր՞ե՛հ. ասե՛ն

HARAD AND UMBAR

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

The southlanders are a cruel race of Men, their hearts long ago hardened by the weight of a bloody history and their destiny tied irrevocably to that of Sauron. The vast armies of Harad are completely at the Dark Lord's command, bound not through worship, but by a resolute and unyielding enmity for Gondor. This harkens back to ancient times, when the Númenóreans first exerted their power on the southlands, but the Haradrim were always a barbaric and uncivilised people, long associated with deeds of unspeakable ruthlessness.

Though governed from the coastal city of Umbar, Harad is too vast a region to be ruled from any one place. It is thus divided into a number of smaller kingdoms, with a dozen tribal kings and chieftains enacting the will of Umbar's lords. Though allied with Sauron, these lords are loyal only to their own agendas; they fear the Dark Lord just sufficiently enough not to defy him. The ancient and once proud Númenórean city of Umbar is now mired in corruption and the rule of evil masters. 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.

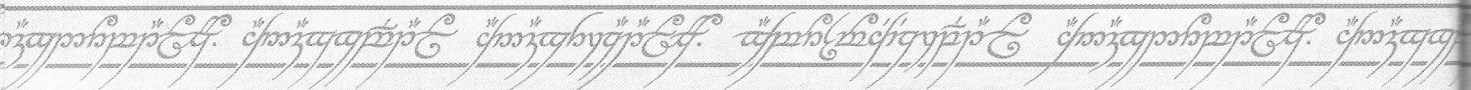
Umbar is haven to a fleet of dread ships, and its Corsairs are amongst the most accomplished and feared seamen in Middle-earth. Consummate raiders, they attack only to sow terror in the hearts of their enemies and plunder whatever they can before withdrawing. Along the coasts of Belfalas, there is scarcely a village that has not suffered from a Corsair raid, and dozens of ruined settlements stand in testimony to the frequency and ruthlessness of such attacks.

At the behest of the Lords of Umbar, thousands of Haradrim warriors have been gathered, further reinforced by mercenaries of Far Harad. It is Sauron's design that the Serpent Horde march upon Gondor's southern regions while Mordor attacks in the north and east. The forces of Harad and Umbar shall see Gondor burn...

The Scorpion's Sting

The armies of Harad are renowned for the devastating effect of the dark clouds of arrows that they launch at their foes.

If your force (or an allied contingent in your force) contains only Warriors from the following choices, its bow limit is 1/2 instead of the usual 1/3: Haradrim Warriors, Haradrim Raiders, Serpent Guard, Serpent Riders, Abrahkân Guard and Watchers of Kârna.



Heroes of Harad and Umbar

The Betrayer (Spirit, Ringwraith)

Points value: 120

The Nazgûl known as the Betrayer was cursed long ago for yielding to Sauron's rule. The Betrayer is driven by a malice and self-hatred that knows no bounds, for there is nothing so loathsome as a traitor. Of all the Ringwraiths, the Betrayer is amongst the lowest of Sauron's lieutenants, for even the Dark Lord of Mordor is leery of placing his faith in one who turned his back on his own kin so readily.

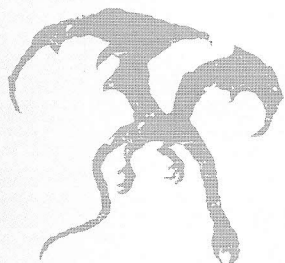
Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	2	14	2

Wargear

Heavy armour.

Options

- Horned Fell Beast 75 points
- Armoured Fell Beast..... 70 points
- Fell Beast 50 points
- Armoured horse 15 points
- Horse 10 points



Special Rules

Terror. See the main rules manual for details.

The Bane of Kings. When the Betrayer strikes a model in close combat, but fails to wound, he must re-roll the dice.

Master of Poisons. All models with the Poisoned Arrows, Poisoned Darts or Poisoned Blades special rule within 6"/14cm of the Betrayer must re-roll failed To Wound rolls on a 1 or 2, rather than a 1.

Harbinger of Evil. All Good models within 12"/28cm suffer a -1 penalty to their Courage value (note that this is not cumulative with other rules that confer similar penalties).

The Will of Evil. During the game, this model must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that if the model is touching an enemy, it must fight – it cannot choose not to fight! Once the model has 0 Will remaining, it is banished and removed as a casualty.

A Hero wearing the Ring is not invisible to this model as he is to others. Furthermore, this model does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy are included as part of a multiple combat.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	3+
Compel	12"/28cm	4+
Transfix	12"/28cm	4+
Black Dart	12"/28cm	5+
Sap Will	12"/28cm	5+



Fell Beasts (Monster)

Fell Beasts are brutal creatures that live amidst the pinnacles of the Mountains of Shadow, preying on any who draw near. Only a Nazgûl's dread will can tame such a steed.

	Move	F	S	D	A	W	C
Armoured Fell Beast	12"/28cm	5/5+	6	7	2	3	3
Fell Beast	12"/28cm	5/5+	6	6	2	3	3
Horned Fell Beast	12"/28cm	5/5+	7	6	2	3	3

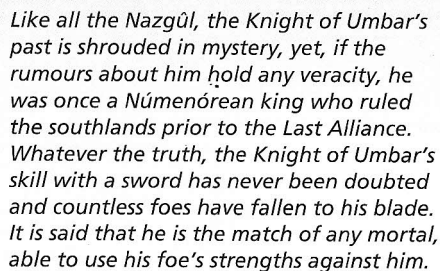
Special Rules

Fly. Fell Beasts can fly over the top of any models or terrain without penalty.

Feral. If the Ringwraith riding the Fell Beast is killed or dismounted, the creature automatically fails its Courage test and flees the field.

9

115



Wargear

Options t

- ## Special Rules

Terror. See the main rules manual for details.

Combat Mimicry. At the start of the Fight phase, the Knight of Umbar can elect to use the Fight, Strength and/or Attack values of his opponent instead of his own. He does not need to adopt all of the statistics; he could, for example, adopt only the Fight value.

Harbinger of Evil; The Will of Evil. See the Betrayer's entry on page 27.

Magical Powers



Suladân the Serpent Lord (Man)

Points value: 90

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

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	3	3	5	3	3	1

Wargear

Armour.

Options

- Horse10 points
- Bow5 points

Special Rules

Poisoned Arrows. This model re-rolls 1s when rolling To Wound with a shooting attack.

Ascendant. The range of Suladân's Stand Fast! rule is 12"/28cm.



Hâsharin (Man)

Points value: 90

The despotic lords who rule Harad exercise their will through the Hâsharii, an order founded in Sauron's name and based in the fortress of the Hsar Karnakh. To defy the Hâsharii is an act that inevitably leads to death, either by public execution or a knife in the back. On the battlefield, Hâsharii act as assassins, seeking out enemy leaders and slaying them with poisoned blades.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	4	4	3	2	4	1	1	3

Wargear

Throwing daggers and a blowpipe (see below).

Special Rules

The Bane of Kings. A Hâsharin re-rolls failed To Wound rolls.

Stalk Unseen. A Hâsharin always counts as wearing an Elven cloak.

Preternatural Agility. A Hâsharin can never be trapped whilst still standing.



HARAD AND UMBAR WARGEAR

Blowpipe

The blowpipes of the southlands are deadly accurate, and can fire their bitter-poisoned darts a considerable distance.

A blowpipe is a shooting weapon with a range of 12"/28cm and a Strength of 2. A model must give up half of its move during the Move phase if it wishes to shoot in the subsequent Shooting phase.

War Camel

The war camels of Far Harad are ill-tempered beasts, and consent but reluctantly to their riders' goads.

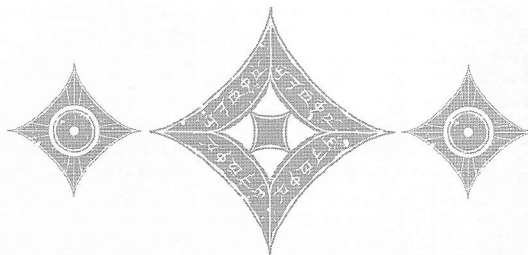
	Move	F	S	D	A	W	C
War Camel	10"/24cm	0	4	4	0	1	2

Impaler. When a model riding a war camel charges into combat, the camel inflicts a Strength 4 hit on one enemy model in base contact as soon as the charge is complete.

War Spear

These heavy-bladed pole arms are somewhat lighter than the lances employed in other lands, making them suited to fighting both from the saddle and on foot.

A war spear follows the rules for a lance whilst its wielder is mounted, and a spear if its wielder is on foot.



Dalamyr, Fleetmaster of Umbar (Man)

Points value: 100



A notorious figure in the land of Harad, Dalamyr has been the foremost fleetmaster of Umbar for many years. Though growing old, his power and influence within the tortuous politics of that city is considerable. This is partly due to Dalamyr's skills as a Hâsharin – the mysterious and deadly order of Haradrim assassins. This makes him an opponent to be feared, both within and beyond the southlands, and wherever the black sails of his flagship – the Shrike – are seen, death is surely not far away.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	4	4	3	2	4	1	1	3

Wargear

Throwing daggers.

Special Rules

The Bane of Kings; Preternatural Agility; Stalk Unseen. See Hâsharin entry on page 29.

Smoke Bombs. These are throwing weapons with a Strength of 1. If hit and not killed, the target must expend a Will point or be stunned by the fiery detonation for the rest of the turn, exactly as if subject to a Transfix magical power. If Dalamyr ever rolls a 1 To Hit with a Smoke Bomb, his supplies have run out and he cannot use them for the remainder of the battle.

The Golden King of Abrakhân (Man)

Points value: 115



The Golden King of Abrakhân is a merchant-ruler driven by avarice. Unlike other Haradrim kings, he holds little hatred in his heart for the folk of Gondor, seeing more profit in illicit trades than in open war. Nevertheless, the King fears the Dark Lord, and so the Golden Army of Abrakhân marches to the Pelennor in Sauron's name.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	5	4	4	4	2	6	2

The Golden King and his bearers are represented by a single model with the combined profile shown above – the component parts cannot be attacked or wounded separately. Once the Golden King is reduced to 0 Wounds (or is otherwise removed as a casualty) remove the entire model from play. Treat the Golden King's control zone as being the area within 1" of either bearer's base.

Wargear

Two-handed weapon. The Golden King's throne also counts as a banner (although as it does not hinder the Golden King in any way, he doesn't suffer a -1 penalty for carrying it).

Special Rules

Chop! The Golden King does not suffer the -1 penalty for wielding a two-handed weapon.

Riches Beyond Renown. The lure of money can do much to change a man's allegiance. The Golden King can expend any number of Will points if an enemy Hero takes a Courage test within 12"/28cm. The enemy's Courage is reduced by 1 for every point of Will the Golden King expends. Note that the Golden King can wait for the Courage test dice to be rolled before deciding whether or not to expend his Will. If both players wish to alter the result, then they must both secretly indicate how much they wish to alter it by (minimum 1) and reveal simultaneously.

Haradrim King (Man)

Points value: 60



Though Harad is now irrevocably under the sway of the corrupt Lords of Umbar, the royal blood of the kings of old still endures in a handful of mighty individuals. These men are the greatest of the Haradrim leaders. They are fierce and cunning warriors who fight for the furtherance of their family's name as well as their fortunes.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	2	2	5	2	2	1

Wargear

Armour.

Options

- Horse 10 points
- Bow 5 points
- War spear (see page 29) 5 points
- Spear 1 point

Special Rules

Poisoned Arrows. This model re-rolls 1s when rolling To Wound with a shooting attack.

Haradrim Chieftain (Man)

Points value: 45

Haradrim Chieftains are the leaders of their tribes, each varying in status according to the amount of land and number of men he controls. Chieftains commonly care little for the politics and struggles of the wider world, but when a great war comes, the promise of glory is all that is required to speed them to battle, like carrion birds drawn to a corpse.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	5	2	2	4	2	1	1

Wargear

Armour.

Options

- Horse 10 points
- Bow 5 points
- War spear (see page 29)..... 5 points
- Spear 1 point

Special Rules

Poisoned Arrows. This model re-rolls 1s when rolling To Wound with a shooting attack.



Haradrim Taskmaster (Man)

Points value: 60

Not all Haradrim march willingly to war – a few need a little encouragement from the whips of their taskmasters. These individuals epitomise the barbaric cruelty of the Haradrim and they delight in instilling discipline with harsh cracks of their lashes.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	5	2	2	3	2	1	1

Wargear

Armour and whip (a throwing weapon with a Strength of 2 and range 2"/4cm).

Special Rules

Whips of the Masters. Each time a Taskmaster, or an Evil Hero within 6"/14cm of him, attempts a heroic action, roll a D6. On a score of 4+, there is no need to expend a point of Might – the action is instead free.



Corsair Captain (Man)

Points value: 50

The men who rise to the command of a Corsair ship are the most ruthless in the fleet. These captains must mercilessly quash challenges from within their own ranks, for every Corsair dreams of the wealth leading such a vessel entails, and few are unprepared to seize the opportunity should it arise.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	4	2	2	4	2	1	1

Wargear

Throwing daggers.

Options

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



Corsair Bo'sun (Man)

Points value: 45

Discipline aboard ship falls to the fleet's bo'suns – lieutenants who impose order through brute force. The relationship between a ship's captain and his bo'sun is generally an uneasy one, for whilst the captain relies upon the bo'sun to keep the crew in line, he knows full well that the same man has an eye on claiming his ship.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	4	2	2	3	0	0	1

Wargear

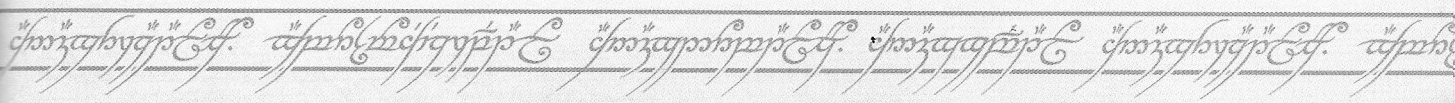
Throwing daggers.

Options

- Bow 5 points
- Crossbow..... 5 points
- Shield..... 5 points
- Two-handed weapon 5 points
- Spear 1 point

Special Rules

Commanding Bellow. All Corsairs and Corsair Captains treat a Corsair Bo'sun as a banner.



War Mûmak of Harad (Mûmak, Monster)

Points value: 275

The armies of Harad often employ Mûmakil, massive war-beasts trained by the mysterious Mahûd. These colossal creatures carry a war-tower of wickerwork and hides upon their back, creating a platform from which Mahûd and Haradrim can stay above the battle and use bow and blowpipe to deadly effect. The Mûmak is nigh unstoppable once it begins its charge, tossing aside enemies like broken dolls. Only through the skill of a great hero or a hail of pinpoint archery can the threat of a Mûmak be ended.

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



Crew

The Mûmak is commanded by a Haradrim Chieftain with spear (at no additional cost). The Haradrim Chieftain will be the warbands captain with the War Mûmak as his mount.

Options (see page 34 for details)

Gnarled Hide	40 points
Mahûd Beastmaster Chieftain.....	25 points
Rappelling Lines	25 points
Foul Temperament	20 points
Rocks!	20 points
Sigils of Defiance.....	20 points
Tusk Weapons	20 points

Special Rules

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

Fearless! A Mûmak and all models in its howdah automatically pass Courage tests for the force being broken. The Mûmak always passes Courage tests for charging a terrifying creature.

Deployment

The Crew. Up to 12 models from the Mûmak's warband can be deployed as crew in the howdah, so long as they are from the following list: Haradrim Warriors, Serpent Guard, Watchers of Kârna, Mahûd Warriors, Half Trolls of Far Harad.



In addition, the Commander must be deployed in the howdah in the top position. Two models may be deployed on the next level down. Eight models may be deployed on the bottom level, and one model may be deployed in each pannier.

The Move Phase

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

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

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

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

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

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

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

If a contacted model is slain by the Trample, the Mûmak can continue to move. The Mûmak will Trample other models

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

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

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

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

The Shooting Phase

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

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

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

The Mûmak in a Fight

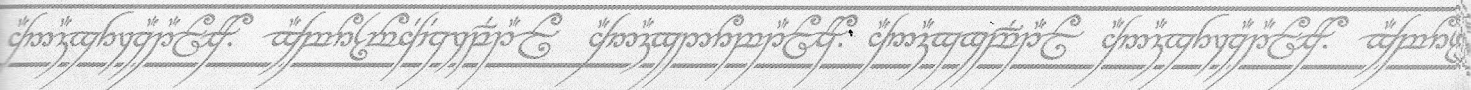
Irresistible Force. If a charging Mûmak wins a fight, all of its opponents are knocked to the ground (yes, even monstrous mounts).

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

The Mûmak and Damage

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

Stampede! Every time a Mûmak suffers a Wound, the model controlling it (or the Mûmak itself if all the Haradrim are gone) must take a Courage test. Similarly, a Courage test must be taken at the start of the Evil Move phase if there are no models left on the howdah. If any of these tests are failed,



the Mûmak will Stampede at the start of the next Evil Move phase, after any Heroic moves have been resolved (it will not Stampede if it has been charged).

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

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

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

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

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

Mûmak Upgrades

You can upgrade any War Mûmak of Harad in your army with any or all of the following options. If you have purchased one or more upgrades for your War Mûmak, you must make clear to your opponent which upgrades you have chosen before the game begins.

Gnarled Hide. *This Mûmak is blessed with an exceptionally tough and hardy hide.*

The Mûmak has Defence 8, rather than 7.

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

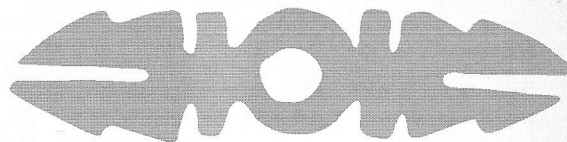
Any model in the howdah may attempt to dismount the Mûmak during the Move phase, after the Mûmak has moved.

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

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

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

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



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

The Beastmaster Chieftain wears armour and has the following profile:

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/3+	4	5	2	2	5	3	2	2

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

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

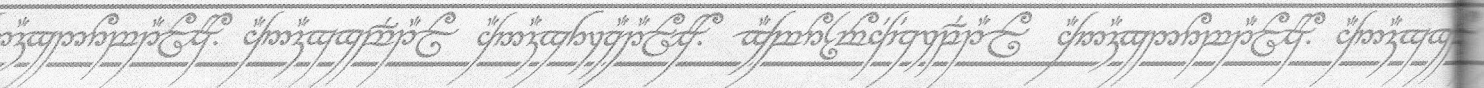
If they do not move, models in the howdah may make a Strength 6 Shooting attack with a range of 8"/20cm.

Sigils of Defiance. *Many tribes adorn their Mûmakil and howdahs with primal sigils and runes. It cannot be said whether or not the gods pay heed to these offerings, but war paint certainly inspires boldness in the Mûmak's crew.*

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

Tusk Weapons. *Some Haradrim attach spikes, wooden spars and other lethal implements to the tusks of the Mûmakil in order to make its onslaught even more deadly.*

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



Mahûd King (Man)

Points value: 65

Though a rarity in the history of the Mahûd, it has been known for a particularly determined and brutal individual to rule not only a tribe, but a large portion of the Mahûd Kingdom in Far Harad. Such kings are aggressive leaders, for to show even a moment's weakness is invitation to be deposed by another rising warrior.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	5	5	2	2	4	2	2	1

Wargear
Armour.

Options

- War camel (see page 29)..... 10 points
- War spear (see page 29)..... 5 points
- Blowpipe (see page 29)..... 5 points
- Shield..... 5 points

Special Rules

Poisoned Darts. This model re-rolls 1s when rolling To Wound with a shooting attack.



Mahûd Tribesmaster (Man)

Points value: 50

Leadership amongst the Mahûd goes to the strongest and canniest warrior, a man whose prowess on the field of battle can inspire his followers to great deeds of courage. Indeed, many Mahûd victories can be attributed to a Tribesmaster's sheer stubborn defiance to admit defeat. However, a tribe – or indeed warband, for the Mahûd make no distinction between the two – is a shifting arrangement at best, with warriors forsaking one tribal leader for a stronger man on a regular basis.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/3+	5	5	2	2	3	2	1	1

Wargear
Armour.

Options

- War camel (see page 29)..... 10 points
- War spear (see page 29)..... 5 points
- Blowpipe (see page 29)..... 5 points
- Shield..... 5 points

Special Rules

Poisoned Darts. This model re-rolls 1s when rolling To Wound with a shooting attack.



Warriors of Harad and Umbar

Haradrim Warrior (Man)

Points value: 6



Continual warfare amongst the tribes of Harad has trained the menfolk in the arts of battle. Depending on his influence, a chieftain can call upon between a few dozen and several hundred such warriors.

The city of Abrahkân is a bloated spider grown fat and wealthy upon a web of trade routes. Abrahkân's ruler takes his due of the many caravans that ply the roads, and it is the loyal (and well paid) warriors of his Golden Army that enforce his will.

The Haradrim that dwell in the shadow of Kârna are warrior initiates who aid the Watchers of that haunted city to hunt dread spirits through effort of blade and bow.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	4	1	1	3

Wargear

Armour.

Options

- Banner 25 points
- War horn 20 points
- Bow 1 point
- Spear 1 point
- Upgrade to one of the following:
 - a Warrior of Abrahkân* 1 point
 - a Warrior of Kârna** 2 point

*Warriors of Abrahkân have Courage 4, rather than Courage 3.

**Warriors of Kârna have a Shoot value of 3+, rather than 4+.

Special Rules

Poisoned Arrows. This model re-rolls 1s when rolling To Wound with a shooting attack.

Haradrim Raider (Man, Cavalry)

Points value: 11



Amongst the Haradrim tribes are many accomplished horsemen who roam the desert and savannah alike, conducting raids upon their neighbours. While not as well-bred as those of Rohan, the horses of Haradrim raiders are swift and strong, able to carry their masters across the plains.

The ruler of Abrahkân maintains many Raiders to act as his outriders. Like the foot soldiery of the Golden Army, their loyalty and dedication is bought with plenty of gold.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	4	1	1	3

Wargear

Armour and horse.

Options

- Banner 25 points
- Bow 1 point
- War spear 1 point
- Upgrade to an Abrahkân Raider* 1 point

*Abrahkân Raiders have Courage 4, rather than Courage 3.

Special Rules

Poisoned Arrows. This model re-rolls 1s when rolling To Wound with a shooting attack.

Serpent Guard (Man)

Points value: 8



Only the most skilled and devoted warriors join the ranks of the Serpent Guard, the very elite of Suladân's armies. The Serpent Lord often scatters these warriors about his armies, thickening the tribal levies with a cadre of battle-hardened veterans.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	4	1	1	3

Wargear

Armour and spear.

Special Rules

Poisoned Blades. Each time a Serpent Guard attempts to wound an enemy in a fight, but rolls a 1 on the dice To Wound, he must re-roll the dice.

Serpent Rider (Man, Cavalry)

Points value: 13

Suladân believes in striking swiftly whenever he can, and encourages his followers to hone their skill in fighting from horseback. The Serpent Riders of Harad are the most experienced and loyal of the Serpent Lord's cavalymen, using their poisoned lances and scimitars to scatter the foe. In return for their dedication, the Serpent Riders receive first pick over the spoils of war, making them far wealthier than the common tribesmen of Suladân's army.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	4	1	1	3

Wargear

Armour, war spear (see page 29) and horse.

Special Rules

Poisoned Blades. Each time a Serpent Rider attempts to wound an enemy in a fight, but rolls a 1 on the dice To Wound, he must re-roll the dice.



Corsair of Umbar (Man)

Points value: 7

The Corsairs of Umbar are amoral cut-throats possessed of a viciousness more commonly associated with Orcs than Men. Fortunately for the folk of Middle-earth, Corsair raids are generally brief, for they have little stomach for prolonged battles and will return to their ships once they have enough plunder.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	3	1	1	3

Wargear

Throwing daggers.

Options

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



Corsair Reaver (Man)

Points value: 10

Reavers are barbaric, bloodthirsty individuals, even by these standards of the Corsairs. Many captains recognise the value of such warriors, but they generally have the sense to keep them chained up while at sea to prevent 'accidents' happening amongst the crew.

Move	F	S	D	A	W	C
6"/14cm	5/4+	3	4	2	1	3

Wargear

Armour.

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

- The Lord of the Rings



Corsair Arbalester (Man)

Points value: 10

Many Corsairs carry crossbows on raids and use large wooden pavises to shelter behind as they reload. It is common for these Corsairs to gamble heavily during a battle, with numerous bets placed upon who shot how many enemies, and where.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	3	1	1	3

Wargear

Crossbow and pavise.

Special Rules

Pavise. If the bearer of the pavise is not in base contact with an enemy model he receives +3 Defence. If the bearer is in combat, he is able to use the rules for shielding but does not receive a Defence bonus as he also carries a crossbow.



Watcher of Kârna (Man)

Points value: 9



The Watchers are said to be the descendents of Kârna's priests. They are a mysterious warrior order dedicated to holding the dread Dîmlokhi within the ruined walls of the ill-fated city of Kârna. They cage these restless spirits through continuous feats of martial skill, and if not for their efforts, the Dîmlokhi would bring terror to the lands of Harad and beyond. Yet despite the importance of their calling, not even the fearless Watchers of Kârna can deny a summons to the Great Army of Harad. So it is that many of their order travel north to the great widow-making field of the Pelennor.

Move	F	S	D	A	W	C
6"/14cm	4/3+	3	4	2	1	3

Wargear
Armour.

Options

- Bow 1 point

Special Rules

Resistant to Magic. See main rules manual.

Poisoned Arrows. This model re-rolls 1s when rolling To Wound with a shooting attack.

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

Abrakhân Merchant Guard (Man)

Points value: 8



The tradition of the Merchant Guard goes back to before the ancient days of Jilaad – the original Golden King of Abrakhân. Though they are mercenaries, loyal first and foremost to their paymaster, the Golden King can pay better than over a dozen other Haradrim chieftains combined. As such, the ruler of Abrakhân commands the Merchant Guard's complete obedience.

Move	F	S	D	A	W	C
6"/14cm	4/4+	4	4	1	1	3

Wargear

Two-handed weapon.

Special Rules

Chop! Warriors of the Merchant Guard do not suffer the -1 penalty for wielding a two-handed weapon.



Black Númenórean (Man)

Points value: 9



The Black Númenóreans are a race of Men who forged a foul alliance with the Dark Lord of Mordor many centuries ago. They are skilled fighters who can be counted amongst Sauron's most feared and deadly servants.

The ancient city of Umbar was founded by the Númenóreans, and some claim that the Castellans of that city who sided with Mordor were granted immortality by Sauron in exchange for their homage.

Venomblade Knights are said to be the descendents of traitors and murderers, despicable men who would willingly slay their own kin at the behest of the Dark Lord.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	6	1	1	4

Wargear

Heavy armour and shield.

Options

- Banner 25 points
- War horn 20 points
- Upgrade to one of the following:
 - a Castellan of Umbar* 2 points
 - a Venomblade Knight** 1 point

*Castellans of Umbar have Fight 5.

Each time a **Venomblade Knight attempts to wound an enemy in a fight, but rolls a 1 on the dice To Wound, he must re-roll the dice.

Special Rules

Terror. See the main rules manual.

Mahûd Warrior (Man)

Points value: 8

The savage tribesmen of Far Harad are known as the Mahûd. They are a primitive and superstitious people, but no less dangerous for that. In battle, they come howling at the enemy, making no pretence at strategy or tactics. The armies of Harad often hire Mahûd mercenaries to bolster their forces, for their famed strength and battle-lust is sufficient to breach an enemy shield wall where other means cannot prevail.

Move	F	S	D	A	W	C
6"/14cm	3/4+	4	5	1	1	2

Wargear

Armour and shield.

Options

- Banner 25 points
- Blowpipe (see page 29) 1 point
- Spear 1 point

Special Rules

Poisoned Darts. This model re-rolls 1s when rolling To Wound with a shooting attack.



Mahûd Raider (Man, Cavalry)

Points value: 17

The intense heat of Far Harad makes horses unsuitable steeds, so the Mahûd train camels as mounts – truculent beasts that are well suited to travel through the arid wastes. Though stubborn and difficult to master, camels are tougher than other mounts and their braying onset more demoralising by far. Mahûd Raiders are at their most devastating on the charge, where rider and steed crash headlong into the foe with little regard for their own safety.

Move	F	S	D	A	W	C
6"/14cm	3/4+	4	5	1	1	2

Wargear

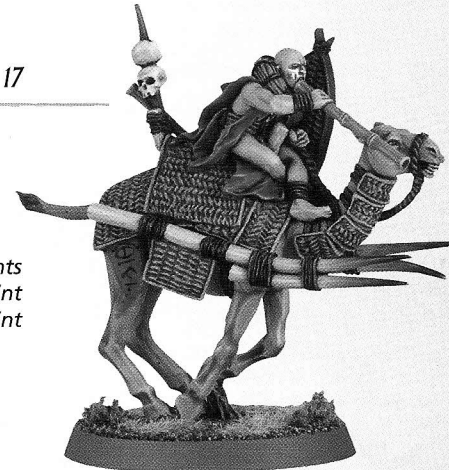
Armour, shield and war camel.

Options

- Banner 25 points
- Blowpipe (see page 29) 1 point
- War spear 1 point

Special Rules

Poisoned Darts. This model re-rolls 1s when rolling To Wound with a shooting attack.



Half Troll of Far Harad (Man)

Points value: 23

Few Warriors are so ugly or savage as Half Trolls of Far Harad. The Mahûd treat these brutes with special reverence – in a culture that reveres physical strength, such mighty beings are seen as more than merely mortal. While few of the Wise truly believe that there is troll blood in these warriors, the detractors can offer few alternate explanations for the Half Trolls' prodigious strength and lumpen appearance. To stand against a roaring Half Troll is a truly terrifying experience. Parrying their blows is out of the question for all but the strongest opponent. Even a single blow from a Half Troll's crude club can splinter a shield or send a sword spinning from their opponents' hand. The effect that such a blow has on unprotected flesh is perhaps best left to the imagination.

Move	F	S	D	A	W	C
6"/14cm	5/6+	5	6	2	2	2

Wargear

Armour.

Options

- Two-handed weapon 1 point

Special Rules

Terror.



THE EASTERN KINGDOMS

Upon Khand's northern border and shrouded in mystery from western eyes are the Rhûnish lands – home to those known as Easterlings. The people of this harsh land are an alliance of warlike and indisputably evil Men whose loyalty has long since been pledged to Sauron. Indeed, of all the Dark Lord's servants, none are so dedicated to his cause as the warriors from Rhûn. Where most of Sauron's vassals submit to his rule chiefly through fear, Easterlings worship Sauron as a noble and vengeful deity to be praised above all others. That they are so dedicated is unsurprising, for Sauron has invested much time in bringing the Easterlings under his sway.

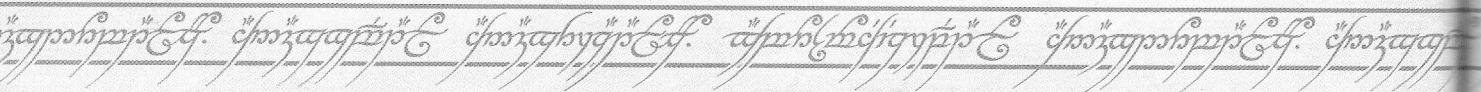
The Easterlings are a hard people, governed by a complex martial code and driven to fanaticism by their belief in their cause. They are a well-disciplined and well-equipped force, armed and armoured to rival the best warriors found anywhere on the battlefields of Middle-earth. Easterling warriors are trained beyond reproach in the arts of blade and bow. Indeed, even the children of Rhûn are schooled in warfare from the time they can wield a sword, for truly theirs is a nation utterly dedicated to the greater glory of Sauron.

Southernmost of the eastern kingdoms is Khand, a rolling land of plains and hills. The Variags – the folk of Khand – are a belligerent and wild people. They are as warlike as the Easterlings, yet their savagery is fuelled by a warrior-code that prizes victory in combat above all else. This trait makes them highly valued as mercenaries in the neighbouring realms of Harad, Mordor and especially Rhûn. Khandish warriors are

as skilled fighting on horseback as they are on foot. They are deadly raiders, striking without warning and disappearing to the hills from whence they came before the hue and cry can be taken up.

Khand is a fractious land, ruled by many different kings. To the Variags of Khand, raiding is a way of life – if they are not assailing their immediate neighbours, their armies are generally riding against other lands. To the Dark Lord, Khand must seem a simple land to dominate, for no individual king has the power to oppose his will, and cooperation between rivals is almost unknown. The truth of the matter is that the people of Khand are content with their servitude to Mordor, for willing submission is a shield against the Dark Lord's wrath. So it is that many thousands of Khandish warriors serve the Dark Lord, whether as armies given in tithe by a fearful ruler, or as mercenaries plying their trade for a darker master than most. As long as gold flows into the coffers of the various Khandish kings and chieftains, the Variags will continue to plunder and raid at Sauron's will, contributing a near ceaseless supply of slaves and warriors at the dictates of the Lord of Mordor.

As the Third Age comes to a close and Sauron strives to impose his will on Middle-earth once again, the armies of Rhûn and Khand will all too soon become a familiar sight in the land of Gondor. Against such battle-hardened warriors, courage will likely be the best defence for the children of Númenor and all who depend upon them...



Heroes of the Eastern Kingdoms

Khamûl the Easterling (*Spirit, Ringwraith*)

Points value: 120

Lieutenant of the fortress of Dol Guldur, Khamûl the Easterling is second amongst the Ringwraiths, a dark terror clad in an impenetrable shroud of cloth and armour. The knowledge of how Khamûl came into the service of The Lord of the Rings has long been lost, though a few of the Wise believe he once ruled a land beyond Mordor's eastern border. This at least must be partially true, for only a king of great influence would have received the tainted gift of a Ring of Power. Other than this, little is truly known of Khamûl's past, save for the fell deeds he has committed since in the service of Mordor. Whatever the dreams and desires of the man that he once was, Khamûl the Easterling walks now only where Sauron bids him, his will bound solely to that of his dark master.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	2	12	2

Wargear

Heavy armour.

Options

- Horned Fell Beast (see page 27) 75 points
- Armoured
Fell Beast (see page 27)..... 70 points
- Fell Beast (see page 27)..... 50 points
- Armoured horse 15 points
- Horse 10 points

Special Rules

Terror. See the main rules manual for details.

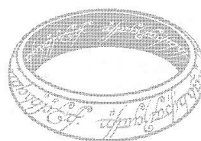
Essence Leech. If Khamûl causes a Wound, he instantly regains a point of Will for each Wound caused (unless that Wound is avoided with a point of Fate). This ability cannot be used to take his Will above 12.

In addition, Khamûl may expend a single point of Will at the start of the Fight phase (before heroic combats are resolved) to increase either his Strength, Fight, or Attacks value by one for the remainder of the Fight phase. He may only expend a single point of Will in this way each turn.

Harbinger of Evil; The Will of Evil. See the Betrayer's entry on page 27.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	3+
Sap Will	12"/28cm	4+
Transfix	12"/28cm	4+
Compel	12"/28cm	5+
Black Dart	12"/28cm	6+



Amdûr, Lord of Blades (*Man*)

Points value: 100

Amdûr, the Lord of Blades, has carved himself a deadly reputation in the lands beyond Mordor. He leads the Easterling Dragon Knights, and he is the most skilled warrior of that corrupt order. Amdûr is obsessed with seeking out enemy champions in battle, hoping to find a warrior that can truly test his martial skills. So far, none have proven a match for the dread Lord of Blades, and countless unworthy foes have fallen to his sword. Now, as Sauron calls his minions to arms, the time has come for Amdûr to test his brutal craft on the blood-soaked fields of the Pelennor, where he hopes he may find in the heroes of Gondor a more fitting challenge.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/4+	4	6	2	2	4	3	1	1

Wargear

Heavy armour and an Easterling falchion (Elven blade).

Options

- Armoured horse 15 points

Special Rules

Blood and Glory. If this model kills an enemy Hero in a fight, he immediately regains a Might point expended earlier in the battle.

Herald of Victory. Easterlings treat Amdûr as a Banner.

Unyielding Combat Stance. Whenever this model is knocked down for any reason, roll a D6 – on a 4+, he keeps his footing and is not knocked down.



Easterling Captain (Man)

Points value: 45



The armies of the Rhûnish lands are marshalled by Easterling Captains; wicked men whose loyalty to the Dark Lord of Mordor knows no bounds. Easterling Captains combine their ferocious fighting skills with canny battlefield tactics, making them dangerous foes to face.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	6	2	2	4	2	1	1

Wargear

Heavy armour.

Options

- Armoured horse 15 points
- Horse 10 points
- Bow 5 points
- Easterling halberd (Elven blade) 5 points
- Shield..... 5 points

Easterling Dragon Knight (Man)

Points value: 70



Dragon Knights are a mysterious order of warrior adepts who utterly devote themselves to perfecting the art of war. Only those who pass a series of deadly tests are inducted into the order and taught the secrets of Rhûn's most ancient fighting arts. Many initiates do not survive the lethal combat regimes to take up the mantle of a fully fledged Dragon Knight. Those that do, however, are the epitome of the Easterling warrior castes. They are evil Men whose lives of gruelling training and ceaseless war have honed their martial skills beyond the ken of ordinary men. Their swords flow like quicksilver, shifting from decapitating strike to flawless parry in the blink of an eye.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	3	2	4	2	0	0

Wargear

Heavy armour.

Options

- Armoured horse 15 points

Special Rules

Blood and Glory; Unyielding Combat Stance.

See the entry for Amdûr, Lord of Blades. (page 41).

Shield of Blades. Before he fights, an Easterling Dragon Knight can choose to whirl his blades in a defensive pattern. If he does so, he uses the rules for shielding in the ensuing combat.

Easterling War Priest (Man)

Points value: 60



Easterlings worship Sauron with a passion that surpasses that of even the most ardent Orcs. Unlike the unruly denizens of Mordor and the superstitious tribesmen that submit to the Dark Lord's will through fear, the Easterlings willingly worship Sauron. It is the War Priests that lead this adulation in battle. They can channel the wrath of Sauron and imbue a portion of his dark rage into his followers, instilling them with the fervour to strike down their foes. When the fighting is done, the War Priests scour the battlefield, claiming the wounded for sacrifice.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	3/4+	3	5	1	2	4	1	3	1

Wargear

Heavy armour and battle stave (spear).

Options

- Armoured horse 15 points

Magical Powers

	Range	Dice Score
Bladewrath	6"/14cm	2+
Fury	6"/14cm	3+

Fury. This magical power works in the same way as the Fury spell more commonly used by Orc-kind. However, it instead affects all models from the Eastern Kingdoms within range, including Heroes.

Bladewrath. Select a single friendly Hero within range (this can be the War Priest). The War Priest channels his rage, causing a weapon to gleam dark red with molten power. Any blows the chosen model strikes in combat this turn are resolved at Strength 6.

Khandish King (Man)

Points value: 90

The nation of Khand is divided into dozens of satraps, each of which sports a royal line. The Variag kings of these provinces are fierce and ruthless rulers that are protective of both their own power base and their personal honour. Only by sheer might and charisma does a Khandish king reign for any length of time, for there is always a slew of relatives and ambitious chieftains who would dearly love to claim the throne for themselves. In Khand, regicide is only a crime if you fail in its enactment.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/4+	4	6	2	2	5	2	2	1

Wargear

Armour and a chieftain's axe (Elven blade).

Options

- Khandish chariot 30 points
- Horse 10 points
- Bow 5 points

Khandish Chariot. This has the following profile:

Move	F	S	D	A	W	C
10"/24cm	0	3	7	0	3	0

A Khandish Chariot follows all the normal rules for monstrous mounts, with the following exceptions:

- 1) The chariot cannot jump obstacles that form a physical barrier, such as hedges, fences or rocks. It may attempt to cross such obstacles as streams or gullies if the controlling player wishes, but if a 1 is rolled on the Jump test, the chariot is automatically destroyed and the rider is thrown.

2) Chariots allow greater freedom of movement, and make for much more stable fighting platforms than other steeds. A model in a chariot can move its full distance and still shoot a bow. In addition, a model riding a chariot can use a two-handed weapon if it wishes, and can carry both a bow and a two-handed weapon. If the model becomes dismounted, it must abandon either the bow or the two-handed weapon.

Special Rules

Commanding Presence. All Khandish Warriors, Horsemen, Charioteers and Chieftains treat a Khandish King as a Banner.



Khandish Chieftain (Man)

Points value: 55

Whilst there are some Khandish Chieftains who choose loyalty to their kings over the material rewards of plunder, many are little more than unreliable bandit-kings. They are sellswords following wealth across the wide plains of Khand and the eastern edges of Harad. These lowly chieftains, and their followers, carry no personal heraldry into battle – for a mercenary has little honour and no claim at all to nobility.

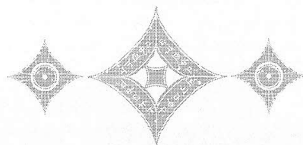
Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	2	2	4	2	1	1

Wargear

Armour and a chieftain's axe (Elven blade).

Options

- Khandish chariot (see above) 30 points
- Horse 10 points
- Bow 5 points



Warriors of the Eastern Kingdoms

Easterling Warrior (Man)

Points value: 7



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

The Black Dragons are an elite caste of Easterling Warriors. Even amongst the devoted people of Rhûn, they are fanatical followers of the Dark Lord, dedicating themselves completely to the art of war.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	3

Wargear

Heavy armour.

Options

- Banner 25 points
- Bow 1 point
- Shield 1 point
- Pike 1 point
- Upgrade to a Black Dragon* 2 points

*Black Dragons have Fight and Courage of 4.

Special Rules

Phalanx. Easterlings can use pikes and shields at the same time without penalty.

Easterling Kataphrakt (Man, Cavalry)

Points value: 14



Easterling Kataphrakts are nigh unstoppable killing machines, riding to war upon heavily armoured horses. They sweep enemy cavalymen from their saddles with merciless skill and ride down unprepared foot soldiers like scythes through wheat. Kataphrakts are often held in reserve and then directed to where they can cause the most damage.

Even amongst the devoted warriors of Rhûn, Black Dragon Kataphrakts are noted for their zeal. These veteran cavalymen honour Sauron by spilling the blood of their enemies on the field of war, an act that they are most proficient in performing.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	6	1	1	3

Wargear

Heavy armour, shield and armoured horse.

Options

- Banner 25 points
- Easterling war drum 15 points
- Upgrade to a Black Dragon* 2 points

*Black Dragons have Fight and Courage of 4.

Special Rules

Sound the Advance. At the start of the Move phase, after any heroic actions have been called and executed, an Easterling Kataphrakt with a drum can sound the advance. All Easterling and Khandish models within 12"/28cm of one or more drummers sounding the advance increase their Movement value by 3"/8cm for that turn, though they may not charge.

Khandish Warrior (Man)

Points value: 8



The backbone of the Khandish hosts is its battle-hardened warriors. Many have sworn allegiance to a particular king, but some offer their services as mercenaries, for there is much demand for skilled warriors, both in Khand and the neighbouring kingdoms.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	4	1	1	3

Wargear

Armour and two-handed axe.

Options

- Exchange two-handed axe for bow 1 point

Khandish Charioteer (Man)

Points value: 25

The personal guard of the Khandish kings ride to battle in formidable chariots. Only the most skilled and loyal of all the Variags in a king's army are chosen for this honour, and many of them are related by blood to their war-like ruler.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	4	1	1	3

Wargear

Armour, two-handed axe and Khandish Chariot (see page 43).

Options

- Bow1 point



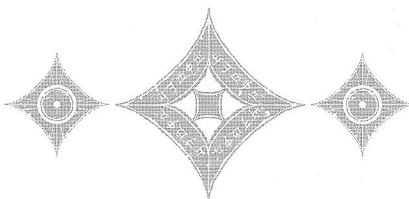
Khandish Horseman (Man, Cavalry)

Points value: 13

Many Khandish warriors elect to fight from horseback, the better to close swiftly with their enemies. They are formidable cavalry, as capable of bringing down the foe with hails of pinpoint archery as they are at crushing them in melee. Khandish Horsemen are particularly feared in those realms that border the Variag kingdoms, for they have perfected the tactics of raiding to a bloody and destructive art.

Wargear

Armour, bow and horse.



Move	F	S	D	A	W	C
6"/14cm	4/4+	3	4	1	1	3



THE DEEPING WALL

The host of Isengard is come to Helm's Deep. Orcs and evil Men united under the banner of the White Hand march towards the last refuge of Rohan with naught but murder on their minds. For the Orcs, it is the lust for battle that drives them, while the Men of Dunland are seeking revenge against those that drove their forebears from their homes centuries ago.

King Théoden of Rohan has drawn his people into the caves behind the fortress and set his warriors to man the defences. As night falls and thunder splits the sky, hundreds of torches light the darkness and the host of Saruman's warriors come into view. The people of Rohan know that Helm's Deep has never been taken by force, and cling to the hope that the Hornburg shall never fall so long as Men defend it...

PARTICIPANTS – GOOD

The following models from the Fellowship army list (Free Peoples sourcebook): Aragorn, Legolas and Gimli son of Glóin. All have Elven cloaks.

Up to 150 points of warbands chosen from the Rohan army list (Kingdoms of Men sourcebook).

Up to 150 points of warbands chosen from the Lothlórien and Mirkwood army list (Free Peoples sourcebook). The force must include Haldir, Defender of Helm's Deep. The only Warriors that may be taken are Galadhrim Warriors.

No other named Heroes may be taken. No mounted models may be taken.

PARTICIPANTS – EVIL

Up to 900 points of warbands chosen from the Isengard army list. No named characters may be taken.

LAYOUT

The scenario is played on a board 48"/112cm by 24"/56cm. The Deeping Wall runs the width of the board 12"/28cm from

the western board edge, with a culvert in the exact centre of the wall. There are two sets of stairs on the inside of the wall, one at either end of the wall near the table edge. The ground before the walls is largely barren and empty, with the odd patch of low scrub or rocky ground.

STARTING POSITIONS

The Good player places all of his models on or behind the Deeping Wall. Then the Evil player sets up his force with all of the models more than 24"/56cm from the wall.

INITIAL PRIORITY

The Evil player has priority on the first turn.

OBJECTIVES

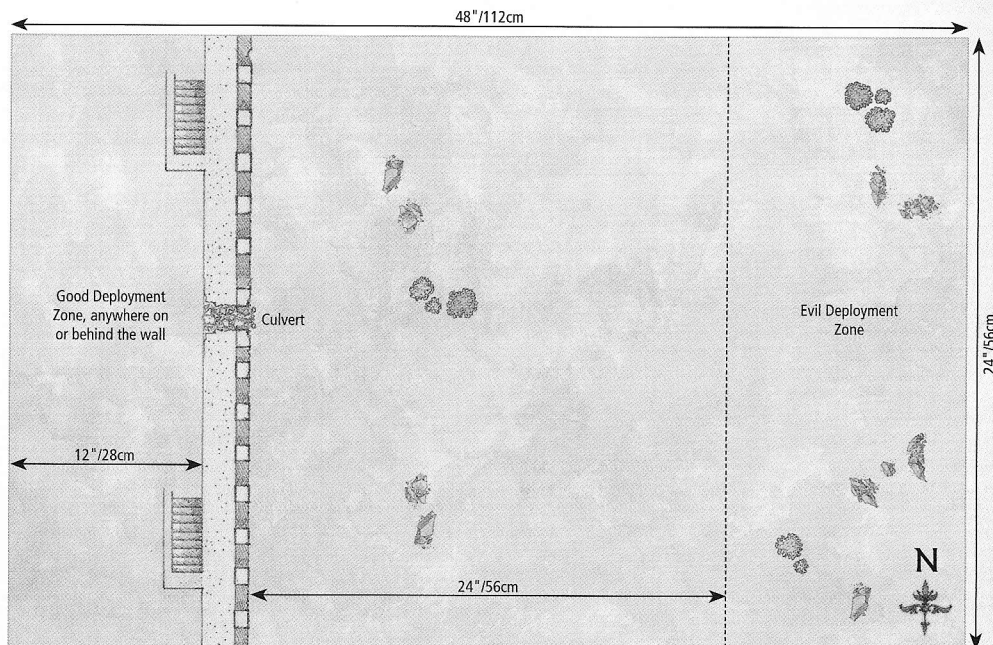
The Evil player must breach the Deeping Wall and get as many of his warriors as possible into the fortress before the end of the game. The Good player wins if he manages to break the Evil force. The Evil player wins if, at the end of any turn, there are 10 or more Evil models in the courtyard on the other side of the Deeping Wall (models on the battlements don't count).

SPECIAL RULES

The wall has but one weakness. The culvert is the weakest part of the wall and demolition charges placed there will do a terrific amount of damage. Demolition charges that explode in the culvert always count as having rolled a 6 on the detonation chart.



Aragorn



CHARGE OF THE MÛMAKIL

Théoden is dead, and Éomer now leads the Rohirrim, yet the horse-lords of Rohan may have cause to look to other leadership before the day is out. Consumed by rage at the fate of his uncle and of his sister, who he also believes lies slain on the battlefield, Éomer seeks only vengeance upon those who have brought him such grief.

It is in this way that Éomer finds himself assailed by a host of Haradrim. Though Éomer cuts his way through them with ease, his rage blinds him to the wider battle. In that moment, his doom seems certain, for his pursuit leads him into the path of several mighty Mûmakil come fresh from the battle for Minis Tirith.

PARTICIPANTS – GOOD

Up to 500 points of warbands chosen from the Rohan army list (Kingdoms of Men sourcebook). The force must include Éomer, Knight of Pelennor on an armoured horse. No other named Heroes may be taken. Only mounted models may be taken.

PARTICIPANTS – EVIL

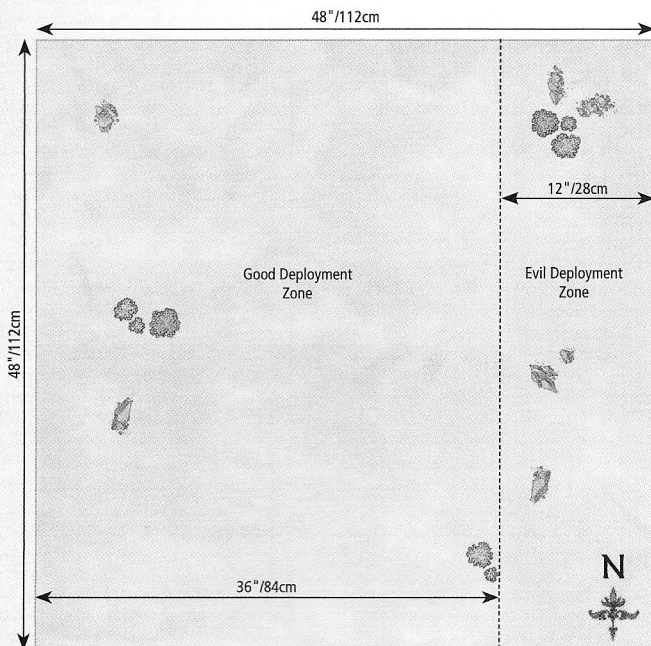
Up to 900 points of warbands chosen from the Harad and Umbar army list. The force must include exactly two War Mûmakil of Harad. No named Heroes may be taken.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm, representing the Pelennor. The ground is largely flat with occasional scrubby bushes and clusters of rocks.

STARTING POSITIONS

The Good player deploys all his forces within 36"/84cm of the western table edge. The Evil player then deploys any models apart from the Mûmakil and their crews within 12"/28cm of the eastern table edge. The Mûmakil are held in reserve and will be available later in the game.

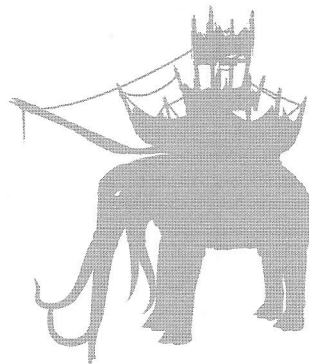


INITIAL PRIORITY

The Evil player has priority on the first turn.

OBJECTIVES

The Good player wins if both the Mûmakil are slain. The Evil player wins if the Good force is completely wiped out. If both objectives are met in the same turn, the game is a draw.



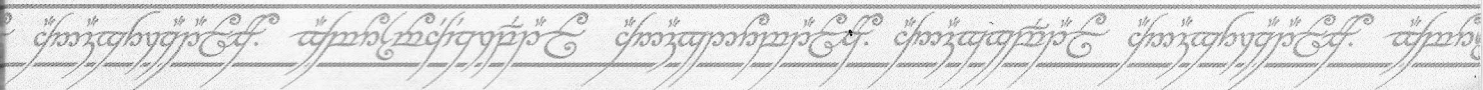
SPECIAL RULES

Éomer's Rage! Éomer must charge an enemy model if possible. If he cannot charge an enemy, he must move towards the closest foe as quickly as possible.

The Mûmakil. The two Mûmakil enter the board at the end of the Evil player's third Move phase, anywhere on the table edge of the Evil Player's deployment area. They may not charge on the turn they arrive, but may otherwise act normally (and may Trample!).



Éomer, Knight of the Pelennor



Heroes of Isengard

	Move	F	S	D	A	W	C	M	W	F	Pg
Dunlending Chieftain	6"/14cm	4/4+	5	5	2	2	4	2	3	1	20
Grima Wormtongue	6"/14cm	2/4+	3	3	1	1	2	0	0	0	18
Lurtz	6"/14cm	5/4+	5	5	2	2	4	3	1	1	17
Mauhûr	8"/20cm	5/4+	5	5	3	2	4	2	1	1	19
Orc Captain	6"/14cm	4/5+	4	5	2	2	3	2	1	1	20
Saruman	6"/14cm	5/4+	4	5	1	3	7	3	6*	3	17
Sharkey	6"/14cm	4/4+	4	4	1	2	4	1	4	1	20
Sharku	6"/14cm	4/5+	4	5	2	2	3	3	1	1	18
Thrydan Wolfsbane	6"/14cm	4/4+	5	5	2	2	4	3	2	2	18
Uglûk	6"/14cm	5/4+	5	5	2	2	4	3	1	1	17
Uruk-hai Captain	6"/14cm	5/4+	5	5	2	2	4	2	1	1	19
Uruk-hai Shaman	6"/14cm	4/4+	4	4	1	2	4	1	3	1	19
Vraskû	6"/14cm	5/3+	5	5	2	2	4	3	1	1	19
Worm	6"/14cm	2/4+	3	3	1	1	2	0	0	0	20

Warriors of Isengard

	Move	F	S	D	A	W	C	Pg
Demolition Charge	0	-	-	7	-	3	-	24
Dunlending Warrior	6"/14cm	3/4+	4	4	1	1	3	22
Feral Uruk-hai	6"/14cm	4/4+	4	5	2	1	5	21
Isengard Troll	6"/14cm	6/5+	6	8	3	3	4	22
Orc Warrior	6"/14cm	3/5+	3	4	1	1	2	23
Ruffian	6"/14cm	3/4+	3	3	1	1	2	23
Uruk-hai Berserker	6"/14cm	4/4+	4	6	2	1	7	21
Uruk-hai Scout	6"/14cm	4/4+	4	4	1	1	3	21
Uruk-hai Warrior	6"/14cm	4/4+	4	5	1	1	3	21
Warg Rider	6"/14cm	3/5+	3	4	1	1	2	23
Wild Man of Dunland	6"/14cm	3/4+	3	3	1	1	3	22

Siege Weapons of Isengard

	Strength	Defence	Batter Points	Pg
Isengard Assault Ballista	(9)	10	4	24

Heroes of Harad and Umbar

	Move	F	S	D	A	W	C	M	W	F	Pg
Corsair Bo'sun	6"/14cm	4/4+	4	4	2	2	3	0	0	1	31
Corsair Captain	6"/14cm	5/4+	4	4	2	2	4	2	1	1	31
Dalamy, Fleetmaster of Umbar	6"/14cm	5/3+	4	4	3	2	4	1	1	3	30
Haradrim Chieftain	6"/14cm	4/4+	4	5	2	2	4	2	1	1	31
Haradrim King	6"/14cm	5/4+	4	5	2	2	5	2	2	1	30
Haradrim Taskmaster	6"/14cm	4/4+	4	5	2	2	3	2	1	1	31
Hâsharin	6"/14cm	5/3+	4	4	3	2	4	1	1	3	29
Mahûd Beastmaster Chieftain	6"/14cm	4/3+	4	5	2	2	5	3	2	2	34
Mahûd King	6"/14cm	5/3+	5	5	2	2	4	2	2	1	35
Mahûd Tribesmaster	6"/14cm	4/3+	5	5	2	2	3	2	1	1	35
Suladân the Serpent Lord	6"/14cm	5/4+	4	5	3	3	5	3	3	1	29
The Betrayer	6"/14cm	5/4+	4	8	1	1	6	2	14	2	27
The Golden King of Abrahân	6"/14cm	4/4+	4	5	4	4	4	2	6	2	30
The Knight of Umbar	6"/14cm	5/4+	4	8	1	1	6	3	14	2	28
War Mûmak of Harad	*	4/5+	9	7	3	10	2				32
- Howdah	-	-	-	9	-	5	-				32

Warriors of Harad and Umbar

	Move	F	S	D	A	W	C	Pg
Abrahân Merchant Guard	6"/14cm	4/4+	4	4	1	1	3	38
Black Númenórean	6"/14cm	4/4+	3	6	1	1	4	38
Corsair Arbalester	6"/14cm	4/4+	3	3	1	1	3	37
Corsair of Umbar	6"/14cm	4/4+	3	3	1	1	3	37
Corsair Reaver	6"/14cm	5/4+	3	4	2	1	3	37
Half Troll of Far Harad	6"/14cm	5/6+	5	6	2	2	2	39
Haradrim Raider	6"/14cm	3/4+	3	4	1	1	3	36
Haradrim Warrior	6"/14cm	3/4+	3	4	1	1	3	36
Mahûd Raider	6"/14cm	3/4+	4	5	1	1	2	39
Mahûd Warrior	6"/14cm	3/4+	4	5	1	1	2	39
Serpent Guard	6"/14cm	4/4+	3	4	1	1	3	36
Serpent Rider	6"/14cm	4/4+	3	4	1	1	3	37
Watcher of Kârna	6"/14cm	4/3+	3	4	2	1	3	38

Heroes of the Eastern Kingdoms

	Move	F	S	D	A	W	C	M	W	F	Pg
Amdûr, Lord of Blades	6"/14cm	6/4+	4	6	2	2	4	3	1	1	41
Easterling Captain	6"/14cm	4/4+	4	6	2	2	4	2	1	1	42
Easterling Dragon Knight	6"/14cm	5/4+	4	6	3	2	4	2	0	0	42
Easterling War Priest	6"/14cm	3/4+	3	5	1	2	4	1	3	1	42
Khamûl the Easterling	6"/14cm	5/4+	4	8	1	1	6	2	12	2	41
Khandish Chieftain	6"/14cm	5/4+	4	5	2	2	4	2	1	1	43
Khandish King	6"/14cm	6/4+	4	6	2	2	5	2	2	1	43
- chariot	10"/24cm	0	3	7	0	3	0				43

Warriors of the Eastern Kingdoms

	Move	F	S	D	A	W	C	Pg
Easterling Kataphrakt	6"/14cm	3/4+	3	6	1	1	3	44
Easterling Warrior	6"/14cm	3/4+	3	5	1	1	3	44
Khandish Charioteer	6"/14cm	4/4+	3	4	1	1	3	45
Khandish Horseman	6"/14cm	4/4+	3	4	1	1	3	45
Khandish Warrior	6"/14cm	4/4+	3	4	1	1	3	44



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