

BATTLE COMPANIES: WARBANDS IN MIDDLE-EARTH





Introduction

A few years ago, Games Workshop introduced an entirely new way of playing their popular wargame, The Lord of the Rings Strategy Battle Game (now re-titled The Hobbit Strategy Battle Game). Published and later updated in the White Dwarf, the Battle Companies rules presented players with the opportunity to build a small warband and then watch that group of warriors grow and improve as fate and the tides of battle allowed. Written as a scenario-driven, skirmish-based game, the SBG rules were perfect for this type of gaming. At one time, rumors of a Battle Companies Expansion were being thrown about. I wrote to Jervis Johnson to inquire about this project and he seemed to indicate that something like this might be in the works. However, months have stretched into years and still there has been no movement on this front. To compound matters, the Battle Companies rules are no longer available for download, making it very difficult for players to obtain a copy and even if they could, the rules have not been updated in quite some time. Therefore, the intent of this book is to create an entirely new and updated version of Battle Companies for players around the globe. The idea is that this will be a living rulebook, open to expansion and revision as needed. I look forward to hearing any feedback you may have on the project.

Respectfully,

Jonathan R. Baker
(Erunion)

battlecompanies@jonathanrbaker.com

Dedication

This Expansion book is dedicated to all of my fellow Tolkien enthusiasts and tabletop generals. I hope that you find this book useful and that you and your gaming partners have some epic tabletop battles and hard-fought campaigns.

This book is not entirely my own work. It is derived from the original rules published by Games Workshop in the “White Dwarf,” and has been expanded and improved with the insight and suggestions of many other gamers around the world. I would like to say thank you to all of my fellow gamers, especially the members of the One Ring website (<http://www.one-ring.co.uk>), who have provided input, assistance, or even just the occasional encouraging word.

Beyond this general acknowledgement, the following people have helped make this project a reality, in no particular order: Henry Wild (Commissariat), William Farquharson (Lord Farquhar), James Baldwin (Mertaal), JamesHale3, Kieran of Gondor, Leonardis, Nikrandonia, StefaanFabri, Werner Kellens, Ledward, Sithious, Cyndra the Grey, Dezartfox, RyuAzai, highlordell, Captain Andruil, GothmogtheWerewolf, Oldman Willow, simmuskhan, whafrog, Red Corsairs, emperor_thompson, Dwarf Lord of Ered Luin, & numenor. If I’ve left out any contributors, please forgive me, as there were so many who have provided input.

This book is far from finished. As always, any comments/suggestions, or contributions are welcomed.

May the stars shine ever brightly upon your dice!

Disclaimer

This work is derivative and was created purely for recreational purposes. It is in no way intended as an infringement of the Intellectual Property rights of Games Workshop or the copyright of any of the included images. Should an artist wish to have their image removed from the document, they may email me at battlecompanies@jonathanrbaker.com and I will gladly remove their images. Thanks!



The Core Rules

Rules For Experience-based Games In Middle-earth

Step One: Gather Your Force

Choose your Allegiance/Race/Faction, whose reference sheet will list the soldiers and equipment available for a starting company, (e.g. Dol Guldur, Rohan, etc.) Each company has 60 Gold to spend on recruiting warriors and purchasing equipment, and must begin with at least three members. You may simply use one of the provided examples or create your own. Warriors may only take equipment that is available to them in their rulebook profile. Any Gold not spent in the initial set-up will be placed in the Company's Treasury for future use. You should name each warrior individually, copy their profile details onto a record sheet and then choose three warriors to be your Heroes. One will be referred to as the Lieutenant and the other two Sergeants, although you may come up with a more suitable title/rank depending on your Faction. Add one point each of Might, Will, and Fate to the profile of the Lieutenant. Add a point of Fate to the profile of each Sergeant. These models are treated as Heroes from this point forward. A Battle Company may never have more than 15 members unless otherwise noted, and never more than 5 Heroes at any given time.

Step Two: Play A Game

Find an opponent and play a scenario. The company with the lowest Effective Rating (explained below) may choose the scenario and whether they will be the attacker or defender, if applicable. Keep models removed from play as casualties to one side for later record-keeping. Also, track how many Wounds each Warrior or Hero inflicts on the enemy. In a multiple combat, be sure to roll separately for each Warrior so you know who actually dealt the killing blow!

Step Three: Injuries

Immediately after the game, roll on the relevant Injury Table for every Hero, Warrior, and Mount removed as a casualty. These rolls are to be made in front of your opponent. If anyone rolls the *Dead* result, he is removed from the roster and all his equipment is lost. It cannot be given to another member of the Battle Company.

Warrior Injury Table (D6)

- 1 — Dead** Remove Warrior from roster.
- 2-3 — Injured** Warrior must miss the next game.
- 4-6 — Full Recovery** Warrior suffers no adverse effect.

Unlike Horses, Wargs may potentially stay on to fight during the course of a battle if the rider is wounded. Should a Warg Rider be injured during the course of the game and then die from his wounds after the game, the Warg may stay on with the Battle Company as a Wild Warg, provided he passed his Courage test to remain in the battle and survives on the Injury Table (if necessary)

Mount Injury Table (D6)

1 — Dead Remove Mount from the Warrior's profile. You may purchase a replacement at the listed cost.

2-6 — Full Recovery Mount suffers no adverse effect.

Step Four: Calculate Experience

A Hero gains one point of Experience for 1) Participating in a battle, 2) if his Battle Company wins the battle, and 3) each time he wounds an enemy model, even if it is recovered by Fate. Every time a Hero gains five Experience points, the controlling player may roll once on the Hero Advancement Table for him. If you roll a result for your Hero that you cannot use, you may choose any other result from the same table. Should you wish to forego the Advancement, you may do so, but retain the Experience gained.



Hero Injury Table (2D6)

2 — Dead

3 — Lost In Battle The Hero lies wounded on the battlefield. As soon as possible play a scenario with the Hero as the objective. He may not act or be attacked during the game. If his side wins, treat as a *Full Recovery*. If not, roll again on this table with a -2 penalty.

4 — Arm Wound -1 Strength for each Arm Wound. If you have two or more Arm Wounds, the Hero may not carry a shield, two-handed weapon or second weapon anymore.

5 — Leg Wound -1" Move for each Leg Wound to a minimum of 1".

6-7 — Full Recovery Hero suffers no ill effect.

8 — It's Just A Scratch Hero must miss the next game or roll again. The second result will stand.

9 — Flesh Wound Hero misses the next game.

10 — Old Battle Wound After each game, roll a D6 for each *Old Battle Wound*. On a 1, the Hero's injury prevents him from taking part in the next battle. A Hero may have more than one *Old Battle Wound*.

11 — The Wounds of a Hero The Hero's patrons are impressed with his performance. The Hero makes a *Full Recovery* and the Battle Company receives +D6 Gold.

12 — Protected by the Valar/Dark Powers The Hero makes a *Full Recovery* and is healed of one previous injury (*Arm/Leg Wound*, *Old Battle Wound*) or permanently gains +1 Fate.

A Warrior may gain a point of Experience in the following manner: 1) participating in a battle, and 2) each time he wounds an enemy model, even if it is recovered by Fate. Every time a Warrior gains five Experience Points, the controlling player may roll once on the Warrior Advancement Table for him, at the conclusion of the game. If a Warrior is promoted, remember that he may only keep wargear that is allowed for his new troop type. If he is unable to use a piece of equipment, it is discarded. Promotions are not mandatory and can be turned down if the player chooses. Also, if he rolls a 6 to become a Hero but cannot do so, he may be promoted instead. If a Warrior cannot be promoted any further and should receive one, the Battle Company gains D3 Gold.



No member of a Battle Company can have more than 100 Experience Points. He has become as good as he can be!

Warrior Advancement Table (D6)

1-3 — No effect

4-5 — Promoted The Warrior is promoted if he is eligible. Note that Warriors may have multiple available promotions due to purchased wargear.

6 — A Hero In The Making. From now on, the Warrior is treated as a Hero and adds a point of *Fate* to his profile. He retains the Experience Points gained thus far and gains Experience and advances like a Hero from this point forward.

Hero Advancement Table (D6)

1 — Fight/Shoot Hero's Fight or Shoot characteristic is improved by 1 to a maximum of 6/3+.

2 — Strength/Defense Hero's Strength or Defense is increased. Each may be improved once.

3 — Courage/Will Point Hero's Courage characteristic is increased by 1 to a maximum of 6, or the Hero gains a point of Will to a maximum of 3.

4 — Attack/Wound Hero's Attack or Wound characteristic is increased by 1 to a maximum of 3.

5 — Skill Roll again on either the Fighting, Shooting or Leadership Skill Tables. Alternatively, The Hero may choose to select one of the Special Rules that applies to his Battle Company instead.

6 — Might Point Hero gains a Might Point to a maximum of 3.

Fighting Special Rules Table (D6)

- 1 — Blade Master** Hero may re-roll one of his die per turn to determine who wins his fight.
- 2 — Weapon Master** Hero may wield a two-handed weapon without the -1 penalty to his dice.
- 3 — Parry** Hero may force his opponent to re-roll a single die when rolling to wound against him.
- 4 — Furious Charge** Hero receives a +1 Fight bonus when he charges into combat.
- 5 — Heroic Presence** Whenever this Hero calls a Heroic Combat, roll a dice. On a 4+, no Might is spent.
- 6 — Might/Will Point** Hero gains either a Might or Will Point to a maximum of 3.

Shooting Special Rules Table (D6)

- 1 — Cunning Shot** Hero may re-roll either one failed In The Way or To Wound roll each turn.
- 2 — Expert Shot** Hero is allowed to shoot twice in each Shoot Phase.
- 3 — Rapid Fire** Hero may call a Heroic Shoot without expending a point of Might to do so.
- 4 — Deadeye** If the Hero rolls a natural 6 on his To Hit roll, he does not need to take an In The Way test or roll To Wound. His target is automatically wounded.
- 5 — Seasoned Archer** Hero can move at full speed and still fire once, although he will still have the -1 penalty for moving.
- 6 — Might/Will Point** Hero gains either a Might or Will Point to a maximum of 3.

Leadership Special Rules Table (D6)

- 1 — Favor of the Court** Whenever this hero participates in a battle, the Battle Company may re-roll the die when determining how much Gold is gained at the end of the game.
- 2 — Courageous Hero** Whenever the Hero tests his Courage, he may roll 3D6 and discard the lowest result
- 3 — Master of Battle** If the Hero is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Might. He may not call a Heroic Move or Shoot if he has already been engaged in combat.
- 4 — Rally to Me** The Hero's Stand Fast! range is 12" rather than 6"
- 5 — Inspiring Resolve** All friendly units within 3" automatically pass Courage tests when charging a Terror-causing model.
- 6 — Might/Will Point** The Hero gains either a Might or Will point to a maximum of 3.

Step Five: Gold

Battle Companies receive D6+1 Gold for simply playing a scenario. Additionally, Battle Companies receive the following bonuses depending on the outcome of the game: +2 Gold for a Draw, or +4 Gold for a Victory. Gold may be used in two ways. First, you may use Gold to recruit warriors from the Reinforcements lists. Second, you may purchase additional equipment for your Heroes and Warriors. Gold may be spent immediately or stored up for later use.

All members of a Battle Company must be WYSIWYG (What You See Is What You Get) regarding weapons, and may only select wargear that is normally available to that troop type, unless otherwise noted. Heroes are not bound by this restriction, and may select any equipment available to their race.

Step Six: Calculate the Battle Company Rating

To calculate the rating of your Battle Company, you must work out the value of your Heroes and Warriors in points. The total is your Battle Company Rating. For Warriors, simply work out their value using their profile in the rule books. For a Hero, begin the same way, but add the cost of his advancements and wargear. The following is a quick guide:

Add the cost of all the wargear that the Hero is equipped with to the cost of the Hero's characteristics and special rules, and you have the total value of your Hero.

Once you have calculated the total Battle Company Rating, deduct the value of any members of the Company who will not be able to participate in the next game due to injuries, or other special rules. This total is the Company's Effective Rating.

You may not discard or trade base wargear. Anyone may shuffle optional equipment around as long as it is of the same cost and not unique/relic (i.e. Warriors cannot give 1 Gold shields to Heroes that should pay 5

Gold or a Hero may not give away a unique piece of gear).

Before you play a game, compare the Effective Ratings of the two Companies. The Company with the lower rating may choose the scenario and whether they will be the attacker or defender (if applicable). If the difference in Battle Company Ratings is greater than 10 points, your Company may choose to hire mercenaries. See the Additional Rules section for more details.

Should a smaller Battle Company defeat a larger Battle Company, the winning Battle Company receives 1 bonus Experience Point

Hero Point Cost Formula

Basic Cost — Take the basic cost of the Warrior Type as which the Hero began.

Might, Will & Fate — For each point of *Might*, *Will* or *Fate*, add 5 points.

Advances to Fight, Strength, Defense, and Courage — For each addition to the Hero's *Fight* (count only the *Fight* value, not the *Shoot* score), *Strength*, *Defense*, and *Courage*, add 5 points.

Advances to Wounds & Attacks — For each addition to the Hero's *Wounds* and *Attacks*, add 10 points.

Special Rules/Magic Powers — For each *Special Rule/Magical Power* the Hero has gained, add 5 points.

Wargear — The cost of the Hero's war gear is determined by the number of *Wounds* and *Attacks* the Hero has. If the Hero's *Attacks* + *Wounds* is 3 or greater use the second listed cost on the Basic Wargear Cost Table.

for every 10 points difference in Battle Company ratings (remember to include any mercenaries hired). This bonus Experience may be split between any Warriors & Heroes that participated in the game. Ideally, it

Basic Wargear Cost Table

Free/Free — Hand Weapons

1/5 — Spear, Pike, Two-handed Weapon, Lance, Bow, Shield, Elven Blade, Armor, etc.

2/5 — Throwing Weapon, Crossbow, Longbow, Elf Bow, Heavy Armor, etc.

6/10 — Warg/Horse, etc.

9/15 — Armored Horse, etc.

(Use second value if the Hero's *Attacks* + *Wounds* is equal to or greater than 3. This list is not all-inclusive, but should serve as a guide as to what equipment should cost.)

should be awarded to the soldiers who most contributed to the victory!

Step Seven: Reinforcements

Battle Companies may choose to recruit from their respective "Reinforcements Table" if gold allows. No Battle Company may recruit bow-armed reinforcements or purchase bows with Gold if 33% or more of its members (including Heroes) already have bows of any sort. Models that are promoted are an exception to this rule and will exchange their weapons and equipment in the usual way. Models may be removed from a roster at any time (to make room for reinforcements or Heroes), and are considered to have joined another unit or retired. They may never rejoin the Battle Company for any reason.





ADDITIONAL RULES

Courage In Small Battles

Battle Companies games use an alternative to the normal Courage rules as presented in The Hobbit: An Unexpected Journey Rulebook.

Retreating

Whenever a model fails a test for his force being Broken, instead of being removed from play, the model retreats instead. A retreating model immediately moves its maximum distance directly away from the nearest enemy model. If no enemies are visible, the model moves towards the nearest table edge. The retreating model suffers the usual movement penalties or tests for difficult terrain and obstacles. The retreating model can move around obstacles, terrain, or other models to avoid them, so long as it finishes its move as far as possible from the enemy model it is retreating from. Sometimes, a direct move away from the nearest enemy will take a model closer to other enemies as it runs in blind panic. A model may not move closer than 1" to an enemy as it retreats — it will always move around enemies in its path and cannot charge them. If a model cannot retreat the required distance because its path is blocked by other models, impassable terrain, or for whatever reason, then the

model retreats as far as it can. The model in this case is still considered to have expended its full movement distance, so it is unable to shoot a bow that turn, for example. However, it can still use any magical powers it has, so long as it can normally use them while it is moving.

Models That Have Retreated

Once a model has retreated, it suffers no further penalty. It is possible for a model to suffer a series of retreats, one after the other — in which case, it may find itself fleeing from the battle altogether — but each failed Courage test only ever results in one retreat move. Models that have retreated may not shoot, however they may fight as normal if they are charged.

Fleeing the Battle

If a retreating model's move is enough to reach the table edge, it will move to the table edge and leave the battle. It will do this regardless of the direction, even if by doing so, the retreating model moves closer to the nearest enemy. The warrior flees the battle and the model is removed from the game. A model that is removed from the game in this way does not have to roll on their respective Injury Chart

Hiring Mercenaries

When faced with the prospect of battle against a larger, better-equipped force, a prudent commander will do whatever he can to swing the odds in his favor. Many times, this will include hiring mercenaries. This can be represented using the rules below.

When comparing Battle Company Ratings, if the difference is greater than 10 points, the Company with the lower Rating may spend the difference in points on hiring mercenaries. You may not hire more than 12 mercenaries at the same time. These warriors will fight with you for a single battle, but do not gain experience, or roll for injuries or promotions.

Mercenary — 7 Points

Move	F/S+	S	D	A	W	C	M/W/F
6"	3/4+	3	4	1	1	3	-/-/-

Wargear — Armor, Sword

Optional Wargear — Spear, Shield, Bow (1 point each)

Special Rule

Hired Blade — At the start of the game, before forces have been deployed, the controlling player rolls a dice for each Mercenary in his force. On the roll of a 1, the Mercenary has been bribed, or has been otherwise prevented from participating in the battle. Models that do not participate in the battle do not count towards the size of the force for victory conditions or when checking to see if the force is Broken.

Forfeiting The Game

There are times when even the bravest of captains recognize that they are outnumbered and outclassed. Sometimes this is due to injuries which have dwindled a Battle Company’s fighting force, while other times the Battle Company has merely found itself engaged with a far superior force. In either case, the Battle Company cannot simply turn tail and retreat or else they will be chased down and slaughtered from behind. A controlling player may not forfeit a match until his for is Broken or a minimum of 10 turns have been played. This represents the commander making an orderly withdrawal of his troops, ensuring their survival to fight on some other day.



Using Battle Companies in Larger Games

There may be times when you wish to use one or more of your Battle Companies in a larger Points Match. Your company's Effective Company Rating is the points total for your Battle Company. If you decide to play in this way, simply divide your company into warbands and deploy them according to the scenario deployment rules. You should still track injuries, wounds caused and experience in the normal way. In this way, your Battle Company can grow and become part of larger campaign.

Named Character Bonuses

Some troop types require the presence of a particular named character to activate their special rules. As it is unlikely that these characters will be a part of Battle Companies games, they may instead substitute the Company's Lieutenant or, if he is dead/unavailable, the Hero with the highest amount of Experience as the trigger for their special rule.

Optional Rule: Raw Recruits

If you are using Battle Companies as part of an Escalation League, or are beginning a new army, your gaming group may choose to use this rule to encourage players to paint and base their miniatures. Any miniatures that are not painted with at least three colors and based in a consistent manner are considered to be raw recruits, and as such receive a -1 penalty to their Fight & Courage values.

Optional Rule: Sworn Protector

After a Warrior has gained 30 Experience points, he gains the *Sworn Protector* special rule as detailed in the main rules manual. Should the Warrior later be promoted to a Hero, he will lose this special rule. Any model that has this special rule should add 1 point to its point value when determining the Battle Company Rating





ADDITIONAL EQUIPMENT

Additional Equipment

In addition to the Equipment lists for each Faction, there are several pieces of additional equipment that are available to any Battle Company. Some equipment would not be carried by certain members of the company (for instance, Wargs carrying banners, etc.) so use common sense when assigning wargear. The following lists their cost in Gold and unless otherwise noted, they add the same number of points to your Warriors' value.

Company Standard — 30 Gold (Warriors Only)

A Company Standard confers +1 *Fight* for all members of the Battle Company within 12" as long as the original bearer is alive. If the bearer is slain, place a marker on the table to mark where the standard fell. Anyone may pick up the fallen standard and carry it off the table (treated like a light burden). If the standard is recovered by the owning Company, the standard is returned to the warrior who dropped it after the battle, or if he should die from his wounds, be passed to another warrior. If it is taken by the enemy, the warrior who captured the standard gains +2 Experience, and a battle should be fought using the standard as the objective. If the standard is not recovered during this second game, then the standard is destroyed.

In addition, a Battle Company that possesses a Company Standard gains +D6 Gold for each victory. However, if a Company with a Standard is defeated, it's opponent receives a +D6 Gold bonus.

Horn/Instrument — 15 Gold — (Warriors Only)

A musical instrument confers +1 *Courage* for all members of the Battle Company within 12" as long as the bearer is alive.

Climbing Ropes & Grapnels — 1 Gold

Even gardeners from the Shire make sure to take along some rope on their travels. A warrior with a rope and grapnel may add +1 to any *Climb* test they are required to make. Additionally, the model may leave his rope behind, and any model scaling the obstacle in the same place also receives the bonus. A warrior is assumed to have recovered his gear at the end of each game.

Bodkin Arrows — 5 Gold (Heroes Only)

Wise officers, knowing full well the havoc that shock troops can wreak on the battlefield, will arm themselves with specially crafted arrows designed for piercing the thickest suit of armor. When rolling to wound with a shooting attack made with a bodkin arrow, add +1 to the dice roll if the target is wearing armor. Models without armor are unaffected.

Concealing Cloak — 2 Gold

Warriors have long recognized the advantage of surprise in battle. A model that is equipped with a concealing cloak may remain in hiding, as long as he is deployed within an area of cover, and receives the benefit of wearing an Elven cloak. As soon as the model moves, shoots, or performs overt action, the effects of the cloak are lost for the remainder of the game.

Map — 10 Gold (Heroes Only)

Accurate maps are extremely difficult to obtain, and are a great boon to a military commander. After both companies have deployed, but before the game begins, a Hero equipped with a map may re-deploy D6 Warriors using the normal setup rules for the scenario. If both companies have a map, neither side gains this advantage.

Blade/Arrow Poison — 2 Gold (Evil Heroes Only)

Evil creatures have been known to foul their own blades or even apply more virulent poisons to their weapons in an effort to cause more damage. A model with Blade Poison must re-roll any failed *To Wound* rolls of 1. This must be purchased separately for hand-to-hand and ranged weapons.

Scourge — 1 Gold (Evil Heroes Only)

Whips are often used to motivate Sauron’s less willing chattels or push them to greater speed. A scourge is a throwing weapon with a *Strength* of 2 and a range of 2”. A model with a scourge may also use the Whirl special attack.

Burning Brands & Torches — 1 Gold

Warriors often carry tinderboxes and torch-making materials to be used in low-light situations and for certain mission objectives. A model with a burning brand or torch illuminates an area 6” around the bearer may set buildings (or other objects) alight. If a model chooses to fight with torch in hand, he must forgo the use of a shield or fight with a -1 penalty on his rolls to win the fight. Any model defeated by an enemy with a torch must retreat D6” rather than the usual 1”.

Healing Salve — 5 Gold

If a Warrior or Hero must miss the next game, he may be treated with a Healing Salve, which negates the injury and allows him to participate in the next battle as usual. Each Healing Salve may only be used one time, although a Battle Company may have several in its inventory. Healing Salves do not count towards the Company's Rating.

Hunting Dog — 5 Gold (Good Heroes)

Many Heroes have trained companion animals that accompany them on their campaigns. A hunting dog is considered part of the Hero’s wargear, does not count against the Battle Company’s roster limit, and cannot gain experience or be promoted. However, it must roll on the Warrior Injury Table as normal. Heroes may only have one Hunting Dog. Hunting Dogs use the following profile:

Move	F/S+	S	D	A	W	C	M/W/F
8”	3/-	3	3	1	1	2	-/-/-

Wargear — Teeth

Local Scout — 10 Gold

Knowledge of the local terrain can be the difference between victory and defeat. Local scouts count as a Warrior that cannot earn Experience or be promoted although he rolls on the Warrior Injury Table as normal. He does not count against the Battle Company’s roster limit. The controlling player may purchase the scout additional equipment from the Battle Company Equipment list or a short bow for 1 Gold. Local scouts use the following profile:

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

Wargear — Hand weapon

Special Rules

Local Knowledge — After players have determined their deployment zones but before any models are deployed, each player with a local scout may move an item of terrain 6” in the direction of his choice. If both players have a local scout, the Company with the lowest rating goes first and no piece of terrain can be moved more than once.

Loyalty Is Fleeting — After each game, if the scout survives, roll a D6. On the score of 1-2, the scout has slipped off or escaped. The controlling player can prevent the scout from leaving by giving him 1 Gold.



Pack Animal — 10 Gold

Some Battle Companies use a pack animal to carry additional equipment and supplies. A pack animal allows you to store up to 10 pieces of gear that would otherwise be discarded. Only warriors may take gear from the pack animal, but anyone may store gear. As always, warriors may only be equipped with gear that they would normally be allowed in their standard profile.

If your battle company would be considered the defender in a scenario, such as an ambush, then place a model on the board using the profile of an unarmored horse. This model rolls on the mount injury table if injured and if the pack animal dies, you lose all equipment carried by the model as your company has no time to recover their gear in the heat of battle.



MORDOR

When Sauron summons those in his thrall, countless twisted creatures and dark-hearted men flock to his banners. Will the endless hordes spilling from the Black Gate overwhelm Middle-earth's defenders? One thing is certain, that the Dark Lord will not rest until all lands fall under his dominion, or he is at last destroyed



Barad-dûr

Pouring forth from the desolation and spoil heaps, the soldiers of Mordor are myriad. Sent out to scout enemy emplacements or to pillage and despoil, Mordor warbands strike fear into the hearts of the Free Peoples. From the lowly Orcs to the brutish Uruk-hai, the servants of Sauron seek to overwhelm their enemies and drive them into the dust.

Example Starting Company

2 Orcs with Shields
2 Orcs with Spears
2 Orcs with Orc Bows
1 Orcs with Two-Handed Weapons
1 Mordor Uruk-hai with Shield
1 Mordor Uruk-hai with Two-Handed Weapon
Total — 60 Gold

Reinforcements List

Orc Warrior — 5 Gold
Mordor Uruk-hai — 8 Gold
Wild Warg — 8 Gold

Warrior Equipment List

1 Gold — Shield, Spear, Orc Bow, Two-Handed Weapon
2 Gold — Throwing Spear
6 Gold — Warg

Hero Equipment List

1/5 Gold — Shield, Spear, Orc Bow, Two-Handed Weapon

2/5 Gold — Throwing Spear

6/10 Gold — Warg

Promotions

Orc with Shield, Spear or Two-handed Weapon → Morannon Orc with Shield or Spear

Orc with Orc Bow → Orc Tracker

Orc Tracker → Orc Tracker on Warg

Warg Rider with Bow → Orc Tracker on Warg

Mordor Uruk-hai → Black Guard of Barad-dûr

Wild Warg → Warg Rider

Barad-dûr Special Rules & Relics

Shaman (Orcs & Uruk-hai Only) — The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6", and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12".

Spiteful — This Hero is known far and wide for his spitefulness and cunning. If the Hero is defeated in hand-to-hand combat but is not slain, he may immediately make a single attack against one enemy that had been in base contact with him. Special strikes may not be used for this sneak attack.

War Drum — At the start of the move phase (after any heroic actions have been called and executed) The Hero can sound the advance. All Battle Company members within 12" of the Hero increase their movement by 3" for that turn, though they cannot charge.

Whip of the Master — The Hero gains a whip (throwing weapon with a Strength of 2 and a range of 2"). In addition, each time the Hero or another Hero within 6" of him attempts a heroic action, roll a D6. On a score of 5+, there is no need to expend a point of might — the heroic action is free.

Shield of Barad-dûr — The Shield of Barad-dûr is a large, sturdy shield that can be used to bash enemies, knocking them prone. It functions as a normal shield with an additional ability. In any turn that he charges, the Hero gains the *Knock to the Ground* special rule, exactly as if he was a cavalry model. Only one Hero may wield the Shield of Barad-dûr at any given time.



DOL GULDUR

Something evil stirs in the depths of southern Mirkwood. Twisting and corrupting the very forest around it, all sorts of vile creatures are drawn to the unnatural darkness. Orcs, Wargs, and other creatures are amassing, and even the Wise cannot perceive their purpose. Can they root out this unknown threat before it is too late?

Example Starting Company

2 Orc Warriors with Shields
2 Orc Warriors with Spears
2 Orc Warriors with Orc Bows
3 Wild Wargs
Total — 60 Gold

Reinforcements List

Orc Warrior — 5 Gold
Wild Warg — 8 Gold
Mirkwood Spider — 25 Gold
Castellan of Dol Guldur — 40 Gold

Warrior Equipment List

1 Gold — Shield, Spear, Orc Bow, Two-handed weapon
2 Gold — Throwing Spear
6 Gold — Warg

Hero Equipment List

1/5 Gold — Shield Spear, Orc Bow, Two-handed Weapon
2/5 Gold — Throwing Spear, Morgul Blade
6/10 Gold — Warg

Promotions

Orc Warrior → Orc of Dol Guldur

Wild Warg → Warg Rider

Dol Guldur Special Rules & Relics

Touch of Death — Any model who wounds, or is wounded by the Hero in a fight must roll a D6 — on a 4+ they are paralyzed exactly as if they had failed to resist the *Paralyze* Magical Power. This does not affect anyone who attacks the Hero at range.

Shaman (Orcs Only) — The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power that is cast on a 3+ and has a range of 6", and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the hero gains the *Wither* magical power which is cast on a 5+ and has a range of 12".

Hunt Master — This Hero has the ability to stalk his foe across all types of terrain. He ignores the penalties suffer for moving in difficult terrain, even if the model is mounted.

Monstrous Bulk (Wargs & Spiders Only)

— The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

Cloak of Shadows — A Cloak of Shadows is one of the greatest rewards the Necromancer can bestow upon one of his captains. A powerful enchantment makes the wearer blend into the shadows around him, allowing him to stalk his enemy unseen and protecting him from attacks. A Hero with a Cloak of Shadows counts as though he is wearing an Elven Cloak. Only one Hero can wear a Cloak of Shadows at any given time.

A Note About Dol Guldur Battle Companies

Though cunning creatures, Wargs & Spiders have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their Stand Fast! rolls or benefit from their heroic actions. Wild Wargs may receive two increases to their Strength instead of one.

Castellans of Dol Guldur are magical constructs bound to the will of Sauron alone and with no care for the living. Although Castellans are treated as Heroes during a scenario, they are not considered Heroes within the Battle Company. They may not be promoted or receive increases to their profiles. In addition, friendly warriors may not benefit from their *Stand Fast!* ability.





MINAS MORGUL

The Black Númenóreans are those men who threw their lot in with Sauron many centuries ago. It is unknown whether those who march from Minas Morgul are those same Men, granted extended life by their Dark Lord, or their descendants. What is known is that these fierce warriors, with the weight of Mordor's Orcish hordes behind them, make terrifying foes.

Example Starting Company

3 Black Númenórean Warriors
1 Orc Warrior with Shield
2 Orc Warriors with Spears
3 Orc Trackers
Total — 60 Gold

Reinforcements List

Orc Warrior — 5 Gold
Orc Tracker — 5 Gold
Black Númenórean — 9 Gold

Warrior Equipment List

1 Gold — Shield, Spear, Two-handed Weapon, Orc Bow
6 Gold — Warg
9 Gold — Armored Horse

Hero Equipment List

1/5 Gold — Shield, Spear, Two-handed Weapon, Orc Bow, Lance
2/5 Gold — Morgul Blade
9/15 Gold — Armored Horse

Promotions

Orc Warrior → Morannon Orc

Morannon Orc → Morgul Stalker

Orc Tracker → Orc Tracker with Warg

Black Númenórean → Venomblade Knight

Venomblade Knight → Morgul Knight

Minas Morgul Special Rules & Relics

Rule Through Fear — This Hero leads through fear and the promise of death to those who fail him. All friendly Warriors within 3" of the Hero count as though they are within range of a banner, however, they also suffer -1 to their Courage. This rule does not affect other Heroes.

Ensorcelled Weaponry — The Hero has gained access to ancient weapons from the Witch-king's armories, charged with dark sorcery. When determining what number the Hero needs to wound his opponent, use the opponent's Courage rather than Defense on the Wound Chart.

Flee, for I am Death! — This Hero has become so corrupt, there is a palpable sense of evil surrounding him. Enemy Warriors within 6" of the Hero may not benefit from a friendly Hero's Stand Fast!



Wither — *Wither* is a magical power with a range of 12" and is successfully cast on a 4+. The victim immediately has its Strength reduced by 1 for the remainder of the game.

Transfix — *Transfix* is a magical power with a range of 12" and is successfully cast on a 5+. See page 79 of the main rules manual for the effects of this spell.

A Note About Black Númenórean Battle Companies

Though they are not above using them to enact their dark purposes, the Black Númenóreans despise the Orcish soldiers of Sauron's hordes. It is unconscionable that they would ever take orders from an Orc, therefore only Black Númenóreans may become Heroes in a Minas Morgul Battle Company

Anytime a Venomblade Knight tries to wound an enemy but rolls a 1, he must re-roll the dice. This upgrade costs +1 point.



Mirkwood

Mirkwood has become home to countless twisted and mutated creatures. As the power of Dol Guldur waxes ever stronger, fell creatures are drawn to the evil call and creeping corruption of the Necromancer's power. With a cunning, bestial intellect and a taste for blood, Wargs and Spiders await those foolish enough to tread the forest paths.

Example Starting Company

4 Spiders
3 Wild Wargs
Total — 60 Gold

Reinforcements List

Wild Warg — 8 Gold
Spider — 9 Gold

Warrior Equipment List

None. They use their Fangs and/or Mandibles!

Hero Equipment List

1/5 Gold — Hardened Carapace, Thick Hide
2/10 Gold — Chitinous Plating, Iron Hide

Promotions

Wild Warg → Fell Warg

Spider → Giant Spider OR Mirkwood Spider

Giant Spider → Venomback Spider

Mirkwood Spider → Venomback Mirkwood Spider

Mirkwood Depths Special Rules

Terror — Either being of massive size or having a fearsome visage, this hero causes *Terror* as described in the main rule book.

Monstrous Bulk — The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

Progeny (Spiders Only) — During any point in her move, the Hero can expend a Will point to place a Broodling base into play anywhere within 3". Broodlings have a move of 6" and may move and charge on the turn they are summoned. The Hero may summon multiple Broodlings in a single turn, provided she has sufficient Will remaining.

Broodling (Spider)

Move	F/S+	S	D	A	W	C	M/W/F
6"	2/6+	3	3	1	1	2	-/-/-

Bestial Fury — The Hero may expend a point of Will to urge his followers into a fit of rage. This works exactly as described for *Fury* in the main rules manual, except that it's effects apply to the same race as the Hero (Warg/Spider). It has a range of 6" and is successfully "cast" on a 3+.

Behemoth — Deep in Mirkwood, the evil influence of the Necromancer has begun to twist the creatures into living images of his malice, growing far larger and more vicious than normal. A Hero with this special rule is considered a Monster from this point forward. The Hero should be mounted on a 50mm base if a Warg, or a 60mm base if a Spider, to represent his great strength and brutality. Only one Hero may have this special rule at any given time, and adds +10 points rather than the usual +5.



Additional Troop Types

Spider — 9 Points

Move	F/S+	S	D	A	W	C	M/W/F
8"	3/6+	4	3	1	1	2	-/-/-

Special Rules

Movement — Spiders can move at full speed over any type of difficult terrain and ignore all types of obstacles, except for water features and gaps — such as chasms and gaps — which they must jump as normal.

Venom — Spiders re-roll 1s when rolling To Wound.

Notes About Mirkwood Battle

Companies

Though cunning creatures, Wargs & Spiders have little grasp of tactics or leadership. As such, only creatures of their own species may benefit from their Stand Fast! rolls or benefit from their heroic actions.

Wild Wargs and Spiders may receive two increases to their Strength instead of one.

Hardened Carapace and Tough Hide are considered Armor in all respects for Spiders and Wargs respectively. Similarly, Chitinous Plating and Iron Hide are considered Heavy Armor in all respects for Spiders and Wargs respectively.

Giant Spiders and Mirkwood Spiders with the Venom-back upgrade must re-roll failed To Wound rolls. This upgrade costs +2 points.

KINGDOMS OF MEN

For centuries, the strength of Men has held the forces of Sauron at bay. Now that the Dark Lord has unleashed his full strength, the kingdoms of Gondor and Rohan will be tested as never before. Will they have the resolve to turn back the forces of evil once more?



Rohan

Staunch allies of Gondor, the Rohirrim are known far and wide for their prowess in battle and for their skill in breeding and training horses. Despite the darkness of the times, the Riders of Rohan are swift to answer a call for aid, and Orcs and other evil creatures have learned that the sound of hoofbeats will often mean their doom.

Example Starting Company

3 Warriors of Rohan with Shields
3 Warriors of Rohan with Bows
2 Warriors of Rohan with Throwing Spears
Total — 60 Gold

Reinforcements List

Warrior of Rohan — 6 Gold

Warrior Equipment List

1 Gold — Shield, Bow
2 Gold — Throwing Spear
6 Gold — Horse
13 Gold — Pureblood Steed

Hero Equipment List

1/5 Gold — Shield, Bow
2/5 Gold — Throwing Spear, Heavy Armor, Longbow (Elf Bow)
6/10 Gold — Horse
9/15 Gold — Armored Horse

Promotions

Warrior of Rohan with Shield → Helminga
OR Rider of Rohan

Warrior of Rohan with Bow → Rider of Rohan
OR Outrider with Horse

Helminga → Westfold Redshield

Westfold Redshield → Son of Eorl

Rider of Rohan OR Outrider with Horse →
Rohan Royal Guard with Horse

Rohan Special Rules & Relics

Horse Lord — The Rohirrim are known for their close ties to their mounts. Many riders and their horses have become legendary for their valiant adventures together. The hero may use his Fate points to save wounds against his horse.

Hero of Legend — Some heroes' reputation and skill in battle is so great that others follow their directions without question. The player may roll a dice when this hero spends a point of Might to call a heroic action. On a score of 5+, the player need not reduce the hero's Might score — the Might point was effectively 'free.' This ability can be used once per turn and does not apply to Might used to modify a dice roll.

Saddle-born — The Hero has an uncanny connection with his horse, able to push it

beyond the normal limits of exertion and to quickly react to the flow of battle. Whilst mounted, the Hero always counts as having rolled a 6 on the Jump and Thrown Rider charts.

Pureblood Steed — The Hero is given a handsome horse with pure bloodlines. It is able to quickly maneuver and speed across Rohan even when weighed down with protective armor. The Pureblood Steed is an armored horse with Move 12. If the Hero already has a horse, the Pureblood Steed replaces the previous mount. Should a Pureblood Steed die on the mount injury table, the hero may purchase a replacement for the cost of an unarmored Horse.

Red Shield of the Westfold — The Red Shield of the Westfold has been borne to

battle by many valiant warriors in defense of the Mark, most famously by Erkenbrand. The Hero may use the Shielding rule, even whilst mounted. Only one Hero at a time may carry the Red Shield.

A Note About Rohan Battle Companies

Sons of Eorl are held in high esteem, yet they remain aloof from other warriors, choosing instead to hone their blades and minds in preparation for the next battle. Because of this devotion to their craft, they eschew positions of command to commit themselves more fully to the art of cavalry warfare. Sons of Eorl may not be promoted to Heroes.

All Heroes in a Rohan Battle Company have the *Expert Rider* Special Rule.





Minas Tirith

The Battle Companies that march forth from Gondor are filled with resolved and hardened warriors ready to do their duty and give their lives in defense of the White City. From Henneth Annûn to Osgiliath to the Harad Road, the warriors of Minas Tirith stand ready to thwart the plans of Mordor.

Example Starting Company

2 Warriors of Minas Tirith with Shield
3 Warriors of Minas Tirith with Spear & Shield
1 Warriors of Minas Tirith with Bow
1 Ranger of Gondor with Spear
Total — 60 Gold

Reinforcements List

Warrior of Minas Tirith — 7 Gold
Ranger of Gondor — 8 Gold
Ithilien Guard — 8 Gold
Ranger of Ithilien — 9 Gold

Warrior Equipment List

1 Gold — Shield, Spear, Bow, Lance
2 Gold — Longbow
6 Gold — Horse

Hero Equipment List

1/5 Gold — Shield, Spear, Bow, Lance
2/5 Gold — Longbow
6/10 Gold — Horse

Promotions

Warrior of Minas Tirith → Osgiliath Veteran
OR Citadel Guard

Ranger of Gondor → Osgiliath Veteran OR
Citadel Guard

Osgiliath Veteran → Knight of Minas Tirith

Knight of Minas Tirith → Citadel Guard
with Horse and Spear

Citadel Guard → Guard of the Fountain
Court

Minas Tirith Special Rules & Relics

Bold Beyond Belief — This hero is undaunted by foes that would cause others to cower in fear. Whenever the hero is forced to take a Courage test because of a *Terror*-causing opponent, the hero may add +2 to his dice score.

For the White City! — If your Hero charges an enemy, all Warriors within 3" ignore wounds on a 6+ for the remainder of the turn, just as if they had pass a Fate roll. This bonus does not apply to the Hero himself or other Heroes.

Númenórean Foresight — Once per game, the Hero's Company may automatically win Priority. This ability can be used once for each Hero that has this special rule. He must declare that he is using the ability before any dice are rolled for Priority.

Victory or Death! — The Hero has an uncanny ability to spur on his soldiers and snatch victory from the jaws of defeat. Should your Company become Broken, the Hero counts as a banner for all friendly models.

White Sword of Gondor — A White Sword of Gondor is a two-handed weapon. Additionally, each Wound inflicted by a White Sword (after Fate rolls) causes two Wounds, rather than one.

A Note About Minas Tirith Battle Companies

With regards to promotions, Ithilien Guard and Rangers of Ithilien are treated as Warriors of Minas Tirith and Rangers of Gondor respectively.





Fiefdoms of Gondor

The Fiefdoms of Gondor are nominally ruled from Minas Tirith but maintain a high degree of autonomy, especially with regards to defending their territories. Chief amongst the fiefdoms is the city of Dol Amroth, whose knights are renowned for their martial prowess. Many fiefdom warriors will spend time under the tutelage of an experienced Knight of Dol Amroth.

Example Starting Company

1 Knight of Dol Amroth
2 Men-at-arms of Dol Amroth with Pikes
2 Clansman of Lamedon
2 Archers of Blackroot Vale
Total — 59 Gold

Reinforcements List

Man-at-Arms of Dol Amroth — 8 Gold
Axeman of Lossarnach — 9 Gold
Clansman of Lamedon — 8 Gold
Blackroot Vale Archer — 8 Gold

Warrior Equipment List

1 Gold — Pike, Lance
9 Gold — Armored Horse

Hero Equipment List

1/5 Gold — Armor, Shield, Axe of Lossarnach, Bow, Lance, Elven Blade
2/5 Gold — Heavy Armor
9/15 Gold — Armored Horse

Promotions

Man-at-Arms of Dol Amroth → Knight of Dol Amroth

Knight of Dol Amroth → Knight of Dol Amroth with Armored Horse

Fiefdoms of Gondor Special Rules & Relics

Terror — Elven blood runs deeply in the men of Dol Amroth. In some, the glory is undimmed to the point that Evil creatures quail in their presence. The Hero causes *Terror* as described in the main rules manual.

The Honor of the Fiefdoms! — The men of Gondor's fiefdoms are proud of their skills and heritage and are eager to show their mettle. The Hero has earned the respect of his men, who count as being within range of a banner when this Hero is within 3".

One Final Blow — The valorous heart never flags, even in defeat. If the Hero is slain in close combat, he immediately makes a single Strength 4 hit on every enemy model that was part of the final combat.

Master Archer — The Hero has spent years learning to shoot with precision and to exploit his enemy's weaknesses. Each time this Hero shoots and slays a Hero or Monster, he receives +1 Might, up to his starting value.

The Foe of My Father... — The men of Lossarnach and Lamedon are known for their loyalty, bravery, and distinctive wargear. Many of the more finely-crafted weapons have been passed down from father to son for generations, becoming a family's most cherished heirloom. When a Hero selects this rule, his weapon gains the Xbane rule, with the X representing a race of his choice. This should be noted on the roster and cannot be changed between battles. This special rule may only be taken by Axemen of Lossarnach & Clansmen of Lamedon.

A Note about Fiefdom of Gondor Battle Companies

Though Dol Amroth holds no rule over the other fiefdoms, such is the nobility of their bloodline and reputation for martial prowess that the other fiefs often look to their warriors for counsel in times of war. A Fiefdom of Gondor Battle company may choose a single Knight of Dol Amroth as their Lieutenant model during the initial creation of their company instead of using the basic recruitment list, although it is not required to do so. If chosen, the Knight of Dol Amroth costs 9 Gold.

Knights of Dol Amroth may not purchase mounts for themselves until they are deemed worthy through a promotion.





A kingdom rivaling the glory of its southern sister, Gondor, the realm of Arnor was protected by disciplined and well-equipped soldiery. However, the strength of Arnor would waver under the relentless assault of Angmar's ghoulish hordes. With only a handful of rangers and veteran guardsman, the people of Arnor fought on as their realm crumbled around them.

Example Starting Company

3 Rangers of Arnor with Spears

4 Warriors of Arnor

Total — 59 Gold

Reinforcements List

Warrior of Arnor — 8 Gold

Ranger of Arnor — 8 Gold

Hobbit Archer — 4 Gold

Warrior Equipment List

1 Gold — Spear, Shield

6 Gold — Horse

Hero Equipment List

1/5 — Spear, Armor

2/5 — Heavy Armor, Lance

6/10 — Horse

Promotions

Ranger of Arnor → Waywatcher

Warrior of Arnor → Warden OR Knight of Arnor

Arnor Special Rules & Relics

Hold firm, Men of Arnor! — Once per game, the Hero may declare that he is “holding firm.” Whenever he does so, he and all friendly warriors within 12” will automatically pass Courage tests as long as the hero remains stationary during his Move phase. If the Hero moves, then the ability ceases to work.

Master of the Wilderness — The Hero moves through difficult terrain without penalty, as do any other members of the company if they are on foot and within 6” of the hero.

Númenórean Foresight — Once per game, the Hero's Company may automatically win Priority. This ability can be used once for each Hero that has this special rule. He must declare that he is using the ability before any dice are rolled for Priority.

Strike Unseen — The Hero has become an expert at concealing himself amongst his surroundings, providing protection from his enemies and the ability to launch surprise attacks. The Hero counts as though he is equipped with an Elven Cloak.

Chieftain's Spear — Handed down from centuries past, this spear is well-balanced and sturdy with a keen-edged blade. When

supporting with the Chieftain's Spear, the Hero may contribute as many Attacks as he has in his profile rather than just a single Attack. In addition, the Hero may use the Stun special attack. Only one Hero at a time may wield the Chieftain's Spear.

A note about Arnor Battle Companies

Arnor Battle Companies may have up to 50% of their warriors armed with bows.

Additional Troop Types

Waywatcher — 10 Points

Arnor is a wild, dangerous place, and by necessity the inhabitants are known for their courage and strength. Assailed but unbroken, these warriors will hold the line until the king returns and peace is returned to the realm.

Move	F/S+	S	D	A	W	C	M/W/F
6"	4/3+	4	4	1	1	4	— —

Wargear — Bow
Optional Wargear — Spear

Warden — 11 Points

The Wardens are an elite group of veteran warriors tasked with protecting the king of Arnor and other important individuals, such as military commanders. Those chosen for this duty consider it a great honor, and pledge to give their lives in service.

Move	F/S+	S	D	A	W	C	M/W/F
6"	4/4+	3	7	1	1	3	— —

Wargear — Heavy Armor, Spear, Shield
Special Rules — Bodyguard

Knight of Arnor — 12 Points

Thundering into battle atop their swift steeds, the Knights of Arnor lead the assault, smashing enemy formations and chasing down survivors. Caught between the fearsome bow-fire and bright spears on one side and charging knights on the other, the enemies of Arnor are swept away.

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

Wargear — Heavy Armor, Horse
Options — Shield





As the Second Age drew to a close, the brave Men of Númenor resisted the forces of the Dark Lord with courageous hearts and tempered steel. At their side, the glittering host of the Elves sought to overthrow the power of Sauron and his malicious minions. It was only by paying a terrible price in blood that they would succeed on the ashen slopes of Mount Doom.

Example Starting Company

2 Warriors of Númenor with Shields
2 Warriors of Númenor with Shields and Spears
2 Warriors of Númenor with Bows
1 High Elf Warrior with Elven Blade
Total — 60 Gold

Reinforcements List

Warrior of Númenor — 7 Gold
High Elf Warrior — 9 Gold

Warrior Equipment List

1 Gold — Shield, Spear, Bow, Elven Blade
2 Gold — Elf Bow
6 Gold — Horse

Hero Equipment List

1/5 Gold — Shield, Spear, Bow, Heavy Armor, Elven Blade, Lance
2/5 Gold — Longbow, Elf Bow
6/10 Gold — Horse

Promotions

Warrior of Númenor → Knight of Númenor
OR Guard of the Tower Bridge

High Elf Warrior → King's Guard

Last Alliance Special Rules & Relics

Terror — The tall, grey-eyed lords of Númenor and the Elves are terrifying foes when stirred to anger. The Hero causes *Terror* as described in the main rules manual.

Master-Crafted Weapon — The Hero has been granted a potent blade that slices through armor and flesh with ease. In hand-to-hand combat, the Hero never needs to roll more than 5+ to score a wound, regardless of the opponent's Defense value.

Númenórean Foresight (Humans Only) — Once per game, the Hero's Company may automatically win Priority. This ability can be used once for each Hero that has this special rule. He must declare that he is using the ability before any dice are rolled for Priority.

Victory or Death! — The Hero has an uncanny ability to spur on his soldiers and snatch victory from the jaws of defeat. Should your Company become Broken, the Hero counts as a banner for all friendly models.

Hero of Legend — Some heroes’ reputation and skill in battle is so great that others follow their directions without question. The player may roll a dice when this hero spends a point of Might to call a heroic action. On a score of 5+, the player need not reduce the hero’s Might score — the Might point was effectively ‘free.’ This ability can be used once per turn and does not apply to Might used to modify a dice roll.



Additional Troop Types

Guard of the Tower Bridge — 11 Points
At the heart of Osgiliath was a great towered bridge across the Anduin, home to the Dome of the Stars and the city's Palantír. Those chosen to guard the Tower Bridge were selected from the most disciplined veteran warriors and often served as bodyguards for important individuals.

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

Wargear — Heavy Armor, Spear
 Optional Wargear — Shield
 Special Rule — Bodyguard

Knight of Númenor — 13 Points
When the Faithful fled Númenor's impending doom, they brought their knowledge of horsemanship and skill-at-arms with them. Though few in number, Númenórean cavalry turned the tide of many battles.

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

Wargear — Heavy Armor, Horse
 Optional Wargear — Shield



Descendants of the men of Dale, the people of Lake-town endeavored to rebuild their lives in the wake of Dale's destruction. Relying on the surrounding geography and the long lake itself, Lake-town has had little need for warriors and have relied on the Lake-town Guard to maintain peace and order. However, the threat of Smaug lies heavy on their minds in these darkening days.

Example Starting Company

2 Lake-town Guards with Swords
2 Lake-town Guards with Spears
2 Lake-town Guards with Bows
2 Lake-town Militia with Shields
1 Lake-town Militia with Spears
1 Lake-town Militia with Bow
Total — 58 Gold

Reinforcements List

Lake-town Guard — 5 Gold
Lake-town Militia — 5 Gold

Warrior Equipment List

1 Gold — Bow, Spear, Shield
2 Gold — Longbow (Elf Bow)

Hero Equipment List

1/5 Gold — Bow, Spear, Shield
2/5 Gold — Longbow (Elf Bow)
6/10 Gold — Horse

Promotions

Lake-town Guard → Master's Man
Lake-town Militia → Bargeman

Lake-town Special Rules & Relics

A Feather In Your Cap, Lad! — The Master of Lake-town rewards those who fight well in his service. Anytime the Hero wounds an opposing Hero or Monster, immediately roll a D6 and consult the following chart:

1-2 — Hero gains a point of Will
3-4 — Hero gains a point of Fate
5-6 — Hero gains a point of Might

This may take him above his normal starting value for these characteristics. These bonuses expire at the end of the game.

For Lake-town, Men! — The Hero has gained a reputation as a experienced warrior and leads his men by example. Any Warriors within 3" of the Hero count as being in range of a banner.

One Final Blow — The valorous heart never flags, even in defeat. If the Hero is slain in close combat, he immediately makes a single Strength 4 hit on every model that was part of the final combat.

Master Archer — The Hero has spent years learning to shoot with precision and

to exploit his enemy's weaknesses. Each time this Hero shoots and slays a Hero or Monster, he receives +1 Might, up to his starting value.

Great Bow of Girion — The Great Bow of Girion was a mighty weapon that survived the destruction of Dale and was rumored to have belonged the Lord of Dale himself, though none can be certain. When rolling to Wound an enemy, the Great Bow counts as Strength 4. As a unique weapon, only one Hero may wield the Great Bow of Girion at a given time.



A Note About Lake-town Battle

Companies

More of a constabulary than a standing army, the Warriors of Lake-town rely on intimidation and strength of numbers to carry the day. Lake-town Battle Companies may have up to 20 members, of which 6 may be Heroes, rather than the usual limit of 15.

Additional Troop Types

Bargeman — 7 points

Between the difficult climate and the rough-and-tumble life on the wharves, the Bargemen of Lake-town are as tough and wind-worn as the stony shorelines. Though a salty bunch, they stand ready to defend their homes with their lives.

Move	F/S+	S	D	A	W	C	M/W/F
6"	3/4+	4	4	1	1	3	— —

Wargear — Armor, Hand Weapon
Options — Shield, Spear, Bow

Master's Man — 7 points

Those members of the Lake-town Guard who prove themselves most capable are often selected to serve on the Master's personal detail. They are given access to the best heirloom arms & armor and expected to serve with unquestioning loyalty.

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

Wargear — Armor, Sword
Options — Shield, Spear, Longbow
Special Rules — Bodyguard

The Fallen Realms

Sauron commands more than just Orcs and Trolls. In Isengard the traitor Saruman is breeding an army of Uruk-hai while the tribesmen of Harad and evil Men from the East assemble their forces. Will the Free Peoples be able to withstand these endless hordes?



Driven by Saruman's promises of eternal war and man-flesh upon which they may feast, the Uruk-hai of Isengard are fearsome warriors. Descending upon enemy combatant and innocent alike, they will not stop their wanton destruction until all that was once good and beautiful is no more.

Example Starting Company

2 Uruk-hai Scouts with Shields
2 Uruk-hai Scouts with Orc bows
2 Orc Warriors with Spears
2 Orc Warriors with Shields
Total — 60 Gold

Reinforcements List

Orc Warrior — 5 Gold
Uruk-hai Scout — 8 Gold
Wild Warg — 8 Gold

Warrior Equipment List

1 Gold — Shield, Orc Bow, Pike, Spear
2 Gold — Crossbow, Heavy Armor, Throwing Spears
6 Gold — Warg

Hero Equipment List

1/5 Gold — Shield, Orc Bow, Pike, Two-Handed Weapon
2/5 Gold — Crossbow, Heavy Armor, Throwing Spears
6/10 Gold — Warg

Promotions

Uruk-Hai Scout → Marauder OR Uruk-Hai Warrior

Uruk-Hai Scout with Bow → Uruk Hai with Crossbow

Marauder → Feral Uruk-Hai

Uruk-Hai Warrior → Uruk-Hai Berserker

Orc Warrior → Warg Rider

Orc Warrior with Spear → Warg Rider with Crude Throwing Spears

Warg → Fell Warg OR Warg Rider

Isengard Special Rules & Relics

Shaman — The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6", and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12".

A Fell Voice On The Air — Saruman uses the Palantír to watch and anticipate enemy movements and plan accordingly. Once per game, the player can use the ability of the Palantír to automatically win Priority. He must declare that he is using the ability before any dice are rolled for Priority.

Expert Tracker (Uruk-Hai Only) — The leader among Uruk has proved to excel at tracking man-flesh relentlessly. To represent this the model adds 2" to their movement distance and may charge a unit even if they cannot draw line of sight to the target model.

Battle Haze — Uruk-hai are noted for their mindless brutality and the ability to shrug off wounds that would kill any other creature. Any time this Hero is wounded, he may roll a dice and ignore the wound on a roll of 6+. If he selects this rule a second time, the saving throw improves to 5+. The Hero may still benefit from Fury and choose to use Fate for any wounds that are not ignored.

Sword of the White Hand (Uruk-Hai Only) — Exceptionally well-crafted and balanced for an Orcish sword, the Sword of the White Hand is deadly in the hands of its wielder. Each fight, the Hero may choose to receive a bonus of +1 Attack or +1 when rolling to Wound. Only one Uruk-hai may possess the Sword of the White Hand at any one time.

A Note About Isengard Battle

Companies

Though awesome combatants, Feral Uruk-hai and Uruk-hai Berserkers are so consumed with bloodlust that they do not possess the presence of mind to lead their fellow warriors. As such, Feral Uruk-hai and Uruk-hai Berserkers can never be promoted to heroes.





Shadow of Saruman

As Saruman's influence and will to dominate grew, many cruel, black-hearted Men were drawn to his banner. The Dunlendings are a bitter people, obsessed with regaining the land that the Rohirrim stole from them in years past. Pledging their allegiance to the White Wizard, these fierce warriors will gladly watch the fields and villages of Rohan burn. Others moved North into the Bree-land and the Shire creating chaos and disorder in these sheltered lands, and leaving wanton destruction in their wake.

Example Starting Company

2 Ruffians
2 Ruffians with Whips
4 Ruffians with Bows
2 Wild Men of Dunland
2 Wild Men of Dunland with Two-handed Weapons
Total — 60 Gold

Reinforcements List

Ruffian — 4 Gold
Wild Man of Dunland — 5 Gold

Warrior Equipment List

1 Gold — Shield, Bow, Two-handed weapon, Whip

Hero Equipment List

1/5 gold — Two-Handed Weapon, Whip, Shield, Armor
6/10 — Horse

Promotions

Wildman of Dunland or Ruffian →
Dunlending Warrior with Shield

Wildman of Dunland with Two-Handed Weapon OR Ruffian with Whip →
Dunlending Warrior with Two-Handed Weapon

Ruffian with Bow → Dunlending Warrior with Bow

Shadow of Saruman Special Rules & Relics

Hardy — A savage people, the Dunlendings are a tough race and can shrug off wounds that would incapacitate others. Whenever this hero is forced to roll on the Hero Injury Table, the player may choose to re-roll the result. The second result stands, even if it is worse than the original.

Strawhead Slayer — A veteran of many battles against the Rohirrim, this hero has become adept at dealing with mounted enemies. Whenever this hero is involved in a fight with a mounted opponent, the enemy does not gain the extra Attack or knockdown ability for charging.

Backstabber — When making strikes against an enemy model that is trapped,

the Hero receives a +1 bonus on their roll To Wound. This bonus is cumulative with the bonus for using a two-handed weapon.

More Than A Tongue-Lashing — Each time the Hero, or another Hero within 6" of him, declares a Heroic action, roll a D6. On a score of 4+, the player need not reduce the hero's Might score — the Might point was effectively 'free.' This ability can be used once per turn and does not apply to Might used to modify a dice roll. The Hero must be equipped with a Whip.

Scourge of Saruman — Imbued with the spite and malice of the fallen Wizard Saruman, this whip allows the bearer to use the *Whirl* special strike without reducing his Fight value. Only one Scourge of Saruman may be wielded by the heroes of the BC at a time.

Notes On Shadow of Saruman Battle Companies

An unorganized rabble, Shadow of Saruman Battle Companies rely on strength of numbers, rather than discipline or skill at arms. To represent this, Saruman's Influence Battle Companies may have up to 20 members, of which 6 may be promoted to Heroes.

Some players, with a desire to play a certain themed company, may desire to only take Ruffians for a "Scouring of the Shire" themed company. If this is the case, feel free to ignore the options of "Dunlending Warrior" or "Wildman of Dunland" in all respects. However, you may also feel free to keep the units and treat them as different kinds of Ruffians with the same unit entries, such as

Dunland "Thug" or Wildman "Brute" or even half-orcs.





Rhûn

Just to the northeast of Mordor are the Rhûnish lands of the Easterlings. A mysterious people, the Easterlings are ruled by a complex system of honor and devote themselves to the worship of Sauron, whom they view as a noble and vengeful deity. Well- disciplined and fierce, the soldiers of Easterlings are becoming a more frequent sight in the lands around Gondor as Sauron seeks to close the noose around his old foes.

Example Starting Company

2 Easterling Warrior with Shields
3 Easterling Warriors with Shields & Pikes
2 Easterling Warriors with bows
Total — 59 Gold

Reinforcements List

Easterling Warrior — 7 Gold

Warrior Equipment List

1 Gold — Shield, Pike, Bow
9 Gold — Armoured Horse

Hero Equipment List

1/5 Gold — Easterling Halberd, Easterling Falchion (Elven Blade), Shield, Pike, Bow
9/15 Gold — Armored Horse

Promotions

Easterling Warrior → Easterling Kataphrakt
OR Black Dragon Warrior

Black Dragon Warrior → Black Dragon Kataphrakt

Rhûn Special Rules & Relics

War Priest — The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the Hero gains the *Fury* magical power, that is cast on a 3+ and has a range of 6”, and also gains a point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the Hero gains the *Bladewrath* magical power (as listed in the Easterling War Priest entry of the Fallen Realms book) which is cast on a 2+ and affects either himself or a friendly Hero within 6”.

Blood & Glory — Blood spilled in battle is considered a sacrifice to the Dark Lord himself. The more worthy the opponent, the more the sacrifice is valued. If the Hero kills an enemy Hero, he immediately regains a single point of Might expended earlier in the battle.

Unyielding Combat Stance — Trained to receive and re-direct the energy of

enemies blows, this Hero maintains sure footing from which to counter-attack. Whenever this model is knocked down for any reason, roll a D6. On a 4+, he keeps his foot and is not knocked to the ground. Also, the Hero may not become trapped whilst on foot.

Combat Mimicry — The Hero has learned to study his opponent and adjust his fighting technique to perfectly counter the enemy. At the start of the Fight phase, the Hero 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 the statistics; he could, for example, adopt only the Fight value.

Quicksilver Blades — The Quicksilver Blades are two heirloom blades with keen edges and perfect balance, entrusted to only the most skilled fighters. When fighting on foot with the Quicksilver Blades, the Hero must choose to fight in one of three different ways each Fight phase. The Hero can fight with just one sword (two-handed), with two swords (+1 Attack), or parry (counts as shielding).





The Variags of Khand are a warlike race of people, and their lands are divided into many small kingdoms that are constantly at war with each other. Due to the unending conflict, Khandishmen are skilled fighters and many sell their services as mercenaries to the highest bidder. Many are found fighting for Sauron, seeking to enrich themselves or given in tithe by some fearful ruler. Either way, the Variags are content to plunder and raid as long as they receive their share of the spoils.

Example Starting Company

5 Khandish Warriors with two-handed axes
2 Khandish Warriors with bows
Total — 56 Gold

Reinforcements List

Khandish Warrior — 7 Gold

Warrior Equipment List

1 Gold — Two-handed Axe, Bow
6 Gold — Horse
17 Gold — Chariot

Hero Equipment List

1/5 Gold — Two-Handed Axe, Chieftain's
Axe (Elven Blade), Bow
6/10 Gold — Horse
17/30 Gold — Chariot

Promotions

Khandish Warrior → Khandish Horseman

Khandish Horseman → Khandish
Charioteer

Khand Special Rules & Relics

Sellswords — At the start of the game, before forces have been deployed, the Khand Battle Company may roll a D6 for each Hero with this rule, on a 4 or 5 the Hero has bribed another Khandish Warrior to fight on behalf of his warband during this battle. On a 6, he has bribed a Khandish Horseman. The model does not count toward the Battle Company's rating and may be armed with a two-handed axe or bow. After the battle, the mercenary takes his loot and leaves, so he does not remain with the company.

Money Talks — The Khandish being sellswords themselves know how the mind of a mercenary works. Every man has a price and that price can be paid. To represent this within a Khandish Battle Company, before deployment, when the opponent would normally roll the *Hired Blade* test for each of his mercenaries, he must roll two dice instead for each mercenary and fails if a 1 appears on either dice.

Commanding Presence — Khandish warriors fight all the harder when the gaze of their lords is upon them, as favor won in battle invariably brings rank and wealth. All Khandish Warriors treat this Hero as a banner.

Pillage & Plunder — Khandishmen are renowned mercenaries, and whatever their objective, the possibility of financial gain is never far from their mind. They are not above plundering the bodies of the fallen, even in the midst of battle. For each model slain by this Hero, roll a D6. On a 4+, the Company gains 1 Gold. In addition, if the scenario uses Victory Points to determine who wins the game, add 1 Victory Point for each Gold generated.

Keiseimu's Revenge — Keiseimu was a Khandish King that inspired great loyalty from his subjects, and was known for his brutal chariot tactics. After his death, his reinforced chariot has been passed down as a spoil of war in the Khandishmen's frequent internecine squabbles. If the Hero is equipped with a chariot, he is counted as Monstrous Cavalry, although he may only use the "Barge" Brutal Power Attack. Keiseimu's Revenge is a unique chariot and may only be used by one Hero at a time.





h arad

The armies of Harad have grown accustomed to war, and its armies are filled with hardened tribal warriors. There is never a shortage of young leaders seeking to gain power and influence through military dominance. Warriors will flock to the banner of any chieftain whose star seems to be on the rise.

Example Starting Company

2 Haradrim Warriors with Spears
3 Haradrim Warriors with Bows
2 Warriors of Abrakhân with Spears
1 Warriors of Kârna with Bows
Total — 60 Gold

Reinforcements List

Haradrim Warrior — 6 Gold
Warrior of Abrakhân — 7 Gold
Warrior of Kârna — 8 Gold

Warrior Equipment List

1 Gold — Spear, Bow
2 Gold — War Spear
6 Gold — Horse

Hero Equipment List

1/5 Gold — Armor, Spear, Bow, Two-Handed weapon, Throwing Daggers, Blowpipe
2/5 Gold — War Spear
6/10 Gold — Horse

Promotions

Haradrim Warrior —> Haradrim Raider OR
Serpent Guard

Serpent Guard —> Serpent Rider

Warrior of Abrakhân —> Abrakhân Raider
OR Abrakhân Merchant Guard

Warrior of Kârna —> Watcher of Kârna

Harad Special Rules & Relics

Serpent's Strike — The weapons of the Hero are coated with a virulent poison. When rolling To Wound against an enemy, use the model's Strength rather than Defense to represent their body's attempts to overcome the effects of the poison. Since this is a poisoned attack, the Hero must re-roll the dice if he rolls a 1 To Wound.

Stalk Unseen — Trained to move about quietly and strike unexpectedly, the Hero is a hard man to pin down. The Hero counts as though equipped with an Elven Cloak.

Perilous Hubris — If an enemy Hero is within Charge range, the Hero MUST do so. However, if he wounds the Hero, he gains a point of Might. This may take him above his starting amount of Might.

Swift Assassin — The Hero is trained to close with the enemy and eliminate threats as quickly as possible. When charging an enemy model, the Hero adds 3" to his Movement characteristic and ignores any difficult terrain.

Master of Poisons — All models with poisoned attacks within 3" of the Hero (including himself) must re-roll failed rolls To Wound on a 1 or 2, rather than a 1. There may only ever be one Master of Poisons at any given time.

A Note About Harad Battle Companies

The Watchers of Kârna are not an unknown sight in the armies of Harad, however, they tend to have their own agendas for marching to war. As such, the Watchers will never assume a role of leadership in a Harad Battle Company, so they may not be promoted to Heroes.

Harad Battle Companies may have up to 50% of their warriors armed with bows.





Far Harad

Client subjects of Umbar, the Mahûd Tribesmen of Far Harad are known for their savagery and tenacity. These Tribesmen will fight on in defiance despite heavy losses, and as such are highly valued as mercenary troops. Hailing from the little known lands beyond Kârna, the Mahûd visit wrath on all who oppose them!

Example Starting Company

3 Mahûd Warriors
2 Mahûd Warriors with spears
2 Mahûd Warriors with poisoned blowpipes
Total — 60 Gold

Reinforcements List

Mahûd Warrior — 8 Gold
Half Troll of Far Harad — 23 Gold

Warrior Equipment List

1 Gold — Spear, Blowpipe, Two-handed Weapon, War Spear
6 Gold - Camel

Hero Equipment List

1/5 Gold — Spear, Blowpipe, Two-handed Weapon, War Spear
6/10 Gold — Camel

Promotions

Mahûd Warrior → Mahûd Raider

Far Harad Special Rules & Relics

Terror — The Hero's fearsome visage and impressive size can cause even the most stalwart of opponents to hesitate in fear. The Hero causes *Terror* as listed in the main rule book.

Hardy — A savage people, the Mahûd Tribesmen are a tough race and can shrug off wounds that would incapacitate others. Whenever this hero is forced to roll on the Hero Injury Table, the player may choose to re-roll the result. The second result stands, even if it is worse than the original.

Death To My Enemy! — The Mahûd Tribesman believe in striking at the leadership of enemy forces to throw their opponents into confusion. Whenever this Hero is in hand-to-hand combat with an enemy Hero, he gains +1 to his roll to win the fight. This does not apply to impact hits from a charging camel, if the Hero is mounted.

Strength of the Mûmak — Although there are rumors as to its origins, no one knows for certain where the Mahûd bloodline was mingled. What is certain is that some Mahûd tribesman possess size and strength far beyond that of any normal human. This Hero gains +1 Strength (even if he has previously received a Strength upgrade). Furthermore, any model that

loses a fight against this Hero is pushed back D6" rather than the usual 1".

Rune Stones — The Hero wears a small pouch filled with small stones and gems inscribed with what are believed to be runes of power and protection. Any time the Hero is targeted by a magical power or special ability, he may try to ignore its effects. Roll a D6, and on a 2+ all effects are ignored. Might may be used to affect this roll. Only one Hero may carry the Rune Stones at any given time.

A Note About Far Harad Battle Companies

The Half Trolls of Far Harad are rightfully feared for their combat prowess. However, their only interest lies in crushing their enemies, rather than tactics or strategy. Because of this blind violence, Half Trolls never rise to leadership positions in a Far Harad battle company, and may not be promoted to Heroes.





UMBAR

The Corsairs of Umbar are feared all along the coastlines of Middle-earth. They are not interested in capturing territory, but are content to raid and plunder where they may. Swift and ruthless, the Corsairs pounce on unsuspecting towns and villages and withdraw into the night as quickly as they appeared.

Example Starting Company

Corsair of Umbar with Shield
2 Corsairs of Umbar with Boarding Pikes
2 Corsairs of Umbar with Bows
2 Warriors of Umbar with Shields
Total — 56 Gold

Reinforcements List

Corsair of Umbar — 7 Gold
Warrior of Umbar — 7 Gold

Warrior Equipment List

1 Gold — Shield, Bow, Boarding Pike, Spear

Hero Equipment List

1/5 Gold — Armour, Shield, Bow, Boarding Pike, Two-handed weapon
2/5 Gold — Crossbow, Heavy Armor
3/10 Gold — Pavise

Promotions

Corsair of Umbar —> Corsair Reaver OR Corsair Arbalester

Warrior of Umbar —> Black Númenórean

Black Númenórean —> Venomblade Knight OR Castellan of Umbar

Umbar Special Rules & Relics

Commanding Bellow — The Hero knows how to get the best out of his followers, inspiring more fear than the foe. All friendly models treat this Hero as a banner.

Smoke Bombs — The Hero carries several pouches and vial containing powders that explode with a fierce flash of light and a cloud of smoke. These are throwing weapons with a Strength of 1. If hit and not killed, the target must expend a Will point or be stunned by the fiery detonation for the rest of the turn, exactly as if subject to a *Transfix* spell. If the Hero 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.

Pillage & Plunder (Corsairs Only) — Corsairs are raiders and pirates, and whatever their objective, the possibility of financial gain is never far from their mind. They are not above plundering the bodies

of the fallen, even in the midst of battle. For each model slain by this Hero, roll a D6. On a 4+, the Company gains 1 Gold. In addition, if the scenario uses Victory Points to determine who wins the game, add 1 Victory Point for each Gold



generated.

Like A Rat In The Rigging (Corsairs only)

— Due to a lifetime spent maneuvering on heaving decks and swaying rigging, the Hero has become especially agile. Any time the Hero is required to make a Jump, Leaping or Climbing test, he is always treated as having rolled a 6 for the result. In addition, anytime this Hero is wounded, he may roll a dice and on a result of 6+ the wound is ignored. The player may elect to use Fate points on any wounds that are not saved in this manner.

Smokescreen (Corsairs Only) — The Hero has learned to use volatile powders

and chemicals to create smokescreens to cover the advance of his warriors. Any shots at the Hero or a friendly model within 3" must pass a In The Way test on a 4+, even if the models are completely unobstructed. If there are intervening terrain pieces or models, then you must pass the In The Way test for these obstructions and then pass another for the Smokescreen. As this is very esoteric knowledge, only one Hero may have this ability at any given time.

A Note About Umbar Battle Companies

Mad with bloodlust, Corsair Reavers can never rise to positions of leadership with a Corsair battle company. They may not be promoted to Heroes.

Umbar was a Númenórean outpost that stayed loyal to Sauron after the fall of their island home. Warriors of Umbar are simply Warriors of Númenor that are aligned with Evil. They can be easily represented by using Warriors of Númenor with the White Tree of Gondor removed

The Free Peoples

United by a common foe, the Free Peoples must all play their part in the battle against the Dark Lord. Elves, Dwarves, and even the small Hobbits are beset on all sides as Sauron unleashes his hordes in a deadly endgame. The question remains whether they still possess the strength to endure.



RIVENDELL

Though they are a dwindling race, the Elves have not abandoned their allies to Sauron's growing malice. Fell and fair, the Elves are responsible for holding many evils in check, any one of which would long since have overwhelmed the realms of Men.

Example Starting Company

4 Noldorin Exiles with Throwing Daggers & Elven Blades

2 Noldorin Exiles with Throwing Daggers & Elf Bows

Total — 60 Gold

Reinforcements List

Noldorin Exile — 8 Gold

Warrior Equipment List

1 Gold — Elven Blade, Spear, Shield

2 Gold — Elf Bow, Throwing Daggers

6 Gold — Horse

Hero Equipment List

1/5 Gold — Elven Blade, Spear, Shield

2/5 Gold — Elf Bow, Lance, Throwing Daggers

2/10 Gold — Heavy Armor

5/10 Gold — Elven Cloak

6/10 Gold — Horse

Promotions

Noldorin Exile → High Elf Warrior

High Elf Warrior → King's Guard OR Knight of Rivendell

King's Guard → King's Knight

Rivendell Special Rules & Relics

Terror — The sight of an Elf lord in his power causes Evil creatures to recoil in fear. This Hero causes *Terror* as described in the main rules manual.

Stormcaller — The Hero has learned to channel the elemental forces of the wind with devastating results. The first time this rule is chosen, he gains access to the *Call Winds* magical power, which has a range of 12" and is cast on a 2+, and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the Hero gains the *Nature's Wrath* magical power, which is cast on a 4+. If, when casting a spell, the dice rolled is a natural 6, no Will is expended to cast the power.

Foresight of the Eldar — Before the game begins, roll a D6 and make a note of the result — these are the Hero's *Foresight* points for the remainder of the battle. The hero can spend these points in the Priority phase, after both players have made their



fight while Shielding. Only one model may be equipped with this legendary shield at any given time.

Note about Rivendell Battle Companies

Thanks to their incredibly long lives, Elves have a long time to hone their skills in battle. Elven heroes may increase their Fight value to 7, instead of 6 like other races.

A King's Guard and King's Knight are upgrades of the High Elf Warrior and Knight of Rivendell profiles respectively. They have a Fight value of 6/3+ for +1 Point.

priority rolls. For each *Foresight* point expended, the Hero can alter either priority roll by +1 or -1, to a minimum of 1 and a maximum of 6.

Noldorin Throwing Knives — The Hero re-rolls any failed To Wound rolls made when throwing these knives or using them in a fight. A Hero with Noldorin Throwing Knives cannot be armed with a Shield as well. Only one Hero may be equipped with Noldorin Throwing Knives at a time.

Shield of Imladris — The Shield of Imladris is a master-crafted shield that has featured in the tales of past Elven heroes. Sturdy, yet remarkably light, a Hero armed with the Shield of Imladris may still make one strike against an opponent if he wins a

Lothlórien

With Dol Guldur on their doorstep and fell creatures inhabiting the forests and descending from the neighboring mountains, the Wood Elves are well acquainted with armed conflict. Relying on their superior skill at arms and woodcraft, the armies of Lothlórien are able to ambush and destroy predators and other, more sinister allies of Mordor.

Example Starting Company

2 Wood Elf Warriors with Elven blades
3 Wood Elf Warriors with Wood Elf Spears
2 Wood Elf Warriors with Elven bows
Total — 58 Gold

Reinforcements List

Wood Elf Warrior — 7 Gold

Warrior Equipment List

1 Gold — Elven Blade, Wood Elf Spear, Spear, Shield
2 Gold — Elf Bow, Throwing Daggers
5 Gold — Elven Cloak
9 Gold — Armored Horse

Hero Equipment List

1/5 Gold — Elven Blade, Spear, Wood Elf Spear, Pike, Shield, Armor
2/5 Gold — Elf Bow, Throwing Daggers
2/10 Gold — Heavy Armor
5/10 Gold — Elven Cloak
9/15 Gold — Armored Horse

Promotions

Wood Elf Warrior → Galadhrim Warrior

Galadhrim Warrior → Galadhrim Knight OR
Guard of the Galadhrim Court

Galadhrim Knight → Galadhrim Knight
Elite

Lothlórien Special Rules & Relics

Terror — The sight of an Elf lord in his power causes Evil creatures to recoil in fear. This Hero causes *Terror* as described in the main rules manual.

Stormcaller — The Hero has learned to channel the elemental forces of the wind with devastating results. The first time this rule is chosen, he gains access to the *Call Winds* magical power, which has a range of 12" and is cast on a 2+, and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the Hero gains the *Nature's Wrath* magical power, which is cast on a 4+. If, when casting a spell, the dice rolled is a natural 6, no Will is expended to cast the power.

Foresight of the Eldar — Before the game begins, roll a D6 and make a note of the result — these are the Hero's *Foresight* points for the remainder of the battle. The hero can spend these points in the Priority

phase, after both players have made their priority rolls. For each *Foresight* point expended, the Hero can alter either priority roll by +1 or -1, to a minimum of 1 and a maximum of 6.

Bow of Doriath — The Bow of Doriath is an heirloom weapon, crafted in the Elder days. It has an extended range of 30" and passes In The Way tests on a 3+. It may only be wielded by one Hero at a time.



Drego — Drego (Sindarin: "Flee") is a blade that has long been wielded by the protectors of Lothlórien. Forged in the distant past, it has the Orcbane and Goblinbane special rules. As it is a unique blade, it may not be wielded by more than one Hero at a time.

A Note About Lothlórien Battle

Companies

Thanks to their incredibly long lives, Elves have a long time to hone their skills in battle. Elven heroes may increase their Fight value to 7, instead of 6 like other races.



Thranduil's Halls

As the once beautiful Greenwood the Great sickened into Mirkwood, Thranduil's people became skilled hunters and deadly warriors, a bane to all evil creatures.

Through their determination and prowess with bow and blade the sinister influence of Dol Guldur has been held in check, but how long will they be able to hold out against this growing threat?

Example Starting Company

3 Wood Elf Warriors with Elven Blade & Throwing Daggers

2 Wood Elf Warrior with Elf Bow & Throwing Daggers

Wood Elf Warrior with Wood Elf Spear

Total — 60 Gold

Reinforcements List

Wood Elf Warrior — 7 Gold

Warrior Equipment List

1 Gold — Elven Blade, Shield, Wood Elf Spear

2 Gold — Elf Bow, Elven Glaive, Throwing Daggers

3 Gold — Elven Cloak

6 Gold — Horse

Hero Equipment List

1/5 Gold — Elven Blade, Wood Elf Spear, Shield

2/5 Gold — Elf Bow, Throwing Daggers, Elven Glaive

5/10 Gold — Elven Cloak

6/10 — Horse

Promotions

Wood Elf Warrior —> Mirkwood Elf

Mirkwood Elf with Elven Blade and/or Glaive —> Palace Guard

Mirkwood Elf with Bow —> Mirkwood Ranger

Palace Guard —> Mirkwood Cavalry

Mirkwood Ranger —> Wood Elf Sentinel

Thranduil's Halls Special Rules

& Relics

Terror — The sight of an Elf lord in his power causes Evil creatures to recoil in fear. This Hero causes *Terror* as described in the main rules manual.

Stormcaller — The Hero has learned to channel the elemental forces of the wind with devastating results. The first time this rule is chosen, he gains access to the *Call Winds* magical power, which has a range of 12" and is cast on a 2+, and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the Hero gains the *Nature's Wrath* magical power, which is cast on a 4+. If, when casting a spell, the

dice rolled is a natural 6, no Will is expended to cast the power.

Bladelord — The Hero's skill with a blade is incredible. He receives an additional attack for each model he is engaged with after the first. This bonus is determined at the start of each fight and lasts until all Strikes from that Fight have been resolved. If the Hero already had the *Knife Fighter* special rule, *Bladelord* replaces it.

Combat Synergy — The Hero has trained his Warriors to work together in a seamless dance of battle that is as graceful as it is deadly. At the beginning of any phase, the Hero may swap places with any Warrior within 2" of him. This does not count as moving.

Bow of the Greenwood — The *Bow of the Greenwood* is an ancient weapon, skillfully crafted and enchanted to unerringly strike down those who wish harm upon the forest. During the Shoot phase, the Hero may expend one point of Will to auto-hit his target, regardless of models or objects in the way, or if the model is engaged in combat.

A Note About Thranduil's Hall Battle Companies

Thanks to their incredibly long lives, Elves have a long time to hone their skills in battle. Elven heroes may increase their Fight value to 7, instead of 6 like other races.

As Wood Elf Sentinels are already veteran warriors completely devoted to their craft, they cannot be promoted to Heroes.





DURIN'S FOLK

The Dwarves are an old race, as hard as the stone mountains from which they carve their homes. Although they prefer to keep to themselves, Dwarven kinbands can be seen patrolling the areas around their holds or transporting their expertly crafted goods along the trade routes of Middle-earth. Never one to forget the kindness of a friend or the cruelty of a foe, Dwarves wait with sharpened axes to defend their allies and to visit revenge on the ancient enemies of their people.

Example Starting Company

Dwarf Warrior with Shield
Dwarf Warrior with Two-handed Axe
Dwarf Warrior with Dwarf Bow
2 Dwarf Rangers with Throwing Axes
Dwarf Ranger with Dwarf Longbow & Throwing Axes
Total — 60 Gold

Reinforcements List

Dwarf Warrior — 8 Gold
Dwarf Ranger — 7 Gold

Warrior Equipment List

1 Gold — Shield, Two-handed Axe, Dwarf Bow
3 Gold — Dwarf Longbow, Throwing Axes

Hero Equipment List

1/5 Gold — Shield, Two-Handed Axe, Dwarf Bow
2/5 Gold — Dwarf Armor
3/5 Gold — Throwing Axes, Dwarf Longbow
3/10 Gold — Dwarf Heavy Armor

Promotions

Dwarf Warrior → Iron Hills Veteran

Iron Hills Veteran Warrior → Khazâd Guard

Dwarf Ranger → Iron Hills Veteran Ranger

Iron Hills Veteran Ranger → Iron Guard

Durin's Folk Special Rules & Relics

Hardy — Dwarves are known for their sturdy constitutions, but some individuals are resilient beyond measure. Whenever this hero is forced to roll on the Hero Injury Table, the player may choose to re-roll the result. The second result stands, even if it is worse than the original.

Loremaster — The hero has spent years studying the tactics and abilities of his Dwarfhold's enemies. At the start of his Move, the Hero can spend a Will point to negate an enemy special rule for the rest of the turn. There is no range to this ability — as long as the Hero can see the foe, and has a Will point to spend, it works.

Tunnel-Fighters — The hero is used fighting in the cramped and dank confines of cave systems. To represent this on the table, if the hero would be knocked down or trapped, roll a die. On a 4+ the hero is not affected and thus does not grant additional attacks. Cavalry will receive their extra attack for charging as usual.



Slayer — A veteran of the long wars between the Dwarves and Orc-kind, this Hero is happy as long as he has a sharp blade and orc necks on which to use them. The Hero may re-roll any failed To Wound rolls against Orcs, Goblins & Uruk-hai.

Nain's Balanced Axes — Forged to be wielded as a pair, Nain's Balanced Axes can be used in hand-to-hand combat but are also balanced for quick and accurate throwing. The Hero re-rolls any failed To Wound rolls made when throwing these axes or using them in a fight. The Hero may also throw them when charging after

winning a Heroic Combat. A Hero with cannot be armed with a Shield at the same time. Only one Hero may be equipped with Nain's Balanced Axes at any given time.

A Note About Durin's Folk Battle Companies

As Iron Guard are already veteran warriors devoted to their itinerant lifestyle and craft, they cannot be promoted to Heroes.

Erebor & Dale

Well-trained and well-equipped, the warriors of Erebor & Dale were famous for their prowess in battle. Fighting side by side, the two kingdoms flourished. However, nothing could prepare them for Smaug, Chiefest and Greatest of Calamities, and the once proud cities are reduced to burned husks of their former glory.

Example Starting Company

2 Warriors of Erebor with Shields
Warrior of Erebor with Spear
Warrior of Dale with Shield
Warrior of Dale with Shield & Spear
2 Warriors of Dale with Bows
Total — 60 Gold

Reinforcements List

Warrior of Erebor — 8 Gold
Dwarf Ranger — 7 Gold
Warrior of Dale — 7 Gold

Warrior Equipment List

1 Gold — Spear, Shield, Bow, Two-handed Weapon
2 Gold — Longbow
3 Gold — Dwarf Longbow, Throwing Axes

Hero Equipment List

1/5 Gold — Spear, Shield, Bow
2/5 Gold — Pick-Hammer, Heavy Armor, Longbow
3/5 Gold — Dwarf Longbow, Throwing Axes
6/10 — Pony, Horse

Promotions

Warrior of Erebor → Grim Hammer

Dwarf Ranger → Iron Hills Veteran Ranger

Iron Hills Veteran Ranger → Iron Guard

Warrior of Dale → Custodian of Dale

Erebor & Dale Special Rules & Relics

Wealth Without Measure — The Lonely Mountain surrendered tremendous wealth, bringing wealth to the surrounding region and ensuring their warriors are extremely well-equipped. After each game the controlling player receives +1 Gold for each Hero with this special rule that was not removed as a casualty. However, this Gold must be spent immediately or it is lost.

Master-crafted Blade — This hero has been gifted with a mighty blade, forged in the smithies of Erebor and engraved with powerful runes. While using this blade the wielder never needs greater than a 5+ to wound his enemy, regardless of their Defense.



Loxmaster (Dwarf Heroes only) — The hero has spent years studying the tactics and abilities of his Dwarfhold's enemies. At the start of his Move, the Hero can spend a Will point to negate an enemy special rule for the rest of the turn. there is no range to this ability — as long as the Hero can see the foe, and has a Will point to spend, it works.

The Honor of Dale! (Human Heroes only)
— The men of Dale are proud of their realm and disciplined soldiery and are eager to show their mettle. The Hero has earned the respect of his men, who count as being within range of a banner when

this Hero is within 3". This bonus only applies to Warriors of Dale.

Inspirational Leader — The Hero has learned to fire the hearts of his men, rousing them to feats of arms beyond their normal ability. Any Warriors within 3" of the Hero gain +1 to their Fight value. This bonus does not apply to other Heroes or to the Hero himself.

Additional Troop Types

Custodian of Dale — 9 points

Chosen from the best soldiers in the kingdom, the Custodians of Dale were clad in the best armor and known for their skill at arms. Unfortunately, even the Custodians were no match for the fire and fury of Smaug.

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

Wargear — Heavy Armor & Sword

Optional Wargear — Longbow, Shield, Spear

Bested Opponent — Whenever a Custodian wins a fight by rolling a 6, he may add +1 to the following Wound roll. Similarly, should the Custodian fire his bow and roll a 6 to hit, he may add +1 to the Wound roll, as well.



The Shire

A peaceful and idyllic place, the Shire is known more for its produce, wine, and pipeweed than its martial prowess. Due to the unceasing vigilance of the Dúnedain, the Hobbits remain blissfully unaware of the darkness that is descending over Middle-earth. However, it is not unheard of for Hobbits to take up arms in defense of their homelands, and according to Shire records, a group of Hobbits were even sent to assist at the Battle of Fornost. Never underestimate the small folk!

Example Starting Company

3 Rangers of Arnor
2 Hobbit Archers
9 Hobbit Militia
Total — 60 Gold

Recruitment List

Hobbit Militia — 3 Gold
Hobbit Archer — 4 Gold
Ranger of Arnor — 8 Gold

Warrior Equipment List

1 Gold — Spear

Hero Equipment List

1/5 Gold — Spear, Armor, Bow, Two-Handed Weapon
4/5 Gold — Pony
6/10 Gold — Horse

Promotions

Hobbit Militia → Battlin' Brandybuck OR Shirriff

Hobbit Archer → Tookish Hunter OR Shirriff

Ranger of Arnor → Waywatcher

Shire Special Rules & Relics

To Me, Shirefolk! (Hobbits Only) — The Hero has gained the respect of his peers and they readily follow his directions. The range of this Hero's Stand Fast! is 12".

Nimble (Hobbits Only) — Those who have made a study of Hobbits note that they are remarkably agile and are able to weave and dodge around larger, clumsier creatures. Anytime this Hero is wounded, he may roll a dice and on a result of 6+ the wound is ignored. The second time this rule is chosen, the saving throw is improved to a 5+. The player may elect to use Fate points on any wounds that are not saved in this manner.

Used To Be Quite Respectable (Hobbits Only) — When friends and family return from assumed death bringing tales of Dragons and Oliphaunts, it can spur a great deal of trouble in the Shirefolk. Any friendly Hobbits within 3" of the Hero count as being within range of a banner.

(Note that he cannot, of course, be picked up and wielded by another model!)

Second Breakfast (Hobbits Only) —

Never underestimate the power of food to lift a weary Hobbits morale. This Hero has learned to use the promise of food to restore hope to his friends. Once each turn, at any point in his Move phase, choose a friendly model in base contact with the Hero and roll a dice. On a 4+, apply the following bonuses: If the model is a Hero, he regains one point of Might, Will or Fate previously expended in the battle. If the model is a Warrior, he receives a +1 bonus to his Fight, Strength and Attack characteristic until the end of the turn. This special rule may only be used to affect fellow Hobbits.

Blade of the Barrow Downs — Although the Hobbits are unaware of the origin and might of this enchanted blade, this weapon was passed around as a mathom for years before falling into the hands of a Hobbit adventurous enough to wield it. If the Hero wins a fight but fails to kill the enemy, roll a dice. On a 5+, the enemy model is Paralyzed, as listed in the main rules manual.

Additional Troop Types

Waywatcher — 10 Points

Move	F/S+	S	D	A	W	C	M/W/F
6"	4/3+	4	4	1	1	4	— —

Wargear — Bow

Optional Wargear — Spear



A Note about Shire Battle Companies

Given their small stature, the Hobbits rely on the old adage that there is safety in numbers. A Shire Battle Company may have up to 25 members, of which, 8 may be Heroes.

Whenever a Hobbit would roll on the *Warrior Advancement Chart*, add 1 to the result. Hobbits are made of sterner stuff than it appears!

Each Shire Battle Company, whether aware of it or not, is protected by the might of the Dúnedain. Shire Battle Companies may have 0-3 Rangers of Arnor as part of their Company at any given time. If included, one of these should be designated as the Lieutenant or one of the Sergeants at the beginning of the campaign.

MORIA & ANGMAR

The Misty Mountains have long been home to all manner of evil creatures. Caverns crawling with Goblins and Wargs prowling the foothills mean that only the foolhardy approach these mountain passes without sharpened steel at the ready. Further, Angmar of Old, home to ancient demons and vengeful spirits, lies at the northern end of the Misty Mountains and its denizens prey upon the unwary who dare to cross its lands.





Orc brigands and prowling wargs lurk in the northern wilds, seeking whom they may devour. Remnants of the dread legions of the Witch-king, these vile creatures haunt the night. The most powerful of them have attracted the attention of lesser wights and other twisted spirits, who follow in their wake, knowing that they will have yet another opportunity to feed on the flesh and souls of Men.

Example Starting Company

2 Orc Warriors with shields
 1 Orc Warrior with spear
 2 Orc Warriors with Orc bows
 3 Barbarians of Carn Dûm
 1 Spectre
 Total — 60 Gold

Reinforcements List

Orc Warrior — 5 Gold
 Wild Warg — 8 Gold
 Barbarian of Carn Dûm — 6 Gold
 Spectre — 15 Gold

Warrior Equipment List

1 Gold — Shield, Spear, Two-handed weapon, Orc Bow, Bow
 2 Gold — Throwing Spear
 6 Gold — Warg

Hero Equipment List

1/5 Gold — Shield, Spear, Two-handed weapon, Orc Bow, Bow

2/5 Gold — Throwing Spear

6/10 Gold — Warg, Horse

Promotions

Orc Warrior → Warg Rider

Orc Warrior with Orc bow → Orc Tracker or Warg Rider with Bow

Orc Tracker → Orc Tracker with Warg

Wild Warg → Warg Rider

Warg Rider → Morgul Stalker

Barbarian → Warrior of Carn Dûm

Angmar Company Special Rules & Relics

Shaman — The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6", and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12".

Ensorcelled Weaponry — The Hero has gained access to ancient weapons from

the Witch-king’s armories, charged with dark sorcery. When determining what number the Hero needs to wound his opponent, use the opponent’s Courage rather than Defense on the Wound Chart. Wargs may not select this special rule.

Rule Through Fear — This Hero leads through fear and the promise of death to those who fail him. All friendly Warriors within 3” of the Hero count as though they are within range of a banner, however, they also suffer -1 to their Courage. This rule does not affect other Heroes.

Demoralizing Presence — Utter devotion to the Witch-king of Angmar has permanently twisted this creature's face into a snarling visage of hate and malice. All enemy models within 3" suffer a -1 penalty to their Courage value (note that this is not cumulative with other rules).

Amulet of Angmar — The Amulet of Angmar grants the bearer the *Resistant to Magic* special rule as well as the following ability: Whenever the bearer would use a Fate Point, roll a die. On a 5+, no Fate Point need be spent and the Fate Roll was effectively "free". Only one model may be equipped with this item per Company.

A Note About Angmar Battle Companies

Though cunning creatures, Wargs have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their Stand Fast! rolls or benefit from their heroic actions. Wild Wargs may receive two increases to their Strength instead of one. Stalkers are too distrusted, even by their own kind, to ever

amass any sort of following so they may not be promoted to Heroes. Being undead creatures, Spectres may not receive promotions and, therefore, can never become heroes.

Additional Profiles

Cold-hearted men hailing from a cold land, the men of Carn Dûm needed little convincing to join the armies of Angmar and turn against their brethren. The divided kingdom of Arnor stood little chance against such ferocious and unrelenting foes.

Barbarian of Carn Dûm — 6 Points

Move	F/S+	S	D	A	W	C	M/W/F
6”	3/4+	3	3	1	1	3	— —

Wargear — Hand Weapon
Optional Wargear — Two-handed Weapon
Special Rule — Man-bane



Warrior of Carn Dûm — 8 Points

Move	F/S+	S	D	A	W	C	M/W/F
6”	4/4+	4	4	1	1	3	— —

Wargear — Armor, Hand Weapon
Optional Wargear — Shield, Bow, Two-handed Weapon
Special Rule — Man-bane



MISTY MOUNTAINS

A plague of Goblin-kind has infested the Misty Mountains for countless millennia. Like a dirty tide, the goblins and their monstrous allies pour out of dark holes and crevasses to wreak death and destruction on any who dares to venture too close to their lairs.

Example Starting Company

3 Goblin Warriors with Shields
2 Goblin Warriors with Spears
2 Goblin Warriors with Orc Bows
3 Wild Wargs
Total — 59 Gold

Recruitment List

Goblin Warrior — 4 Gold
Wild Warg — 8 Gold
Giant Spider — 20 Gold
Warg Marauder — 35 Gold

Warrior Equipment List

1 Gold — Shield, Spear, Orc Bow, Two-handed Weapon

Hero Equipment List

1/5 Gold — Shield, Spear, Orc Bow, Two-handed Weapon
2/5 Gold — Throwing Weapon, Heavy Armor

Promotions

Goblin Warrior → Goblin Prowler OR Gundabad Blackshield

Goblin Warrior with spear → Goblin Prowler with two-handed weapon

Wild Warg → Fell Warg

Giant Spider → Venom-back Spider

Misty Mountains Special Rules & Relics

Shaman (Goblins Only) — The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power that is cast on a 3+ and has a range of 6", and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12". If the Hero is a Gundabad Blackshield they gain the magic ability *Shatter* (Range: 12", 3+ to use) instead of *Fury* and *Tremor* (Range: Special, 5+ to use) instead of *Transfix*.

Spiteful — This Hero is known far and wide for his spitefulness and cunning. If the Hero is defeated in hand-to-hand combat but is not slain, he may immediately make a single attack against

one enemy that had been in base contact with him. Special strikes may not be used for this sneak attack.

Monstrous Bulk (Wargs & Spiders only)

— The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

Beastcaller (Goblins Only) — The Hero has harnessed dark magic to exert his will over the beasts found in the company of Goblins. The first time this rule is chosen, the Hero gains the *Bestial Fury* magical power that is cast on a 3+ and has a range of 6", and also gains one point of Will. This means the first time he selects this rule, his point cost will increase by 10 rather than the usual 5. The second time, the hero gains the *Enrage Beast* magical power which is cast on a 3+ and has a range of 12". See page 17 of the Moria & Angmar book for more information on these abilities.

Shield of Sirannon (Goblins Only) — Goblins are not above plundering the armories of their captured realm, and the largest, most vicious goblins claim the best gear for themselves. The Shield of Sirannon grants +2 Defense to the wielder rather than the regular +1. Only one Goblin may carry the Shield of Sirannon at any given time.

Notes about Misty Mountains Battle

Companies

Because of the swarming nature of goblins and their allies, the maximum number of warriors/creatures in a Misty Mountains Battle Company is 25 rather than the usual 15.

Though cunning creatures, Wargs and Spiders have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their Stand Fast! rolls or benefit from their heroic actions. Wild Wargs may receive two increases to their Strength instead of one. Warg Marauders may not be promoted in any way and therefore may not become Heroes. In addition, Warg Marauders take up three roster spots towards the Company's maximum number, although they still only count as one model for game purposes.





MOUNT GUNDABAD

Hardened by the bitter cold of the frozen North, and twisted by the foul magic of the Witch-king, Gundabad Orcs are an especially terrifying foe. Relentless in their pursuits, and unleashing wanton destruction, the hunting parties that issue from Mount Gundabad are dreaded by all who value their lives.

Example Starting Company

3 Hunter Orcs

1 Hunter Orcs with Orc bows

1 Hunter Orc with two-handed weapon

2 Fell Wargs

Total — 60 Gold

Reinforcements List

Hunter Orc — 8 Gold

Fell Warg — 9 Gold

Gundabad Orc — 9 Gold

Warrior Equipment List

1 Gold — Two-handed Weapon, Orc Bow, Spear; Shield

6 Gold — Fell Warg

Hero Equipment List

1/5 Gold — Two-handed Weapon, Orc Bow, Spear; Shield

6/10 Gold — Fell Warg

Promotions

Hunter Orc OR Fell Warg —> Hunter Orc on Fell Warg

Gundabad Orc —> Gundabad Brawler

Gundabad Hunters Special Rules & Relics

Hunt Master — This Hero has the ability to stalk his foe across all types of terrain. He ignores the penalties suffer for moving in difficult terrain, even if the model is mounted.

Backstabber — When striking models that are trapped, the Hero receives +1 on his rolls To Wound.

Monstrous Bulk (Fell Wargs Only) — The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

Saddle-born — The Hero has an natural connection with his mount, able to push it beyond the normal limits of exertion and to quickly react to the flow of battle. Whilst mounted, the Hero always counts as having rolled a 6 on the Jump and Thrown Rider charts.

Shield of Mt. Gundabad (Gundabad Orcs Only) — The Shield of Mt. Gundabad is a large, sturdy shield that can be used to

bash enemies, knocking them prone. It functions as a normal shield with an additional ability. In any turn that he charges, the Hero gains the *Knock to the Ground* special rule, exactly as if he was a cavalry model. Only one Hero may wield the Shield of Mt. Gundabad at any given time.

A Note About Mt. Gundabad Battle Companies

Hunter Orcs may not purchase Fell Wargs as mounts until they have rolled a 4+ for a promotion.

Fell Wargs that have become heroes cannot be given riders, and only other Wargs may benefit from their Stand Fast! rule. Fell Wargs can, however, receive two increases to their Strength instead of one.

Additionally, though awesome combatants, Gundabad Brawlers are so consumed with bloodlust that they do not possess the presence of mind to lead their fellow warriors. As such, they can never be promoted to Heroes.

Additional Troop Types

Gundabad Brawler — 14 Points
Brawlers are brutal Orcs, living only for the joy of battle and drawn to follow only the most vicious of leaders.

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

Wargear — Armor, Two Hand Weapons
 Special Rules — Ancient Enemies



GOBLIN TOWN

Mutated and deformed, the goblins of Goblin Town are stunted and degenerate creatures with a penchant for cruelty and violence. Motivated primarily by spite and thirst for violence, the denizens of Goblin Town prey on unwary travelers of the mountain passes, overwhelming them with the weight of numbers and Warg allies.

Example Starting Company

10 Goblin Warriors
4 Goblin Warriors with Two-handed Axes
Total — 60 Gold

Reinforcements List

4 Gold — Goblin Warrior
8 Gold — Wild Warg

Warrior Equipment List

1 Gold — Two-handed Axe, Shield, Orc Bow

Hero Equipment List

1/5 Gold — Armor, Two-handed Axe, Shield, Orc Bow

Promotions

Goblin Warrior —> Goblin Bouncer

Goblin Bouncer —> Thrasher Team

Wild Warg —> Fell Warg

Goblin Town Special Rules & Relics

Shaman (Goblins Only) — The Hero has begun to learn powerful incantations that spur his warband to fight through the most grievous wounds and paralyze his enemies with fear. The first time this rule is chosen, the hero gains the *Fury* magical power (as detailed in the main rulebook), that is cast on a 3+ and has a range of 6", and he also gains a point of Will. This means that the first time he takes this rule, his points will increase by 10 points rather than the usual 5 points. The second time, the hero gains the *Transfix* magical power which is cast on a 5+ and has a range of 12".

Spiteful — This Hero is known far and wide for his spitefulness and cunning. If the Hero is defeated in hand-to-hand combat but is not slain, he may immediately make a single attack against one enemy that had been in base contact with him. Special strikes may not be used for this sneak attack.

Monstrous Bulk (Fell Wargs Only) — The creature has survived countless battles and feasted on the bodies of numerous slain foes, growing to a monstrous size. The sheer weight and impetus of its attack will often bowl the enemy to the ground. The model is treated as a Cavalry model when working out the effects of charges.

Swap With Me (Goblins Only) — *Swap With Me* is a special Heroic Action that the Hero can use at the start of any phase. Using *Swap With Me* enables the Hero to swap places with a friendly Goblin within 3". This does not count as moving. If there is no room to place the swapped model, you must choose another, or the Heroic Action is wasted.

Mutation (Goblins Only) — When selecting this rule the Hero may roll on the following table and gains the listed ability. This rule may be taken up to four times, and if you roll a result that you already have, simply roll again until you get a new special rule. Once a Hero has taken this special rule more than once, he should be modeled on a 40mm base to represent his mutated growth.

- 1-2 — *Resistant to Magic*
- 3 — *Burly*
- 4 — *Terror*
- 5-6 — *Blubbery Mass* — Every time the Hero is wounded, roll a D6. On a 5+, the Wound is ignored.

Additional Troop Types

Goblin Bouncer — 6 Points
Most Goblin leaders have their favorite minions, especially large or fearsome goblins that help keep the underlings in line. These "Bouncers" often fashion crude armor for themselves, to make themselves look tougher, and to help them defend "The Boss."

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

Wargear — Armor

Optional Wargear — Shield, Two-handed Axe, Orc Bow
 Special Rules — *Cave Dwellers, Chittering Hordes, Bodyguard*

Thrasher Team — 13 Points
Some Goblins learn to fight as a pair, with one of the Goblins wielding a shield for the both of them. Throwing themselves at the enemy, they attack with such ferocity that often the enemy is overwhelmed by the flurry of blows.

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

Wargear — Armor, Shield, Hand Weapon, Two-handed Axe
 Special Rules — *Cave Dwellers, Chittering Hordes*

Notes About Goblin Town Battle

Companies
 Because of the swarming nature of goblins and their allies, the maximum number of warriors/creatures in a Misty Mountains Battle Company is 25 rather than the usual 15.

A Thrasher Team should be modeled with 2 Goblins on a single 40mm base. Because this represents two Goblins rather than one Heroic individual, Thrasher Teams may not become Heroes.

Though cunning creatures, Wargs have no grasp of tactics or leadership. As such, only creatures of their own species may benefit from their Stand Fast! rolls or benefit from their heroic actions. Wargs and Fell Wargs may receive two increases to their Strength instead of one.

SCENARIOS



To The Death

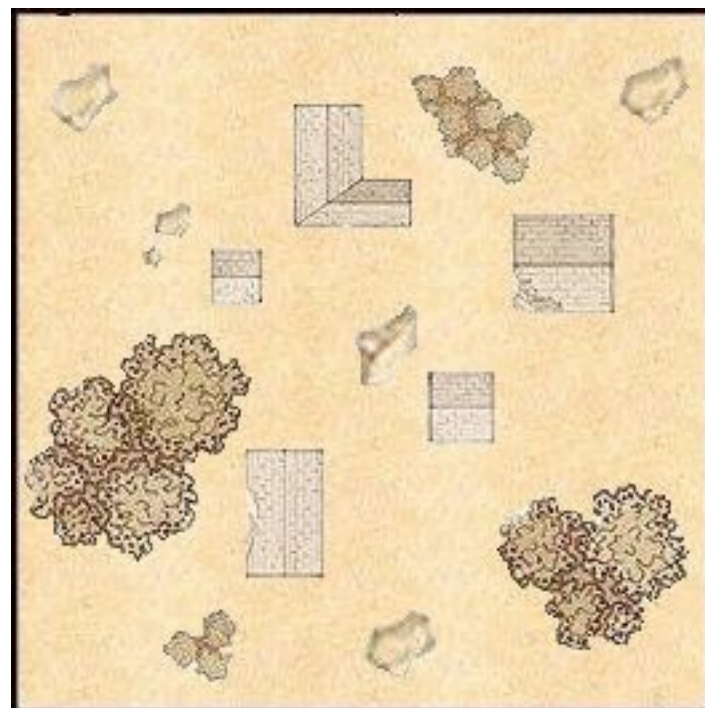
The time has come for battle to be joined. No more scouting and parlays. The enemy must be eliminated at all costs. Who will be victorious? Only the Valar know...

Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

Both players must divide their Battle Company as evenly as possible into groups each led by one Hero. The player with the high Battle Company Rating selects one half of the table to be his deployment zone. He then selects one of his Heroes (and accompanying Warriors, if any) and rolls a D6. On a 1-3, the group deploys in his deployment zone within 12" of the center line. On a



4-6, he can deploy the group anywhere in his deployment zone. Regardless of the dice roll, no Warrior can be deployed further than 6" from the Hero leading his group.

When he is finished, the opposing player does the same with one of his groups. Players alternate until all groups have been placed.

Objective

The game lasts until the end of a turn in which one Battle Company has been reduced to one third (33%) of its starting numbers, or below. When this occurs, the Battle Company that has scored the most Victory Points has won the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored in the following manner:

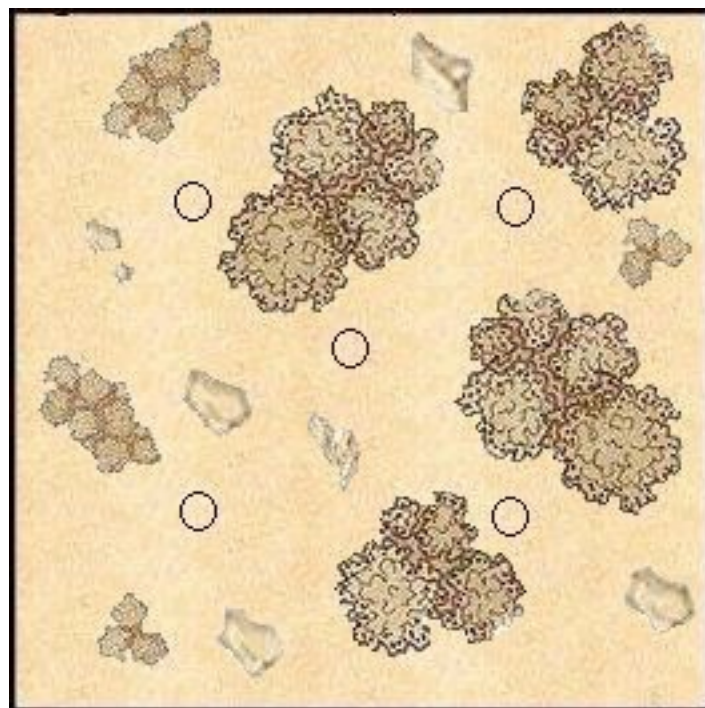
- You score 3 Victory Points if the enemy force is Broken. If the enemy is Broken, but your Company is not, you score 5 Victory Points instead.
- You score 1 Victory Point for cause 1 or more Wounds on an enemy Hero (Wounds saved by Fate do not count). If you kill the enemy Hero, you score 3 Victory Points instead.

DOMINATION

The outcome of any battle is determined by the ability to defend certain strategic positions, or at least deny them to your enemy. A wise commander maneuvers his troops to take advantage of these battlefield features, knowing that it can be the difference between victory and defeat.

Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout. Place one objective marker in the center of the board and then the players alternate placing 2 additional objectives each on the board at least 12" from any previously placed objective and 6" from the edge of the board.



Starting Positions

Both players must divide their Battle Company as evenly as possible into groups each led by one Hero. The player with the high Battle Company Rating selects one half of the table to be his deployment zone. He then selects one of his Heroes (and accompanying Warriors, if any) and rolls a D6. On a 1-3, the group deploys in his deployment zone within 12" of the center line. On a 4-6, he can deploy the group anywhere in his deployment zone. Regardless of the dice roll, no Warrior can be deployed further than 6" from the Hero leading his group.

When he is finished, the opposing player does the same with one of his groups. Players alternate until all groups have been placed.

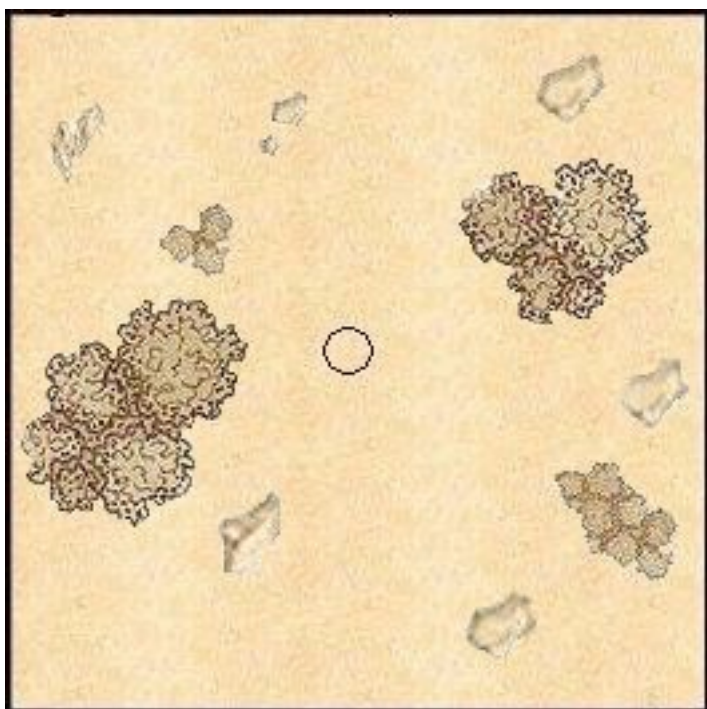
Objectives

The game lasts until the end of a turn in which one Battle Company has been reduced to one third (33%) of its starting numbers, or below. When this occurs, the Battle Company that has scored the most Victory Points has won the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored in the following manner:

- You score 1 Victory Point for each objective marker that has more friendly than enemy models within 3". If there are no enemies within 3", you score 3 Victory Points instead.
- You score 1 Victory Point for cause 1 or more Wounds on an enemy Hero (Wounds saved by Fate do not count). If you kill the enemy Hero, you score 3 Victory Points instead.
- You score 1 Victory Points if the enemy force is Broken. If the enemy is Broken, but your Company is not, you score 3 Victory Points instead.

Hold Ground

During the course of battle, sometimes it is necessary to grab and hold an area of particular strategic interest. Due to the chaotic nature of conflict, a Company can become separated and must re-assemble to complete their mission. Can they pull together and prevent the enemy from taking control before time runs out?



Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout. Once the battlefield is set up, place an objective in the center of the table and agree with your opponent as to which table edge represents North, for deployment purposes.

Starting Positions

Both players must divide their Battle Company as evenly as possible into groups each led by one Hero. These groups begin the game in reserve and will arrive as the battle progresses.

Objective

Once one Company has been Broken the game might suddenly end. At the end of each turn after this condition is met, roll a D6. On a 1-2 the game ends — otherwise, the battle continues for another turn.

At the end of the game, the Battle Company that has scored the most Victory Points wins. If both Companies have the same amount of Victory Points, the game is a draw. Victory Points are scored as follows:

- You score 1 Victory Point for each model within 6" of the objective.
- You score 1 Victory Point for wounding an enemy Hero (Wounds prevented by Fate do not count). If you kill the Hero, you gain 3 Victory Points instead.
- You score 1 Victory Point if the enemy force is Broken. If the enemy force is Broken but yours is not, you gain 3 Victory Points instead.

Special Rules

Maelstrom of Battle — At the end of your Move phase, roll a D6 for each Hero not on the battlefield and consult the chart below. The Hero can use Might to affect the roll. Models can't charge in the turn they arrive but otherwise act normally. Roll for each Hero separately, deploy the Hero and his Warriors, and then roll for the next group. Models that have not yet arrived on the battlefield count as present for the purposes of determining if your force is Broken.

- 1 — The Group does not arrive yet.
- 2 — Your opponent chooses a point on either the North or South board edge at least 6" from a corner. All models in the group move onto the battlefield from this point.
- 3 — Your opponent chooses a point on either the East or West board edge at least 6" from a corner. All models in the group move onto the battlefield from this point.
- 4 — You choose a point on either the North or South board edge at least 6" from a corner. All models in the group move onto the battlefield from this point.
- 5 — You choose a point on either the East or West board edge at least 6" from a corner. All models in the group move onto the battlefield from this point.
- 6 — You choose a point on any board edge, at least 6" from a corner — all models in the group move onto the battlefield from this point.

Lords of Battle

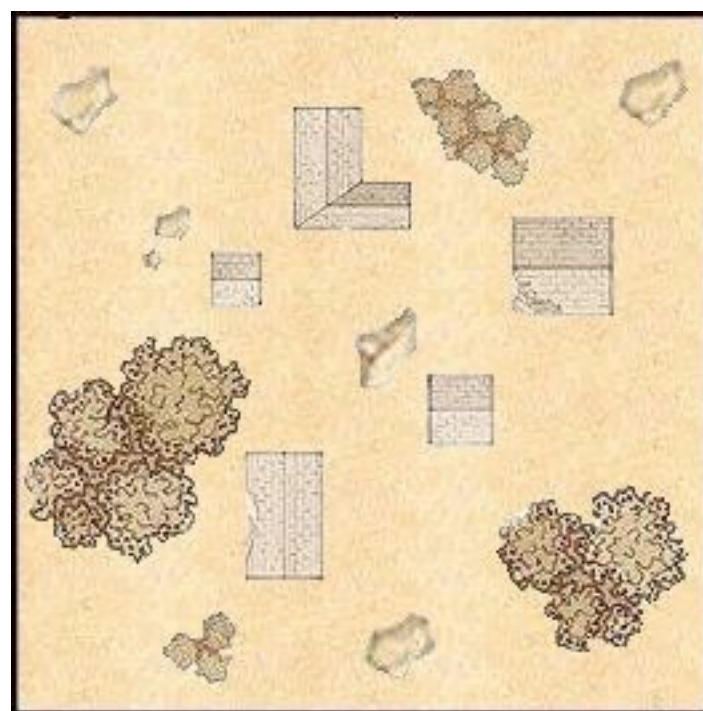
The campaign has stretched on longer than any of us thought possible, and morale is low. Only the leadership of the Lieutenant has held us together this long. As we ready for battle once more, it falls to him to lead us to victory once more.

Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

Both players must divide their Battle Company as evenly as possible into groups each led by one Hero. The player with the high Battle Company Rating selects one half of the table to be his deployment zone. He then selects one of his Heroes (and accompanying Warriors, if any) and rolls a D6. On a 1-3, the group deploys in his deployment zone within 12" of the center line. On a



4-6, he can deploy the group anywhere in his deployment zone. Regardless of the dice roll, no Warrior can be deployed further than 6" from the Hero leading his group.

When he is finished, the opposing player does the same with one of his groups. Players alternate until all groups have been placed.

Objectives

Once one Company has been Broken the game might suddenly end. At the end of each turn after this condition is met, roll a D6. On a 1-2 the game ends — otherwise, the battle continues for another turn.

At the end of the game, the Battle Company that has scored the most Victory Points wins. If both Companies have the same amount of Victory Points, the game is a draw. Victory Points are scored as follows:

- 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, one for

the Wound and 1 for the Fate. If an enemy model is removed from play with unspent Fate points, you score 1 Victory point for each such Fate point.

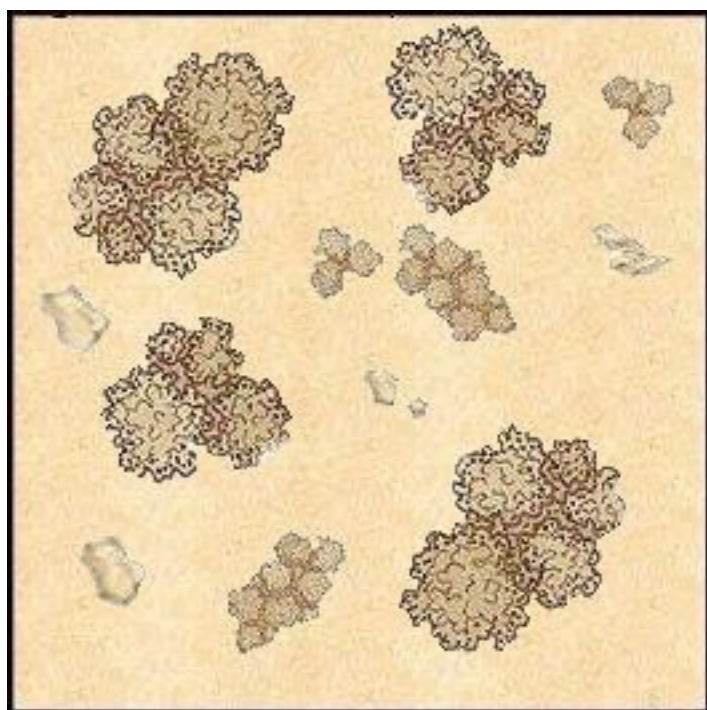
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and yours is not, you score 3 Victory Points instead.

Special Rules

Contest of Champions — Each time your Company kills an enemy Hero in a fight, one of your Heroes in the same Fight (your choice) gains a point of Might. This may take him above his starting amount of Might points.

Reconnoitre

The Company has been ordered to scout ahead of the rest of our army and get behind the main enemy advance. While we do so, we encounter the enemy attempting the same thing. They must not be allowed to succeed!



Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

Both players must divide their Battle Company as evenly as possible into groups each led by one Hero. These groups begin the game in reserve and will arrive as the battle progresses. The Company with the lowest Company Rating selects a board edge as his deployment zone and the opponent sets up across from him.

Objectives

The game lasts until the end of a turn in which one Battle Company has been reduced to one third (33%) of its starting numbers, or below. When this occurs, the Battle Company that has scored the most Victory Points has won the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored in the following manner:

- You score 1 Victory Point for each of your models that has exited the battlefield via the table edge directly across from your deployment zone.
- You score 1 Victory Point for wounding an enemy Hero (Wounds prevented by Fate do not count). If you kill the Hero, you gain 3 Victory Points instead.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and yours is not, you score 3 Victory Points instead.

Special Rules

Reinforcements — At the end of your Move phase, roll a D6 for each Hero not on the

battlefield and consult the chart below. The Hero can use Might to alter the roll. Models can't charge in the turn they arrive, but otherwise act normally. Roll for each Hero separately, deploy the Hero and any Warriors that he is leading, then roll for the next. Models yet to arrive count as being on the battlefield for the purposes of determining if your force is Broken.

1-3 — The Hero & Warriors do not arrive yet, but receive +1 to this dice roll next turn.

4-6 — The controlling player chooses a point on his board edge at least 6" from a corner — all models in the warband move onto the battlefield from this point.



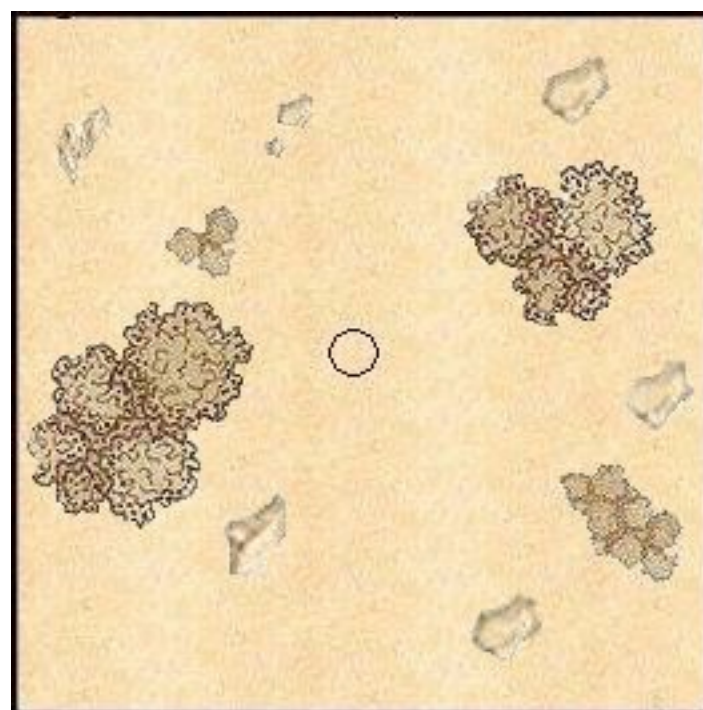
The area is dominated by a large, strategically placed hill. From this vantage point, a shrewd commander may view enemy troop movements and easily fortify the position against any attackers. We must claim the hill at any cost!

Layout

A 48 x 48 inch battlefield with a large central hill (the larger the better!). Other terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

Both players must divide their Battle Company as evenly as possible into groups each led by one Hero. The player with the high Battle Company Rating selects one half of the table to be his deployment zone. He then selects one of his Heroes (and accompanying Warriors, if any) and rolls a D6. On a 1-3, the group deploys in his deployment zone within 12" of the center line. On a 4-6, he can deploy the group anywhere in his deployment zone. Regardless of the dice roll, no Warrior can be deployed further than 6" from the Hero leading his group.



When he is finished, the opposing player does the same with one of his groups. Players alternate until all groups have been placed.

Objectives

Once one Company has been Broken the game might suddenly end. At the end of each turn after this condition is met, roll a D6. On a 1-2 the game ends — otherwise, the battle continues for another turn.

At the end of the game, the Battle Company that has scored the most Victory Points wins. If both Companies have the same amount of Victory Points, the game is a draw. Victory Points are scored as follows:

- You score 1 Victory Point for each of your models on or touching the central hill.

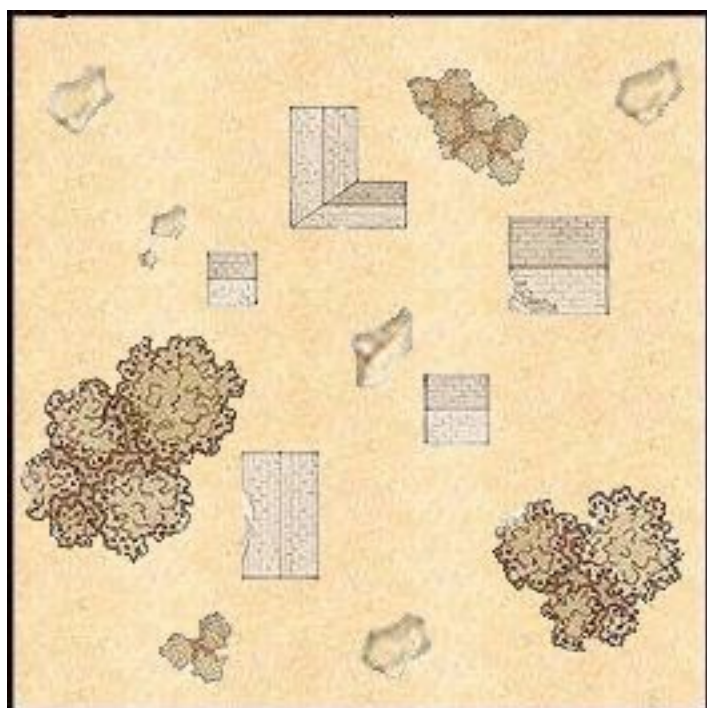
- You score 1 Victory Point for wounding an enemy Hero (Wounds prevented by Fate do not count). If you kill the Hero, you gain 3 Victory Points instead.
- You score 1 Victory Point if the enemy force is Broken at the end of the game. If the enemy force is Broken and yours is not, you score 3 Victory Points instead.

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.

Fear! Fire! Foes!

The Company has received orders that a certain village is to be destroyed for providing refuge and supplies to enemy forces. As we descend upon the village, we discover that the village is not as poorly defended as we had thought. Will we be able to overcome the enemy company and destroy the village, or will we be driven away in defeat? Advancing on the village, a sentry cries out in the night but is quickly silenced...



Layout

A 48 x 48 inch battlefield with a small village consisting of D3+4 buildings. Other terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

The player with the lowest Company Rating may decide if he wants to be the Attacker or Defender for this scenario. The Defender deploys first in the center of the village, whilst the the Attacker deploys within 6" of any table edge. The Attacker has priority on the first turn.

Objectives

The Attacker wins the game if he is able to burn 50% or more of the village's structures to the ground or completely destroys the defending Company. The Defender wins if he is able to drive off the Attacker before he completes his objective.

Special Rules

Any Attacker may attempt to set a building on fire by spending one turn in base contact with the building, without being engaged in a fight, and rolling a 4+ (models with Burning Brands or Torches add +1 to this roll). If he is successful, place one flame token on the structure, and it is considered alight. If a building has any flame tokens on it, place one additional flame token on the building before rolling for Priority on the next turn. A building is considered destroyed when it has 5 flame tokens on it. Defenders may attempt to douse the flames by spending a turn in base contact with the structure, without being

engaged in a fight, and rolling a 4+. If he is successful, remove one flame token from the building.

Lost In The Fog

Two patrolling companies chance upon each other and quickly rush to drive the other from these lands. However, a thick, unnatural fog has enveloped both companies, and the commanders must find a way to ensure victory over their opponent without the ability to clearly see the field of battle or even the full disposition of the enemy's force. Who will emerge victorious, and who will be left to retreat into the grey mist?

Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

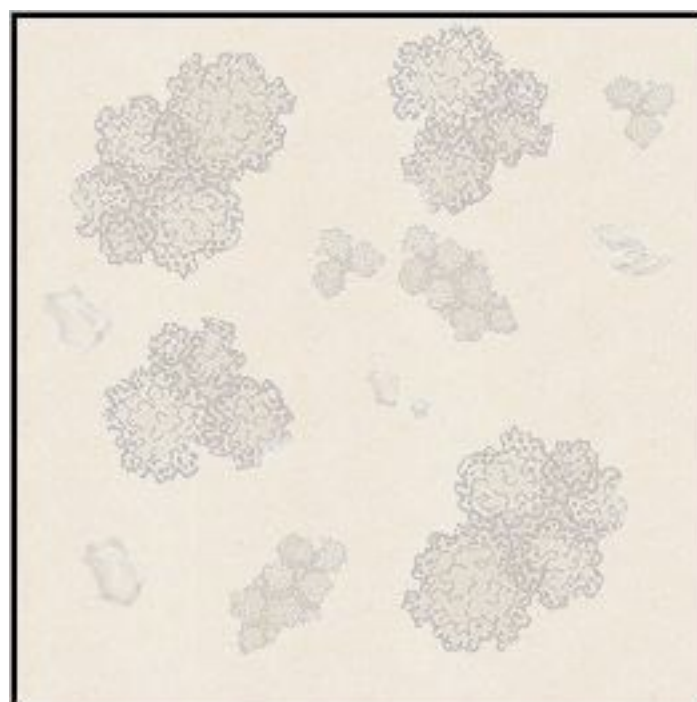
Divide the table into four quadrants, numbered 1-4. Alternating between players, roll a D6 for each individual model in your battle company and consult the chart for deployment. No model may be deployed within 6" of another model, friend or foe.

Objective

The game ends at the end of a turn where one Company has been reduced to one third (33%) of its starting number. Models who flee the battlefield count against this number, but are not considered casualties. If both Companies are reduced to one third in the same turn, the game is considered a draw.

Special Rules

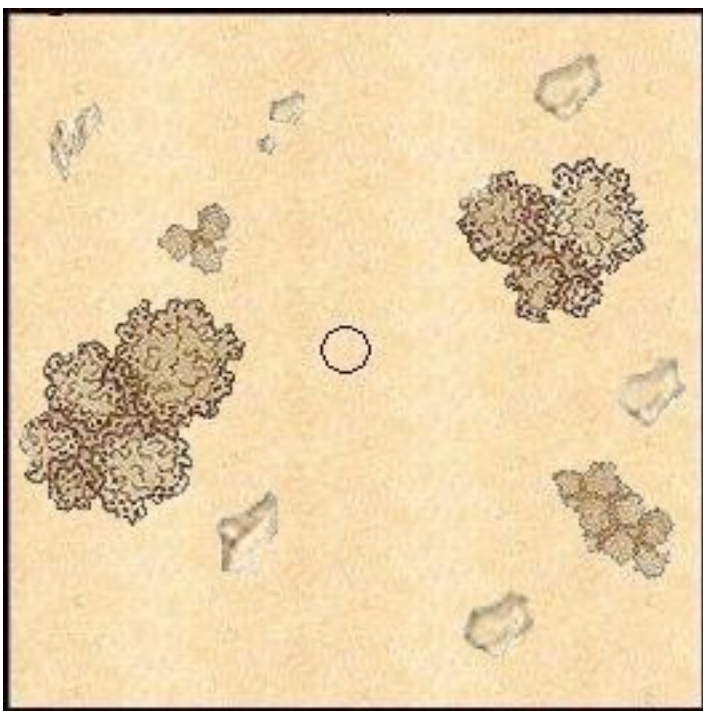
Reduced Visibility — Visibility is reduced to 12" for this game. Warriors may not target or shoot any enemy further than 12" away from them. Furthermore, any model that does not have a friendly model in range and line of sight suffers a -1 *Courage* penalty. This penalty does not apply to Spirits as their perception is not limited to physical sight.



- 1 — Deploy in Quadrant 1
- 2 — Deploy in Quadrant 2
- 3 — Deploy in Quadrant 3
- 4 — Deploy in Quadrant 4
- 5 — Opponent deploys model in whichever quadrant he chooses (provided there is space to do so).
- 6 — Deploy in whichever quadrant you choose (provided there is space to do so).



As the swirl of battle comes to an end, the company realizes that one of their number has been taken captive. Not willing to abandon one of their own, the group sets out to recover their comrade and exact revenge for their fallen friends. The enemy will regret ever crossing swords with such a formidable foe!



Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout. Place a marker to represent the prize (fallen Hero, prisoner, captured Company Standard, etc.) in the exact center of the table.

Starting Positions

The Defender places one of his Heroes and up to half of his Warriors within 3" of the prize marker. The other half of his company does not begin the game on the board, but will become available later.

The Attacker then deploys one of his Heroes and up to half of his Warriors within 12" of the Southern table edge. Like the Defender, the other half of his company will become available later in the game.

Objective

The Defender is determined to keep their hard-won prize while the Attacker will stop at nothing to recover it. The prize must remain stationary and the Company with the most models within 3" of the prize is considered to control it. If neither side has more models within 3", the prize is contested. The game is over at the end of any turn where one Company has been reduced to one third (33%) of its starting Company and the prize is not contested.

Special Rules

Delayed Reinforcements — Occurring in the aftermath of a previous battle, both companies begin the game with their forces dispersed and unready for another engagement. Models that do not begin the game deployed on the table may become

available as the game progresses. At the end Turn 1 and each following turn, roll a die for each model that has not yet arrived at the battle and consult the chart below. Newly arrived models may move or shoot as normal, but may not charge enemy models on the turn they arrive.

1-2 — Delayed. Model may not enter play this turn.

3-4 — The model moves onto the board from the controlling player's table edge.

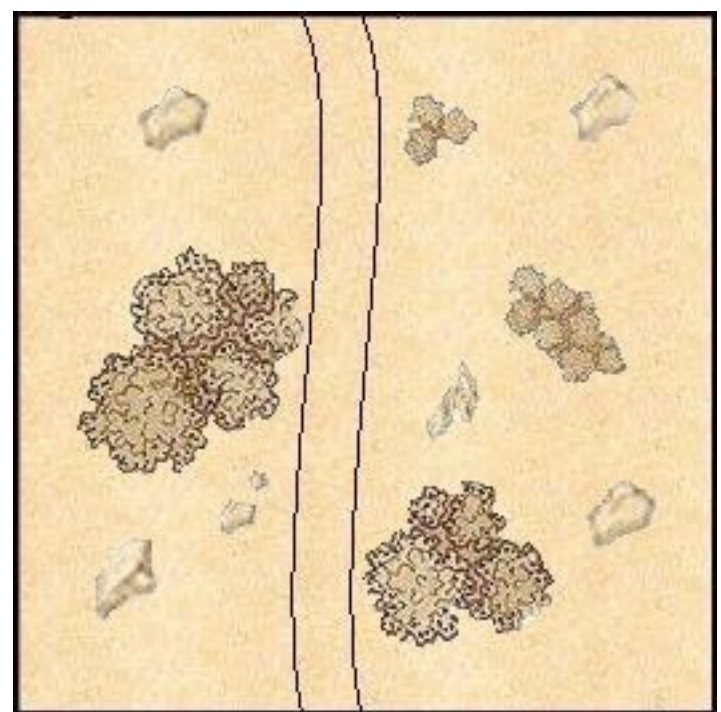
5-6 — The model may enter from the controlling player's table edge, or either of the side table edge.



A group of enemy soldiers has been seen moving along an important trade route. A young commander and his warriors are tasked with guarding the road and preventing the enemy from penetrating any further into his Lord's lands. Will the interlopers be able to break through, or will the young commander prove worthy of his task?

Layout -- A 48 x 48 inch battlefield with a road running roughly diagonally across the board. Other terrain is placed as desired for an interesting and visually pleasing layout. This scenario, in particular, requires a lot of cover for the Defender to conceal his Battle Company.

Starting Positions -- The Defender may deploy his models in cover on either side of the road, at least 12" from where the road enters the table. The Attacker's Company is not deployed at the beginning of the game, but will move onto the board along the road.

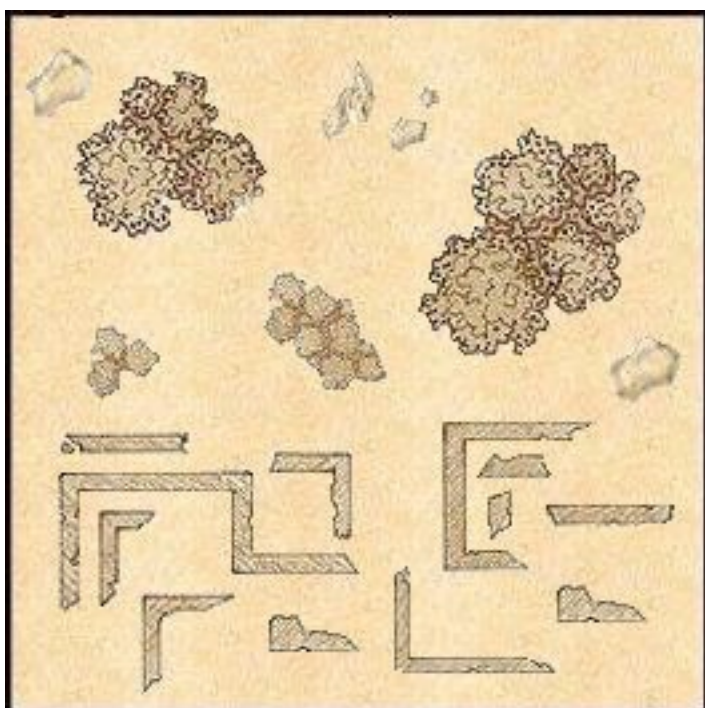


Objectives -- The Attacker must move one third (33%) his Battle Company off the road on the opposite side of the board. The Defender wins if he prevents the Attacker from doing so.

Special Rules -- All Defenders are considered to be equipped with Concealing Cloaks (see additional equipment rules) at the outset of the battle, even if they are not normally equipped with such.

The Champion

A Battle Company's fortunes will rise and fall based on the skill and leadership of its commanders. As two Battle Companies prepare to charge into battle, a bellowed challenge lets the company members know that this fight will be decided by the heroic efforts of their leaders. Whichever side wins, the battle will be one for the bards to remember!



Layout

A 48 x 48 inch battlefield with terrain placed as desired for an interesting and visually pleasing layout.

Starting Positions

The player with the lowest Effective Company Rating chooses a table edge and his opponent sets up on the table edge opposite from him. Both players set up within 12" of his board edge with the player with the highest Effective Company Rating going first.

Objective

Each player nominates one of his Heroes to serve as the company "Champion" for the duration of the game. Each time a wound caused by the "Champion" scores one Victory Point for his Company, and if the wound is on an enemy Hero score two Victory Points (even if saved by *Fate*). If your Champion is slain, deduct 1 Victory Point and select another Hero to serve as your Champion to continue the game. At the end of the turn that one Company has been reduced to 50% of its starting number of models, roll a D6 and if it is a 6, the game suddenly ends. If the game continues, roll a D6 at the end of the next turn, and if a 5+ is rolled the game ends (then 4+, 3+, etc.). Total up each Battle Company's points to determine the winner.

Victory -- Your Champion scored the most points.

Defeat -- Your Champion did not score the most points.

Draw -- Both Champions scored an equal number of points.

Multi-Player Variant

This game can easily be played with 3 or 4 players. Simply deploy your Battle Companies within 12" of a corner rather than a table edge. The player with the lowest Effective Company Rating may choose his corner first, then the next lowest, etc. The player with the highest Effective Company Rating will deploy his models first, then the next highest, etc. Players will still begin rolling for the end of the game when one Company has been reduced to 50% of its starting number. It is possible that two Companies could Draw, while the third gets a Defeat or that two Companies are Defeated.



Over the Bridge

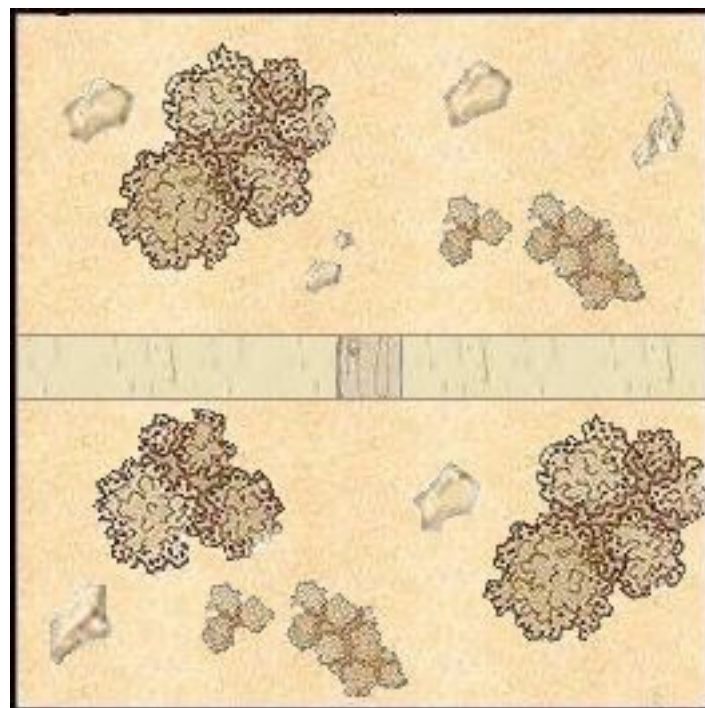
As the Company approaches the river crossing, the Lieutenant sends some of his men ahead to secure the bridge. However, they discover an enemy patrol attempting to cross, as well. The Company must fight their way past if they are to reach their destination on the other side of the river.

Layout

A 48x48 inch battlefield with a river crossing from north to south in the middle of the board. The river is spanned by a bridge, approximately 6 inches long and 2 inches wide. Other terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

Players roll off to pick which side of the table they will occupy. They then deploy 1/3 (rounding up) of their force exactly 4 inches from their end of the bridge. No bow-armed models are permitted in this initial deployment. The remainder of the Battle Company will enter play per the Special Rules below.



Objective

The goal of this scenario is to move 1/3 (rounding up) of your Battle Company off the opposing player's table edge, while preventing your opponent from doing the same. The game concludes at the end of the turn when one Battle Company has completely quit the field, either by moving off the board or being removed as a casualty. If both players moved at least 1/3 of their Battle Company off the opposite edge, then the result is a Draw.

Special Rules

At the end of the Move phase, roll a dice for each participant that has yet to enter the battlefield. If you roll a 6, the model may enter play. On the second turn, the model enters on a 5+. On the third turn, a 4+, etc. Models cannot charge on the turn they arrive, but otherwise may act normally.



The Artifact

Local legend claims that a valuable, and perhaps powerful, artifact remains in some nearby ruins. The Lieutenant decided to check out the ruins, but discovered an enemy patrol doing the same thing. Is there actually something valuable within the ruins? If so, can we claim it before the enemy gets it?

Layout

A 48 x 48 inch battlefield with a large, impressive ruin (approx. 10 x 10 inches) in the middle. The ruin should have an inner and outer layer of collapsed walls, if possible. Other terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

The player with the lower Battle Company Rating should pick a side and deploy within 3" of the table edge. His opponent sets up across from him.

Objective

You must carry the artifact off of your table edge.

The game concludes at the end of the turn that the artifact is carried off the board.

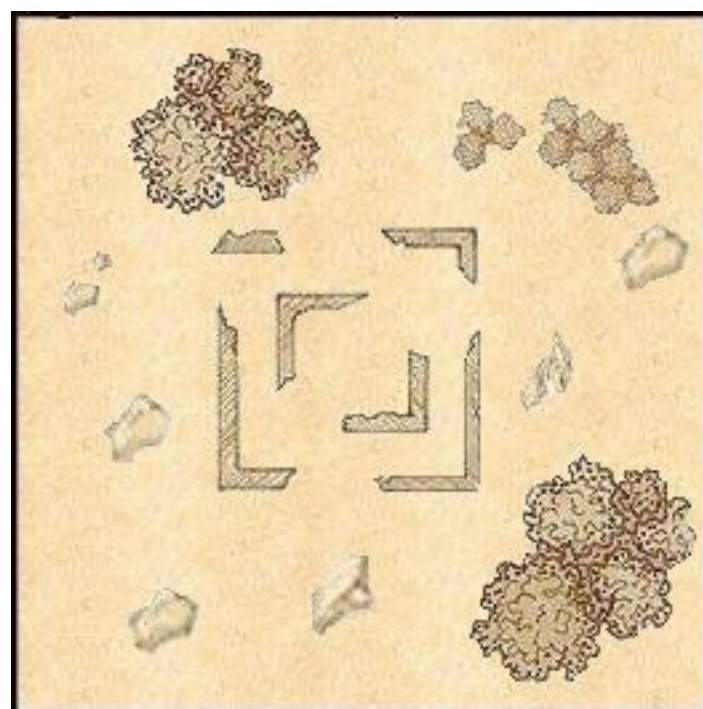
Special Rules

Only models on foot may enter the ruin. Mounted models may dismount, and the mount will remain in place until the rider returns. The mount may be fought and shot at.

Any model within the ruins who is not involved in a combat and has not fired his bow may search for the Artifact. Before the Fight phase commences, players may alternate rolling for each model that is searching for the Artifact, beginning with the player who has Priority. If the model is within the outer set of walls, the Artifact is found on the roll of 11+ on 2D6. If the model is within the inner walls, it is found on a 9+.

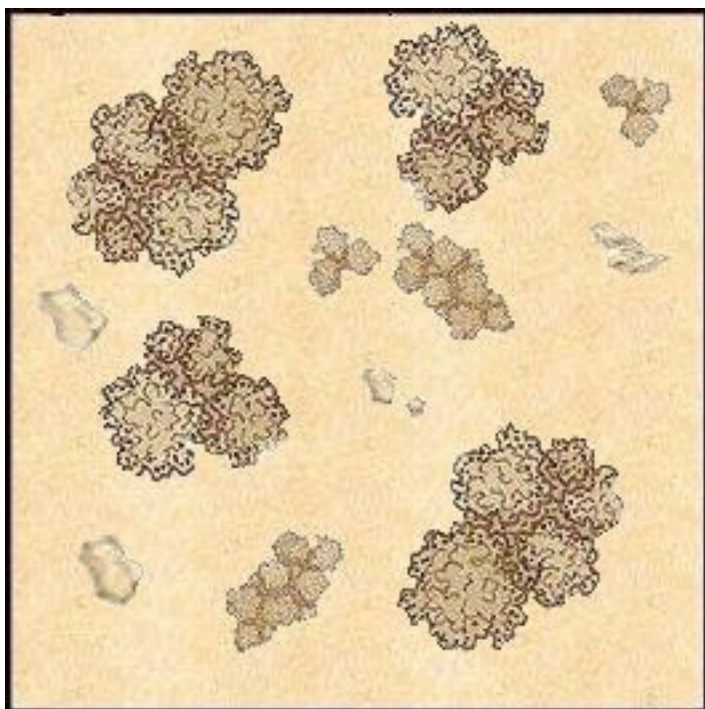
Once it is found, keep track of which model has the Artifact. Should the model be slain, place a marker on the table to note the Artifact's position. It is treated as a light burden, and may be passed to a friendly model in base contact once per turn.

The model who retrieves the Artifact receives 2 bonus Experience.



PLAGUE

A great plague is sweeping the countryside, striking man and beast, and bringing even the mightiest warriors to their knees. However, the enemy has not stopped his advance and the Lieutenant has urged the men to fight on for as long as we can. Can we hold off this cursed illness long enough to repel the attackers?



Layout

A 48 x 48 inch battlefield with semi-open terrain in the center of the table. Other terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

The player with the largest Battle Company rating picks a side and deploys his force in a zone between 12-18" of his table edge. The opponent then sets up in a similar zone on his side of the table.

Objective

Reduce your opponent to 25% of his starting numbers. Should both players fall below 25% on the same turn, the battle is considered a Draw.

Special Rules

After Priority, each player rolls D6 for each model (roll separately for mounts!) still on the board. On a 1, the victim succumbs to the illness and is removed from the table, regardless of wounds or fate still remaining. He is not regarded as a casualty, and does not need to roll on the Injury Table after the game. If the model is within 2" of another model that fails his roll, he must subtract one from his result. Will may be used to influence this "Illness" roll.

Each time a unit wounds an enemy model in hand-to-hand combat, he must roll again to see whether or not he is overcome by the exertion.



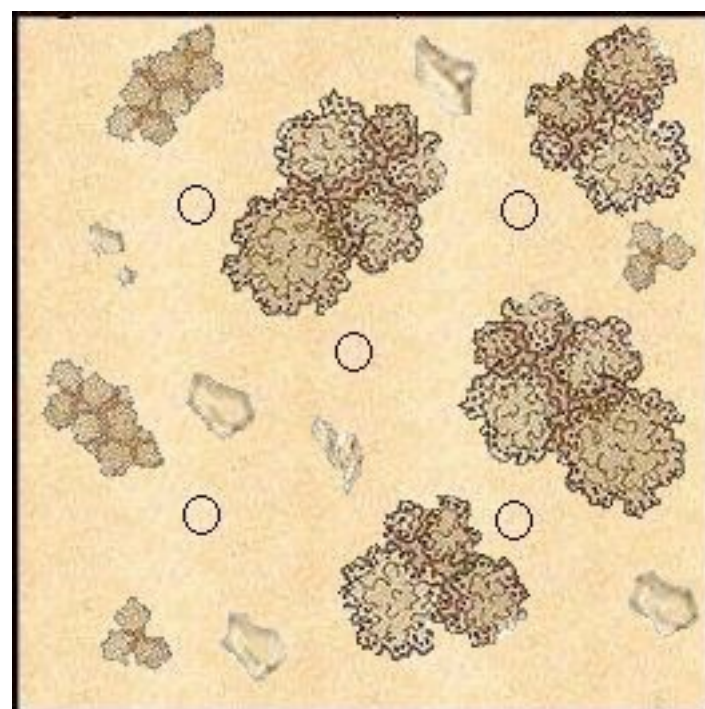
Our Company received a call to aid some nearby allies. However, by the time we arrived, the battle was already over. Determined to help in whatever way we could, we began to scour the battlefield for any survivors, though the fighting had been fierce. Perhaps they could give us information about the enemy so we could avenge the death of our friends.

Layout

A 48 x 48 inch battlefield strewn with the detritus of a recent battle. Distribute five objectives evenly around the board to represent locations where wounded survivors may lie.

Starting Positions

The player with the lowest Company Rating chooses a table side. The player with the highest Company Rating then deploys his Company first on the opposite side, no more than 3" from the table edge. The first player then deploys his forces.



Objective

Search all five objectives for survivors. The game concludes at the end of the turn during which all five locations have been searched, or the other Company is destroyed. Whichever side recovers the most Survivors wins!

Special Rules

To search an objective, a player must have at least two models in base contact with an objective. At the end of the Shoot phase, they may roll a dice to search the location, provided they have not been charged and did not shoot in the preceding phase.

1	—	No Survivor
2	—	1 Enemy Survivor
3	—	2 Enemy Survivors
4-5	—	1 Friendly Survivor
6	—	2 Friendly Survivors

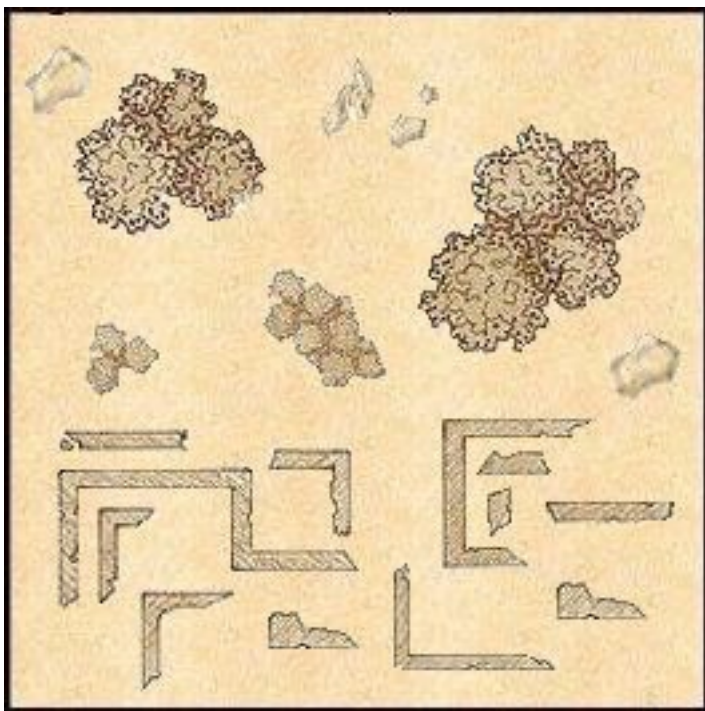
Survivors are placed in base contact with the objective, but may not be placed directly in combat. Survivors use the Mercenary profile, and are armed with hand weapons. They are controlled by the appropriate player and must remain alive until the end of the game to count towards victory.

After the game, do not generate Gold as usual. Instead, each friendly Survivor recovered generates D3 Gold that must be spent immediately or it is lost. With this Gold, you may recruit any Warrior from the lists below and they become a part of your Battle Company. They have access to any gear that is normally available to their troop type. Warriors added in this way may never be promoted, but may become Heroes, if they are permitted to do so in their native list.

<u>Good Survivor List</u>	<u>Evil Survivor List</u>
Warrior of Rohan — 6 Gold	Orc Warrior — 5 Gold
Rohan Outrider — 7 Gold	Mordor Uruk-hai — 8 Gold
Warrior of Minas Tirith — 7 Gold	Wild Warg — 8 Gold
Ranger of Gondor — 8 Gold	Orc Tracker — 5 Gold
Man-at-Arms of Dol Amroth — 8 Gold	Black Númenórean — 9 Gold
Axeman of Lossarnach — 9 Gold	Spider — 9 Gold
Clansman of Lamedon — 8 Gold	Uruk-hai Scout — 8 Gold
Blackroot Vale Archer — 8 Gold	Ruffian — 4 Gold
Warrior of Arnor — 8 Gold	Wild Man of Dunland — 5 Gold
Ranger of Arnor — 8 Gold	Easterling Warrior — 7 Gold
Hobbit Militia — 3 Gold	Barbarian of Carn Dûm — 6 Gold
Hobbit Archer — 4 Gold	Hunter Orc — 8 Gold
Warrior of Númenor — 7 Gold	Fell Warg — 9 Gold
High Elf Warrior — 9 Gold	Gundabad Orc — 9 Gold
Lake-town Guard — 5 Gold	Goblin Warrior — 4 Gold
Lake-town Militia — 5 Gold	Corsair of Umbar — 7 Gold
Noldorin Exile — 8 Gold	Warrior of Umbar — 7 Gold
Wood Elf Warrior — 7 Gold	Haradrim Warrior — 6 Gold
Dwarf Warrior — 8 Gold	Warrior of Abrakhân — 7 Gold
Dwarf Ranger — 7 Gold	Warrior of Kârna — 8 Gold
Warrior of Erebor — 8 Gold	Mahûd Warrior — 8 Gold
Warrior of Dale — 7 Gold	Khandish Warrior — 7 Gold

Reclaim The City

What is now a ruined heap was once a fabled city, representative of the glory of our kingdom. For too long it has moldered in the hands of our enemy and re-capturing the city would do much to boost morale in this long war. Also, it has been said that the ruler considers the site to be of particular importance, due to its history, so any Company that successfully retakes it would be sure to receive a rich reward.



Layout

A 48 x 48 inch battlefield with dense ruined structures covering an area extending 18 inches from one board edge. Other terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

The Defender may deploy D3+1 Sentries anywhere within the ruins of the city. The Attacker then deploys his entire Company within 6" of the board edge opposite the city. The remainder of the Defender's army is held in reserve and will arrive when the alarm is raised.

Objectives

You must reduce the opposing Battle Company to 33% of its starting number. If both Battle Companies are reduced to 33% on the same turn, the Defender is declared the winner, as they have repulsed the attack.

Special Rules

Sentries -- Sentries are typically armed with a missile weapon, if possible. No Heroes may serve sentry duty. Sentries may not move more than 3" and will alert the rest of the army if they spot an enemy. At the end of each turn, roll a dice for each enemy model within 24" of a sentry and within their line of sight. Any models in the open are spotted on a 5+ and any models partially obscured are spotted on a 6. If at any time an enemy model passes within 12" of a sentry they are spotted automatically. In addition, if a sentry is killed roll a dice. On a 4+, his death is heard and the alarm is raised, otherwise it goes unnoticed.

Once the alarm is raised, the rest of the Defender's Company can move on the board from their table edge in the following turn. When models first enter play, they act normally but may not charge.

Note that if all sentries are killed without the alarm being raised, then the Defender's models enter the table 2 turns later. We assume they are getting restless and want to see why their sentries haven't reported in. This gives the Attacker one free turn to move and set an ambush for the Defender.

A Rich Reward -- At the end of the game, every warrior or Hero that fought on the winning side gains 2 additional points of experience on top of the experience gained for fighting the battle or wounding opponents.

DESTROY THE BRIDGE

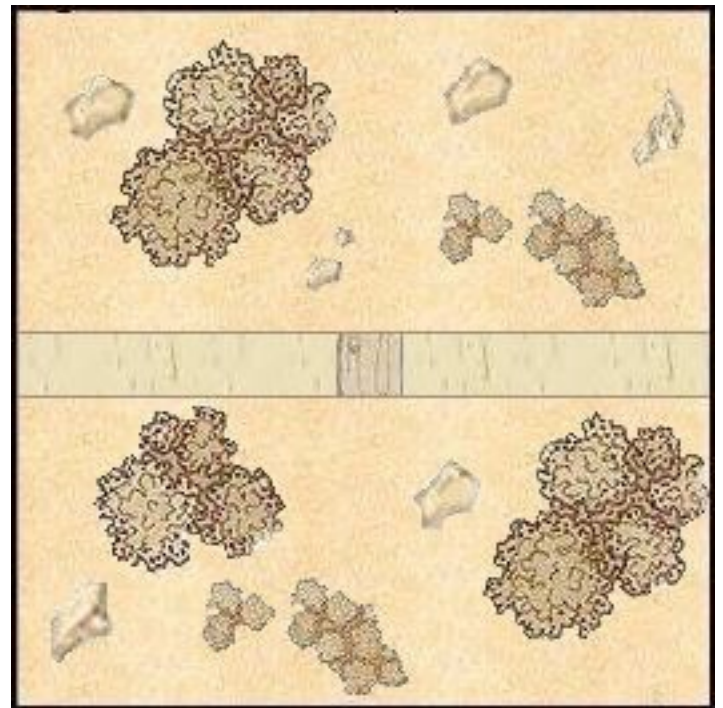
The bridge that we have been ordered to protect is the lifeline of our people. It is the only structure for miles that can support the heavy wagons that supply the city. Should the bridge be destroyed innocent people would suffer greatly. We cannot allow that to happen...

Layout

The table is divided by a river about 6" in width, which counts as impassible terrain. It is spanned by a large wooden bridge resting on 6 piles. Other terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

The Attacker must deploy his Battle Company within 6" of his table edge. The Defender divides his Company into two halves (each led by at least one hero). One half is deployed within 6" of the center of the bridge. The other half is held in reserve.



Objectives

The Attacker wins if he is able to destroy the bridge. The Defender wins if he is able to wipe out the Attacker's force before he is able to do so.

Special Rules

Reinforcements -- The other half of the Defending Company, will become available as the game progresses. Beginning on Turn 2, roll a dice for each model still in reserve. On a 6, the model enters play from the board edge opposite the Attacker. On Turn 3, they will enter on a 5+. Turn 4, 4+, etc.

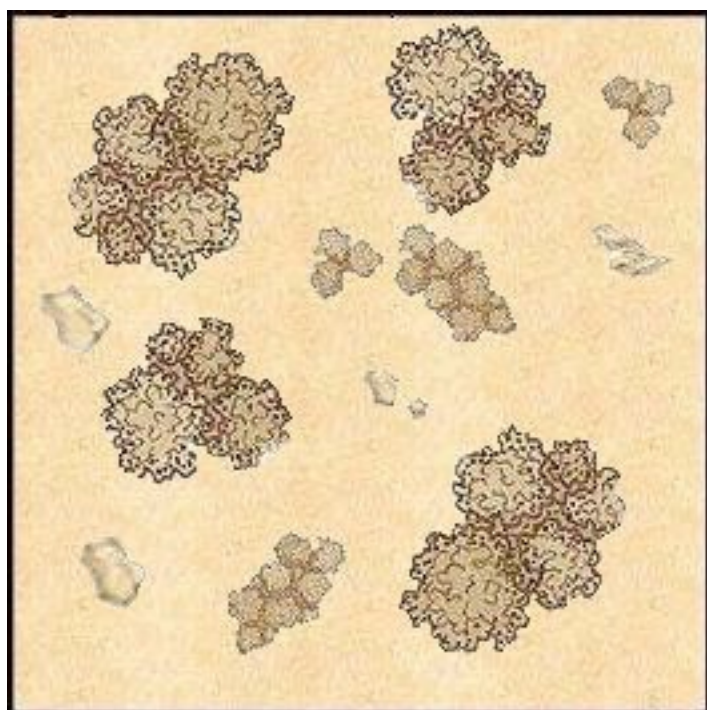
Destroying the Bridge -- Place six markers on the bridge the represent the piles on which it rests (2 on each bank, 2 in the middle). Any attacker may attempt to damage the pile by moving into contact with it. During the Fight phase roll a D6, as long as he is not in combat and has not fired a missile weapon. On a 4+, that pile is damaged.

At the end of each turn, roll a D6. If the number rolled is lower than the the number of damaged piles the bridge collapses. For every two models on the bridge, subtract 1 from the score to a minimum of 1 (meaning you must destroy at least two piles before the bridge will collapse).

Any models standing on the bridge when it collapses may make a Leap test to reach the shoreline. Any that fail to do so are removed from the board as if they had suffered a Wound. They must roll on the Injury Table after the game.



Like crushing the head of a serpent, many times the best way to destroy an enemy force is by striking at its commander. In the chaos that will ensue, the enemy will surely fall apart due to a lack of leadership. Once we are able to destroy him, victory will come easily.



Layout

A 48 x 48 inch battlefield with terrain is placed as desired for an interesting and visually pleasing layout.

Starting Positions

The player with the Lowest Effective Rating chooses a board edge. His opponent must deploy within 6" of the opposite board edge. He then deploys his Company within 6" of his edge. Note the most expensive Hero in each Battle Company, as this will be the "Commander" that you must keep alive.

Objectives

Both Battle Companies are trying to eliminate the opposing leader and take out as many of his followers as possible. The game is over at the end of the turn when one or both Commanders are killed. The game is a Draw if both are killed in the same turn.

Special Rules

Protect the Commander! -- Before the game starts, each side chooses two Warriors with the Sworn Protector or Bodyguard rule. They may never be more than 3" away from the Commander at any point in the game. If the Battle Company does not have any models with these rules, the two chosen Warriors automatically receive the Sworn Protector rule for the duration of the game.



GAMING AIDS



Company Name: _____	Faction: _____
Record (W/D/L): _____	Gold: _____
Company Rating: _____	Injured: _____
Effective Rating: _____	
Notes: _____	

Name: _____ Points: _____

Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____

Sp. Rules: _____

Injuries: _____

Notes: _____

Name: _____ Points: _____

Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____

Sp. Rules: _____

Injuries: _____

Notes: _____

Name: _____ Points: _____

Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____

Sp. Rules: _____

Injuries: _____

Notes: _____

Name: _____ Points: _____

Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____

Sp. Rules: _____

Injuries: _____

Notes: _____

Name: _____ Points: _____

Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____

Sp. Rules: _____

Injuries: _____

Notes: _____

Name: _____ Points: _____

Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____

Sp. Rules: _____

Injuries: _____

Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____

Name: _____ Points: _____
Troop Type: _____ Experience: _____

Move	F/S+	S	D	A	W	C	M/W/F

Wargear: _____
Sp. Rules: _____
Injuries: _____
Notes: _____



Reference Charts

Warrior Injury Table (D6)

- 1 — Dead** Remove Warrior from roster.
- 2-3 — Injured** Warrior must miss the next game.
- 4-6 — Full Recovery** Warrior suffers no adverse effect.

Mount Injury Table (D6)

- 1 — Dead** Remove Mount from the Warrior's profile. You may purchase a replacement at the listed cost.
- 2-6 — Full Recovery** Mount suffers no adverse effect.

Hero Injury Table (2D6)

- 2 — Dead**
- 3 — Lost In Battle** The Hero lies wounded on the battlefield. As soon as possible play a scenario with the Hero as the objective. He may not act or be attacked during the game. If his side wins, treat as a *Full Recovery*. If not, roll again on this table with a -2 penalty.
- 4 — Arm Wound** -1 Strength for each Arm Wound. If you have two or more Arm Wounds, the Hero may not carry a shield, two-handed weapon or second weapon anymore.

Hero Injury Table (Cont'd)

- 5 — Leg Wound** -1" Move for each Leg Wound to a minimum of 1.
- 6-7 — Full Recovery** Hero suffers no ill effect.
- 8 — It's Just A Scratch** Hero must miss the next game or roll again. The second result will stand.
- 9 — Flesh Wound** Hero misses the next game.
- 10 — Old Battle Wound** After each game, roll a D6 for each *Old Battle Wound*. On a 1, the Hero's injury prevents him from taking part in the next battle. A Hero may have more than one *Old Battle Wound*.
- 11 — The Wounds of a Hero** The Hero's patrons are impressed with his performance. The Hero makes a *Full Recovery* and the Battle Company receives +D6 Gold.
- 12 — Protected by the Valar/Dark Powers** The Hero makes a *Full Recovery* and is healed of one previous injury (*Arm/Leg Wound*, *Old Battle Wound*) or permanently gains +1 Fate.

Warrior Advancement Table (D6)

1-3 — No effect

4-5 — Promoted The Warrior is promoted if he is eligible. Note that Warriors may have multiple available promotions due to purchased wargear.

6 — A Hero In The Making. From now on, the Warrior is treated as a Hero and adds a point of *Fate* to his profile. He retains the Experience Points gained thus far and gains Experience and advances like a Hero from this point forward.

Hero Advancement Table (D6)

1 — Fight/Shoot Hero's Fight or Shoot characteristic is improved by 1 to a maximum of 6/3+.

2 — Strength/Defense Hero's Strength or Defense is increased. Each may be improved once.

3 — Courage/Will Point Hero's Courage characteristic is increased by 1 to a maximum of 6, or the Hero gains a point of Will to a maximum of 3.

4 — Attack/Wound Hero's Attack or Wound characteristic is increased by 1 to a maximum of 3.

5 — Skill Roll again on either the Fighting, Shooting or Leadership Skill Tables. Alternatively, The Hero may choose to select one of the Special Rules that applies to his Battle Company instead.

6 — Might Point Hero gains a Might Point to a maximum of 3.

Fighting Special Rules Table (D6)

1 — Blade Master Hero may re-roll one of his die per turn to determine who wins his fight.

2 — Weapon Master Hero may wield a two-handed weapon without the -1 penalty to his dice.

3 — Parry Hero may force his opponent to re-roll a single die when rolling to wound against him.

4 — Furious Charge Hero receives a +1 Fight bonus when he charges into combat.

5 — Heroic Presence Whenever this Hero calls a Heroic Combat, roll a dice. On a 4+, no Might is spent.

6 — Might/Will Point Hero gains either a Might or Will Point to a maximum of 3.

Shooting Special Rules Table (D6)

1 — Cunning Shot Hero may re-roll either one failed In The Way or To Wound roll each turn.

2 — Expert Shot Hero is allowed to shoot twice in each Shoot Phase.

3 — Rapid Fire Hero may call a Heroic Shoot without expending a point of Might to do so.

4 — Deadeye If the Hero rolls a natural 6 on his To Hit roll, he does not need to take an In The Way test or roll To Wound. His target is automatically wounded.

5 — Seasoned Archer Hero can move at full speed and still fire once, although he will still have the -1 penalty for moving.

6 — Might/Will Point Hero gains either a Might or Will Point to a maximum of 3.

Leadership Special Rules Table (D6)

- 1 — Favor of the Court** Whenever this hero participates in a battle, the Battle Company may re-roll the die when determining how much Gold is gained at the end of the game.
- 2 — Courageous Hero** Whenever the Hero tests his Courage, he may roll 3D6 and discard the lowest result.
- 3 — Master of Battle** If the Hero is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Might. He may not call a Heroic Move or Shoot if he has already been engaged in combat.
- 4 — Rally to Me** The Hero's Stand Fast! range is 12" rather than 6"
- 5 — Inspiring Resolve** All friendly units within 3" automatically pass Courage tests when charging a Terror-causing model.
- 6 — Might/Will Point** The Hero gains either a Might or Will point to a maximum of 3.



Hero Point Cost Formula

Basic Cost — Take the basic cost of the Warrior Type as which the Hero began.

Might, Will & Fate — For each point of *Might*, *Will* or *Fate*, add 5 points.

Advances to Fight, Strength, Defense, and Courage — For each addition to the Hero's *Fight* (count only the *Fight* value, not the *Shoot* score), *Strength*, *Defense*, and *Courage*, add 5 points.

Advances to Wounds & Attacks — For each addition to the Hero's *Wounds* and *Attacks*, add 10 points.

Skills/Magic Powers — For each *Special Rule/Magical Power* the Hero has gained, add 5 points.

Wargear — The cost of the Hero's war gear is determined by the number of *Wounds* and *Attacks* the Hero has. If the Hero's *Attacks* + *Wounds* is 3 or greater use the second listed cost on the Basic Wargear Cost Table.

Basic Wargear Cost Table

Free/Free — Hand Weapons

1/5 — Spear, Pike, Two-handed Weapon, Lance, Bow, Shield, Elven Blade, Armor, etc.

2/5 — Throwing Weapon, Crossbow, Longbow, Elf Bow, Heavy Armor, etc.

6/10 — Warg/Horse, etc.

9/15 — Armored Horse, etc.

(Use second value if the Hero's *Attacks* + *Wounds* is equal to or greater than 3. This list is not all-inclusive, but should serve as a guide as to what equipment should cost.)



Names of Middle-earth

Listed below are some common Middle-earth names that can be used to help create identities for your Warriors and Heroes. These lists are by no means exhaustive, but should help you get started. Note that many names of famous individuals may appear below. It is not uncommon for children to be named after ancestors or legendary heroes from the past, or for a name to be in common use before one individual gained particular notoriety. If you have difficulty locating a name to fit your Warrior, a quick search on Google will reveal many options for fantasy name generators.

Dwarf Names

Male Dwarf Names: Anar, Balin, Beli, Bifur, Bláin, Bofur, Bombur, Borin, Burin, Dáin, Dori, Durin, Dwalin, Farin, Fíli, Flói, Frár, Frerin, Frór, Fundin, Gimli, Ginar, Glóin, Gróin, Grór, Hanar, Kíli, Lófar, Lóni, Náin, Náli, Nár, Nói, Nori, Óin, Ónar, Óri, Póri, Regin, Thorin, Thráin, Thrór, Vidar.

Female Dwarf Names: Dís, Hón, Kóna, Már.

Hobbit Names

Hobbit Family Names: Baggins, Banks, Boffin, Bolger, Bracegirdle, Brandybuck, Brockhouse, Brown, Brownlock, Bunce, Burrows, Butcher, Chubb, Chubb-Baggins, Cotton, Gamgee, Gardner, Goldworthy, Goodbody, Goodchild, Goold, Greenhand, Grubb, Hayward, Headstrong, Hogg,

Hornblower, Longholes, Maggot, Mugwort, Noakes, Pott, Proudfoot, Puddifoot, Roper, Rumble, Sackville, Sackville-Baggins, Sandheaver, Sandyman, Smallburrow, Took, Tunnely, Twofoot, Underhill, Whitfoot.

Male Hobbit Names: Adalgrim, Adelard, Andwise, Anson, Balbo, Bandobras, Bergil, Bilbo, Bingo, Blanco, Bodo, Bowman, Bucca, Bungo, Carl, Cotman, Cottar, Dindonas, Doderic, Dodinas, Drogo, Dudo, Erling, Falco, Fastolph, Fastred, Ferdibrand, Ferdinand, Ferumbras, Filibert, Flambard, Folco, Fortinbras, Fosco, Fredegar, Frodo, Gerontius, Gorbado, Gorbudas, Gorbendad, Gormadoc, Griffon, Gundabald, Halfast, Halfred, Hamfast, Hamson, Harding, Hending, Hildibrand, Hildifons, Hildigard, Hildigrim, Hob, Hobson, Holfoot, Holman, Hugo, Ilberic, Isembard, Isembold, Isengar, Isemgrim, Isumbras, Largo, Longo, Lotho, Madoc, Marcho, Marmadas, Marmadoc, Marroc, Meriadoc, Merimac, Merimas, Milo, Minto, Moro, Mosco, Mungo, Nob, Odo, Odovacar, Olo, Orgolas, Otho, Paladin, Peregrin, Polo, Ponto, Porto, Posco, Reginard, Rendigar, Robin, Rorimac, Rudigar, Rufus, Sadoc, Samwise, Sancho, Saradas, Saradoc, Seredic, Sigismond, Tobold, Togo, Tolma, Tolman, Wilcome, Wilibald, Will, Wiseman.

Female Hobbit Names: Adaldrida, Adamanta, Amaranth, Angelica, Asphodel, Belba, Bell, Belladonna, Berylla, Camellia, Celandine, Chica, Daisy, Diamond, Donnamira, Dora, Eglantine, Elanor, Esmerelda, Gilly, Goldilocks, Hanna, Hilda, Lily, Linda, Lobelia, Malva, Marigold, May, Melilot, Menegilda, Mentha, Mimosa, Mirabella, Myrtle, Pansy, Pearl, Peony, Pervinca, Pimpernel, Poppy, Primrose, Primula, Prisca, Rosamunda, Rosa, Rose, Ruby, Salvia, Tanta.

Elven Names

Male Sindarin Names: Aegnor (Fell Fire), Aerandir (Sea Wanderer), Amras (Peak?), Angrod (Iron Champion), Aredhel (Noble Elf), Arminas (Royal Tower), Beleg (Mighty), Caranthir (Red River), Celeborn (Silver Tree), Celebrimbor (Silver Hand), Celegorm (Silver?), Círdan (Shipwright), Cúthalion (Strongbow), Daeron (Shadow?), Denethor (Water Torrent), Edrahil (Heir?), Elladan (Star Man), Elrohir (Star Horse Lord), Elrond (Star Dome), Elros (Star Foam), Eöl, Ereinion (Scion of Kings), Erestor (One?), Fëanor (Spirit of Fire), Fingon (Commander with [Golden] Hair), Finrod (Champion with [Golden] Hair), Galdor (Shining Lord), Galion (Bright?), Gelmir (Flowing Jewel), Gil-galad (Star of Radiance), Glorfindel (Golden Hair), Guilin (Song of Awakening), Gwindor (Land?), Haldir (Tall Watcher), Legolas (Leaf?), Lindir (Song Watcher), Mablung (of the Heavy Hand), Maglor (Golden Hand), Maedhros (Foam?), Maeglin (Sharp Gleam), Orodreth (Mountain?),

Orophin (Mountain Hill), Saeros (Foam?), Turgon (Lord of Stone).

Female Sindarin Names: Arwen (Royal Maiden), Berúthiel (Daughter of the Queen), Celebrían (Silver Maiden), Celebrindal (Silver Foot), Elwing (Star Spray), Finduilas (Leaf-flow Hair), Galadhriel (Tree Lady), Galadriel (Lady of Light), Idril (Sparkling Brilliance), Lúthien (Flower), Nimloth (White Flower), Nimrodel (Lady of the White Cave).

Names Of Men

Male Names Of The Beornings: Beorn (Warrior), Beran (Bear), Beranald (Bear-Old), Beranbold (Bear-Bold), Berangár (Bear-Spear), Beran-grim (Bear-Fierce), Beranhame (Bear-Coat), Beranhelm (Bear-Protection), Beranhere (Bear-Host), Beranmód (Bear-Spirit), Beranmund (Bear-Hand), Beranor (Bear-One), Beranwine (Bear-Friend), Grim (Fierce), Grimald (Fierce-Old), Grimbeorn (Fierce-Warrior), Grimbald (Fierce-Bold), Grimfara (Fierce-Traveller), Grimfast (Fierce-Loyal), Grimgár (Fierce-Spear), Grimhelm (Fierce-Protection), Grimhere (Fierce-Host), Grimwine (Fierce-Friend).

Female Names Of The Beornings:

Beornhild (Warrior-Battle), Beornwyn (Warrior-Joy), Beranhild (Bear-Battle), Beranwyn (Bear-Joy), Grimhild (Fierce-Battle), Grimwyn (Fierce-Joy).

Family Names Of Bree: Appledore, Birchdown, Blackthorn, Butterbur, Buttercup, Dogwood, Ferny, Goatleaf, Gooseberry, Harebell, Heathertoes, Honeystalk, Mawseed,

Milkflower, Pickthorn, Rushlight, Thistlewool, Whistletree, Whitebeam, Whortleberry.

Male Names Of Bree: Al (Alden/Alvin), Alf (Alfred), Andy (Andrew), Archie (Archibald), Arnie (Arnold), Art/Artie (Arthur), Ash (Ashley), Bail (Bailey), Barliman, Bernie/Bernie (Bernard), Bert/Bertie (Albert/Egbert/Herbert/Osbert), Bill/Billy (William), Bob/Bobby (Robert), Bran (Brandon), Charlie (Charles), Cliff (Clifford), Cris (Crispin), Dale, Del (Delbert), Ed/Eddy (Edgar/Edmund/Edward/Edwin), Ernie (Ernest), Fred/Freddy (Frederick), Harry (Harold), Herb/Herbie (Herbert), Howie (Howard), Kip (Kipling), Larry (Lawrence), Len/Lenny/Leo (Leonard), Mat/Matty (Matthew), Morty (Morton), Nick/Nicky (Nicolas), Oz/Ozzie (Osborn/Osbert/Osmond/Oswald/Oswin), Perry (Peregrin), Ray (Raymond), Rich (Richard), Rob/Robbie/Robin (Robert), Rod/Roddy (Roderick/Rodney), Rowlie (Rowland), Sage, Sid (Sidney), Spike, Stan (Stanley), Stew (Stewart), Ted/Teddy (Edward), Terry (Terence), Theo (Theobald/Theodore), Toby (Tobias), Tod (Todd), Tom/Tommy (Thomas), Wally/Walt (Walter), Wes (Wesley), Wil/Willy (Wilbur/Wilfred/Willard/William), Win/Winny (Winfred), Woody (Woodrow).

Female Names Of Bree: Ada/Adel (Adela), Aggy (Agnes), Ash (Ashleigh), Aud (Audrey), Avi (Avis), Babs/Barb (Barbara), Bell/Bindy (Belinda), Berni (Bernice), Berti (Bertha), Bev (Beverly), Daisy, Darla (Darlene), Dawn, Dee (Deena), Dora/Dot/Dotty (Dorothy), Edi (Edith), Emmy (Emily), Fay (Faye), Fern, Flo (Flora), Gertie (Gertrude), Hattie (Harriet), Hayley,

Hazel, Hettie (Henrietta), Holly, Ivy, Joy, Lily (Lillian), Lindy (Belinda), Marge (Margaret), Milly (Emily/Mildred), Minnie (Wilhelmina), Myrtie (Myrtle), Poppy, Robyn, Rosa (Rosalin/Rosalind/Rosamund), Rose/Rosie (Rose), Sage, Tilly (Matilda), Trudie (Gertrude), Violet, Wilma (Wilhelmina), Winnie (Winifred).

Male Names Of Dale: Alwis (All Wise), Asabiarn (Divine Bear), Bard (Battle Axe), Biarn (Bear), Bondi (Peasant Farmer), Booth (Shelter), Brand (Flaming Torch), Brander (Fiery Sword), Dag (Day), Delling (Shining One), Einar (Lone Warrior), Eric (Honorable Ruler), Erland (Stranger), Farman (Traveller), Gus (Staff), Gustaw (Lord's Rod), Hakon (Of Noble Birth), Hallam (Dweller at the Rocks), Halstein (Rock), Halward (Defender of the Rock), Hamar (Hammer), Harald (High-Old), Holgeir (Spear-Like), Ingemar (Famous Son), Ingar (Son's Army), Iwar (Battle Archer), Kell (From the Well or Spring), Knut (Knot), Lif (Beloved), Lunt (From the Sacred Wood), Odell (Wealthy), Olaf (Ancestor), Ranulf (Wolf-Like Advice), Ric (Honourable Ruler), Roald (Famous Ruler), Rutland (From the Stump Land), Sigurd (Victorious Guardian), Skip (Ship), Stig (Wanderer), Storr (Great Man), Sutherland (From the Southern Land), Swain (Youthful), Tate (Jolly), Thor (Thunder), Thorald (Thunder-Ruler), Thorburn (Thunder Warrior), Tor (Thunder), Tore (Thunder), Torwald (Thunder-Ruler).

Female Names Of Dale: Asta (Star), Astrid (Divine Strength), Brenda (Flaming Sword), Dagmar (Day Maiden), Dagna (New Day), Erica (Powerful Ruler), Gerda (Protected One),

Gudrun (Divine Wisdom), Gunnhild (Maiden of Battle), Helga (Prosperous), Hulda (Loveable), Inga (Hero's Daughter), Ingaberg (Hero's Daughter), Ingaborg (Hero's Daughter), Inge (Hero's Daughter), Inger (Hero's Daughter), Ingrid (Hero's Daughter), Kelda (Fountain), Liw (Protection), Raghild (Battle-Wise), Ronalda (Powerful), Run (Secret Lore), Signy (New Victory), Sigrid (Beautiful Victory), Sigrun (Secret Victory), Solweig (From the Strong House), Thora (Thunder), Thorberta (Brilliance of Thunder), Thordis (Spirit of Thunder), Walda (Spirited Warrior).

Male Names of the Dunlendings: Brac (Free), Cadarn (Strong), Cadoc (Battle-Sharp), Cant (White), Caradoc (Beloved), Garnoc (Dweller-by-the-Alder-Tree-River), Geth (Dark), Gormadoc (Over-Fortunate), Gorsad (From-the-Mound), Madoc (Fortunate), Melmidoc (Servant-Fortunate), Maroc (Striving-Rule), Sadoc (Battle), Saradoc (Amiable).

Female Names of the Dunlendings: Berthoc (Wealthy), Cadi (Pure), Dera (Wild Spirit), Dicra (Slow), Heled (Good-Wound), Modron (Mother), Sath (Arrow), Sarf (Snake).

Male Easterling Names: Bór, Böri (Wolf), Borlach, Borlad, Borthand, Brodda, Edgü (Good), Gizik (Storm), Göktîg (Sky-Arrow), Kargî (Spear), Kemik (Bone), Kiliç (Sword), Kustîg (Bird-Ar-row), Maltök (Beast-Strong), Margöz (Snake-Eye), Öldür (Killer), Sacal (Beard), Uldor, Ulfang, Ulfast, Ulwarth, Yaban (Wild), Yiltîg (Wind-Arrow), Yumruk (Fist).

Female Easterling Names: Ana (Mother), Katun (Woman), Kuzu (Lamb), Mareke (Snake-Sister), Markiz (Snake-Maid). Oyna (Dance), Tîgeke (Arrow-Sister), Tîgkiz (Arrow-Maid), Yileke (Wind-Sister), Yilkiz (Wind-Maid).

Male Names Of Gondor And Arnor

(Sindarin): Adrahil, Amlaith, Anardil (Sun Lover), Anárion (Of the Sun), Anborn, Angbor (Iron?), Arador (Royal ???), Araglas (Royal leaf), Aragorn (Royal Tree), Aragost (Royal Fortress), Arahad (Royal ???), Arahael (Royal ???), Aranarth (Royal Realm), Arannel (Royal Star), Aranuir (Royal ???), Araphant (Royal ???), Araphor (Royal ???), Arassuil (Royal ???), Arathorn (Royal ???), Araval (Royal ???), Aravir (Royal ???), Aravorn (Royal ???), Argeleb (Royal Silver), Argonui (Royal Stony), Arvedui (King Last), Arvegil (Royal ???), Arveleg (Royal ???), Baranor (Tower Sun), Belecthor (Great Eagle), Beleg (Mighty), Belegorn (Great Tree), Beregond (Stone?), Beren, Bergil (Star?), Boromir, Celepharn, Cirion (Ship?), Damrod, Denethor (Eagle?), Derufin, Dervorin, Dírhael, Duilin (River Song), Duinhir (River Lord), Ecthelion, Egalmoth, Eldacar, Eradan, Faramir, Findegil (Star?), Finduilas (Hair?), Forlong, Golasgil (Leaf Star), Halbarad (Tall Tower), Hallas (Tall leaf), Hirgon (Lord Stone), Hirluin (Lord Blue), Húrin, Ingold, Iorlas (Leaf?), Mablung (Heavy Hand), Malbeth (Gold?), Malvegil (Gold?), Ohtar (Warrior), Orodreth, Thorondir (Eagle Sight), Thorongil (Eagle Star), Turgon (Lord of Stone).

Female Names Of Gondor And Arnor

(Sindarin): Gilraen (Wandering Star), Ioreth, Ivorwen (Maiden?), Lothíriel (Flower Lady), Morwen (Dark Maiden).

Male Names of the Haradrim: Abaan, Adnan, Al Tufayl, Amr, Amro, Aqil, Bakr, Dirar, Ghasaan (Ardor), Haarith, Haashim, Hannad, Hudhafah, Hudhayfah, Huthayfah, Ikrimah (Female Pigeon), Jibran, Jubayr, Khaldoon, Khuzaymah, Lubayd, Marwan, Maazin, Mus'ab, Muthanna, Na'man (Blood), Nawfal (Sea), Nizar, Qusay, Sufyan (Rock), Ubaadah, Ubayy (High Self-Esteem), Udayl, Umar, Umaarah, Umayr, Utbah, Waqqas, Yaman, Yazan.

Female Names of the Haradrim: Da'd, Firyal, Hind, Khawlah, Mawiyah, May, Nusaybah, Ramlah, Rudaynah, Rumaylah, Rumaythah, Sawda, Su-hayr, Sumayyaa, Tamadhur, Yusraa, Usaymah.

Male Names Of Rohan: Aldor (Old One), Baldor (Bold One), Baldred (Bold-Counsel), Bregdan (Braided), Brego (Lord), Brytta (Bestower), Ceorl (Peasant/Freeman), Déor (Brave), Déorbrand (Brave-Brand), Déorgar (Brave-Spear), Déorhelm (Brave-Protection), Déorthain (Brave-Servant), Déorwine (Brave-Friend), Dernfara (Secret-Traveller), Derngar (Secret-Spear), Dernhelm (Secret-Protection), Dernwine (Secret-Friend), Dúnhere (Hill-Host), Elfhelm (Elf-Protection), Elfwine (Elf-Friend), Éadig (Blessed), Éadmód (Humble), Éoblod (Horse-Blood), Éogar (Horse-Spear), Éohere (Horse-Host), Éoheort (Horse-Heart), Éomer (Horse-Famous), Éomód (Horse-Spirit),

Éomund (Horse-Protection), Éorl (Nobleman), Éoman (Horse-Man), Éorcanstan (Jewel), Éored (Horse-Counsel), Éothain (Horse-Servant), Éowine (Horse-Friend), Erkenbrand (Noble-Brand), Fasthelm (Firm-Protection), Fastred (Firm-Counsel), Fengel (Embracer), Folca (Of the People), Folcred (People-Counsel), Folcwine (People-Friend), Fram (Firm), Fréa (Lord), Fréaláf (Lord-Remnant), Fréawine (Lord-Friend), Freca (Hero), Frumgar (First-Spear), Fulgar (Foul-Spear), Fulgrim (Foul-Fierce), Fulor (Foul-One), Fulthain (Foul-Servant), Gálmód (Licentious), Gamling (Old Man), Gárbald (Spear-Bold), Gárulf (Spear-Wolf), Gárwine (Spear-Friend), Gléobeam (Harp), Gléomer (Music-Famous), Gléothain (Music-Servant), Gléowine (Music-Friend), Goldwine (Gold-Friend), Gram (Fierce), Gríma (Mask), Grimbold (Fierce-Bold), Guthbrand (War-Brand), Guthláf (War-Remnant), Guthmer (War-Famous), Guthred (War-Counsel), Haleth (Hero), Háma (Home-One), Helm (Protection), Héostor (Darkness), Herefara (Host-Wanderer), Herubrand (Sword-Brand), Herumer (Sword-Famous), Heruthain (Sword-Servant), Heruwine (Sword-Friend), Holdred (Loyal-Counsel), Holdwine (Loyal-Friend), Horn, Léod (Prince), Léofa (Beloved), Léofara (Beloved-Traveller), Léofred (Beloved-Counsel), Léofwine (Beloved-Friend), Léonere (Scholar), Thengel (Embracer), Théoden (People-Ruler), Théodred (People-Counsel), Walda (Wielder), Wídfara (Far-Traveller), Wulf (Wolf).

Female Names Of Rohan: Déorhild (Brave-Battle), Déorwyn (Brave-Joy), Dernhild (Secret-Battle), Dernwyn (Secret-Joy), Elfhild

(Elf-Battle), Elfwyn (Elf-Joy), Éohild (Horse-Battle), Éowyn (Horse-Joy), Gléowyn (Music-joy), Guthwyn (War-Joy), Holdwyn (Loyal-Joy), Heruwyn (Sword-Joy), Hild (Battle), Léofwyn (Beloved-Joy), Théodwyn (People-Joy).

Male Names of the Woodman of

Mirkwood: Acbald (Oak-Bold), Acbeorn (Oak-Warrior), Acgár (Oak-Spear), Acgrim (Oak-Fierce), Actreo (Oak-Tree), Aldgrim (Old-Fierce), Aldraeg (Old-Moss), Aldtreo (Old-Tree), Baldac (Bold-Oak), Barac (Boar-Oak), Barald (Boar-Old), Barfara (Boar-Traveller), Bargár (Boar-Spear), Bargrim (Boar-Fierce), Barhelm (Boar-Protection), Barhere (Boar-Host), Barhyrde (Boar-Keeper), Barmód (Boar-Spirit), Barmund (Boar-Hand), Barwine (Boar-Friend), Bearugrim (Grove-Fierce), Brermód (Briar-Spirit), Grimbar (Fierce-Boar), Heorot (Stag), Iwald (Yew-Old), Iwgár (Yew-Spear), Iwtreo (Yew-Tree), Raegac (Moss-Oak), Raegwine (Moss-Friend), Sceotan (Archer), Treomód (Tree-Spirit), Treowine (Tree-Friend).

Female Names of the Woodmen of

Mirkwood: Acwyn (Oak-Joy), Barhild (Boar-Battle), Barwyn (Boar-Joy), Bearuwyn (Grove-Joy), Brerwyn (Briar-Joy), Raegwyn (Moss-Joy), Treowyn (Tree-Joy)

Orc Names

Azog, Bolg, Búrz, Gazbag, Gazduf, Gazdush, Gazhúr, Gazgash, Gazbug, Gazhorn, Gazmog, Gazmuz, Gazrad, Gazrat, Gazthak, Gazlag, Gazlúk, Gazlûn, Gazlur, Gaznag, Gazuf, Gazug, Gazûl, Ghash, Golfimbul, Gorbag, Gorbug, Gorduf, Gordush, Gorgash,

Gorgaz, Gorhúr, Gorlúk, Gorlûn, Gornag, Gorshag, Gorthak, Gorûl, Gorzag, Grishnákh, Lagbug, Lagduf, Lagdush, Laghúr, Laguf, Laglúk, Laglûn, Lagrad, Lagrat, Lagthak, Lug, Lugbag, Lugduf, Lugdush, Lughorn, Lughúr, Luglúk, Luglûn, Lugnag, Lugthak, Lugûl, Lugzag, Lûnbug, Lûnbug, Lûnduf, Lûndush, Lûngash, Lûngaz, Lûngor, Lûnhúr, Lûnlag, Lûnlúk, Lûnmaz, Lûnrad, Lûnrat, Lûnshag, Lûnthak, Lûnuf, Lûnug, Lûnûl, Lûnzag, Maubag, Maubug, Mauduf, Maudush, Maugash, Maugaz, Maugor, Mauhúr, Maulúk, Maulur, Maunag, Mauthak, Mauzag, Muzbag, Muzbug, Muzduf, Muzdush, Muzgash, Muzgaz, Muzgor, Muzhúr, Muzlag, Muzlug, Muzlúk, Muzlûn, Muzlur, Muznag, Muzrad, Muzrat, Muzthak, Muzug, Muzûl, Nagbug, Nagduf, Nagdush, Naghúr, Naglug, Naglúk, Naglur, Nagmuz, Nagug, Nagrad, Nagrat, Nagthak, Nagzag, Nûzu, Radbag, Radbug, Radgash, Radgaz, Radhúr, Radlag, Radlúk, Radmuz, Radnag, Radrat, Radthak, Radug, Radzag, Shagbug, Shagduf, Shagdush, Shaglúk, Shaglur, Shagrad, Shagrat, Shagthak, Shaguf, Shagug, Shagûl, Snaga, Ufgaz, Uflug, Uflúk, Ufthak, Ufzag, Ugbag, Ugduf, Ugdush, Ughúr, Uglag, Uglúk, Uglur, Ugmuz, Ugnag, Ugrad, Ugrat, Ugthak, Ugzag, Yagaz, Yagbug, Yagduf, Yagdush, Yaghúr, Yaglug, Yaglûn, Yaglúk, Yagmuz, Yagor, Yagrad, Yagrat, Yagthak, Yaguf, Yagug, Yagûl, Zagbug, Zagduf, Zagdush, Zaghúr, Zaglag, Zaglug, Zaglûn, Zaglúk, Zagmuz, Zagrad, Zagrat, Zagthak, Zaguf, Zagug.