

Welcome to the Armies of Arnor and Angmar. This PDF allows you to use your collection of miniatures and armies found within the Rise of Angmar supplement in the new edition of the Middle-earth Strategy Battle Game.

To use the contents of this PDF, you will need a copy of the Middle-earth Strategy Battle Game Rules Manual, Armies of The Lord of the Rings™, and Armies of The Hobbit™, which will contain some of the profiles presented in the Army Lists contained within this PDF.

The profiles and Army Lists presented here are temporary, and will all be found within the upcoming Armies of Middle-earth supplement, which will be released in the coming months. Until then, players who have invested in the models from the Rise of Angmar should use those presented here.

This PDF contains the following profiles and Army Lists:

GOOD PROFILES:

- Arvedui, Last King of Arnor
- Aranarth, First Chieftain of the Dúnedain
- Malbeth the Seer
- Argadir, Captain of Arnor
- Captain of Arnor
- Warrior of Arnor
- Knight of Arnor
- Ranger of Arnor
- Eärnur, Last King of Gondor
- Glorfindel, Lord of the West
- Hobbit Archer
- Arathorn, Chieftain of the Dúnedain
- Halbarad
- Ranger of the North

GOOD ARMY LISTS:

- Arnor
- Battle of Fornost
- Arathorn's Stand

EVIL PROFILES:

- Gûlavhar, the Terror of Arnor
- Buhrdûr, Hill Troll Chieftain
- Hill Troll
- The Shadow of Rhudaur
- Nazthák, Orc Captain
- Shade
- Barrow-wight
- Angmar Orc Captain
- Angmar Orc Shaman
- Angmar Orc Warrior
- Angmar Warg Rider
- Aldrac, Warlord of Carn Dûm
- Fræcht, Vassal of the Witch-king
- Captain of Carn Dûm
- Warrior of Carn Dûm
- Wild Warg Chieftain
- Wild Warg
- Werewolf

EVIL ARMY LISTS:

- Host of the Witch-king
- Shadows of Angmar
- Buhrdûr's Horde
- Wolf Pack of Angmar
- Army of Carn Dûm



Middle-earth, The Hobbit and The Lord of the Rings and the names of the characters, places, items and events therein, are trademarks of Middle-earth Enterprises, LLC used under license by Games Workshop. All rights reserved. (s24)

© New Line Productions, Inc. All rights reserved. MIDDLE-EARTH, THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING, THE LORD OF THE RINGS: THE TWO TOWERS, THE LORD OF THE RINGS: THE RETURN OF THE KING and the names of the characters, items, events and places therein are trademarks of Middle-earth Enterprises, LLC under license to New Line Productions, Inc. (S24)

© Copyright Games Workshop Limited 2024. Citadel and Games Workshop are ® and all associated logos are either ® or TM and/or © Games Workshop Limited.



ARVEDUI, LAST KING OF ARNOR80 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	6	3	2	5+	5+	3	2	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
ARNOR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour and hand weapon.

HEROIC ACTIONS

- Heroic Defence
- Heroic Strength
- Heroic Strike

SPECIAL RULES

Hatred (Angmar)

The King in the North **ACTIVE** – The range of Arvedui's Stand Fast is 12" rather than 6".



ARANARTH, FIRST CHIEFTAIN OF THE DÚNEDAIN80 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	3+	4	5	2	2	5+	5+	3	2	2

- ◆ **RACE**
MAN
- ◆ **FACTION**
ARNOR,
DÚNEDAIN
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and bow.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

SPECIAL RULES

Expert Shot, Hatred (Angmar), Sharpshooter

Remnants of Arnor **PASSIVE** – Friendly Dúnedain models treat Aranarth as a banner. Additionally, all Dúnedain models in the same Army List as Aranarth gain the Arnor Keyword.



MALBETH THE SEER.....80 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	4+	3	4	1	2	6+	4+	1	2	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
ARNOR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR
Hand weapon.

HEROIC ACTIONS

- Heroic Resolve

SPECIAL RULES

Gift of Foresight **ACTIVE** – Whenever a friendly **Arnor** model within 6" and Line of Sight of Malbeth suffers a Wound, roll a D6. On a 5+, the Wound has been prevented and is ignored. Note that if this roll is failed, a Hero model may still use Fate Points as normal.

Foresight of the Eldar **PASSIVE** – At the start of the game, before either side deploys, roll a D6 and make a note of the result – this is the number of Foresight Points that Malbeth has for the battle. During the roll for Priority, so long as he is alive and on the battlefield, Malbeth can spend these Foresight Points to increase the roll on his controlling player's roll for Priority. For each Foresight Point spent, increase the dice roll by 1, to a maximum of 6.

ARGADIR, CAPTAIN OF ARNOR..... 85 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	7	2	2	6+	6+	2	2	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
ARNOR
- ◆ **UNIT TYPE**
HERO, CAVALRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR
Heavy armour, shield, hand weapon, war spear and horse.

HEROIC ACTIONS

- Heroic Defence
- Heroic March

SPECIAL RULES

Expert Rider, Hatred (Angmar), Master of Battle (5+)





CAPTAIN OF ARNOR.....60 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	7	2	2	7+	6+	2	1	1

- ◇ **RACE**
MAN
- ◇ **FACTION**
ARNOR
- ◇ **UNIT TYPE**
HERO, INFANTRY
- ◇ **BASE SIZE**
25MM

WARGEAR

Heavy armour, shield and hand weapon.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Hatred (Angmar)



WARRIOR OF ARNOR..... 8 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	4	4+	3	6	1	1	8+	7+

- ◇ **RACE**
MAN
- ◇ **FACTION**
ARNOR
- ◇ **UNIT TYPE**
WARRIOR, INFANTRY
- ◇ **BASE SIZE**
25MM

WARGEAR

Heavy armour, shield, spear and hand weapon.

OPTIONS

A Warrior of Arnor may have one of the following options for the listed points cost:

- Swap shield and spear for banner.....25 points

SPECIAL RULES

Hatred (Angmar)



KNIGHT OF ARNOR 15 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	4	4+	3	6	1	1	8+	7+

- ◆ **RACE**
MAN
- ◆ **FACTION**
ARNOR
- ◆ **UNIT TYPE**
WARRIOR, CAVALRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour, shield, hand weapon, war spear and horse.

SPECIAL RULES

Hatred (Angmar)



RANGER OF ARNOR 8 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	4	3+	3	4	1	1	7+	7+

- ◆ **RACE**
MAN
- ◆ **FACTION**
ARNOR
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and bow.

OPTIONS

A Ranger of Arnor may have one of the following options for the listed points cost:

- Banner 25 points
- War horn 25 points
- Spear 1 point

SPECIAL RULES

Hatred (Angmar)



EÄRNUR, LAST KING OF GONDOR 110 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	4+	4	7	3	3	4+	6+	3	3	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
GONDOR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour, shield and hand weapon.

HEROIC ACTIONS

- Heroic Challenge
- Heroic Resolve
- Heroic Strike

OPTIONS

- Armoured horse and lance30 points

SPECIAL RULES

A Fool's Challenge **ACTIVE** – If Eärnur is ever the target of a Heroic Challenge, he may never choose to decline under any circumstances. Additionally, when Eärnur Activates, if he is able to Charge an enemy Hero model then he must do so.

Master Duellist **ACTIVE** – At the start of a Combat involving Eärnur, before any Heroic Strikes are resolved, Eärnur may increase his Fight Value to match that of a single enemy model he is Engaged in Combat with. Additionally, Eärnur can never have his Fight Value modified by enemy special rules or Magical Powers.

GLORFINDEL, LORD OF THE WEST 160 POINTS

Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	8	3+	4	7	3	3	3+	3+	3	3	3

- ◆ **RACE**
ELF
- ◆ **FACTION**
RIVENDELL
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour of Gondolin and Elven hand-and-a-half weapon.

Armour of Gondolin **ACTIVE** – This is **Unique** heavy armour. Additionally, whilst Glorfindel is wearing the Armour of Gondolin, enemy **Monster** models Engaged in Combat with him cannot use Brutal Power Attacks.

HEROIC ACTIONS

- Heroic Challenge
- Heroic Resolve
- Heroic Strength
- Heroic Strike

OPTIONS

- Asfaloth 20 points
(Glorfindel can only take Asfaloth if Arwen is not in the same Army)
- Horse 20 points

SPECIAL RULES

Expert Rider, Horse Lord, Resistant to Magic, Terror, Woodland Creature

Hero of the Elves **ACTIVE** – Glorfindel gains a bonus of +1 To Wound when making Strikes against **Monster** models.

Lord of the West **ACTIVE** – This model may re-roll a single D6 when making a Duel Roll. Additionally, they may re-roll a single D6 when rolling To Wound when making Strikes.

ASFALOTH

Asfaloth is a Mount that uses the following profile:

Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
12"	3	6+	3	4	0	1	6+	6+	0	1	1

- ◆ **RACE**
HORSE
- ◆ **FACTION**
SEE RIDER
- ◆ **UNIT TYPE**
HERO, MOUNT
- ◆ **BASE SIZE**
40MM

SPECIAL RULES

Woodland Creature





HOBBIT ARCHER5 POINTS

MV	FV	SV	S	D	A	W	C	I
4"	2	3+	2	3	1	1	7+	7+

- ◆ **RACE**
HOBBIT
- ◆ **FACTION**
SHIRE
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Hand weapon and short bow.

OPTIONS

A Hobbit Archer may have one of the following options for the listed points cost:

- War horn.....25 points

SPECIAL RULES

Resistant to Magic, Throw Stones (range 8", Strength 1)



ARATHORN, CHIEFTAIN OF THE DÚNEDAIN80 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	3+	4	5	3	2	5+	5+	3	2	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
DÚNEDAIN
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and bow.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

SPECIAL RULES

Woodland Creature

Chieftain of the Dúnedain **ACTIVE** —Friendly Dúnedain Hero models may benefit from Arathorn's Stand Fast.



HALBARAD 70 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	3+	4	5	2	2	4+	4+	3	2	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
DÚNEDAIN
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and bow.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic Strike

OPTIONS

- Banner of Arwen Evenstar 40 points

Banner of Arwen Evenstar PASSIVE – This is a Unique banner with a range of 6" rather than 3", and Halbarad never suffers the -1 penalty to his Duel Rolls for carrying a banner. Additionally, friendly models within 6" and Line of Sight of the Banner of Arwen Evenstar automatically pass any Courage Tests they are required to take.

SPECIAL RULES

Woodland Creature



RANGER OF THE NORTH 25 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	3+	4	4	1	1	6+	6+	1	1	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
DÚNEDAIN
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Hand weapon and bow.

HEROIC ACTIONS

- Heroic Accuracy

OPTIONS

- Armour..... 5 points
- Spear..... 1 point

SPECIAL RULES

Woodland Creature

ARNOR

ARMY COMPOSITION

HEROES OF LEGEND

- ♦ **Arvedui, Last King of Arnor**.....80 POINTS

HEROES OF VALOUR

- ♦ **Aranarth, First Chieftain of the Dúnedain**.....80 POINTS

HEROES OF FORTITUDE

- ♦ **Malbeth the Seer**.....80 POINTS
- ♦ **Argadûr, Captain of Arnor**..... 85 POINTS
- ♦ **Captain of Arnor**.....60 POINTS

INDEPENDENT HEROES

- ♦ **Ranger of the North**.....25 POINTS
 - ♦ Armour.....5 points
 - ♦ Spear.....1 point

WARRIORS

- ♦ **Warrior of Arnor**.....8 POINTS
 - ♦ Swap spear and shield for banner..... 25 points
- ♦ **Knight of Arnor**..... 15 POINTS
- ♦ **Ranger of Arnor**.....8 POINTS
 - ♦ Banner..... 25 points
 - ♦ War horn..... 25 points
 - ♦ Spear.....1 point

ADDITIONAL RULES

- ♦ An Arnor Army must always contain Arvedui, who is always the Army's General.
- ♦ Friendly Rangers of the North gain the Arnor keyword.

SPECIAL RULES

Defend the King – Whilst within 6" of Arvedui, friendly Arnor models automatically pass any Courage Tests they are required to take.

Power of the Seer – Friendly Arnor Hero models receive a bonus of +1 when rolling for Malbeth's Gift of Foresight special rule.

Seeing Stones – Once per game, during the Priority Phase but before the roll for Priority, Arvedui can use this special rule so long as he is alive and on the battlefield. If he does, Arvedui's controlling player automatically wins the roll to choose who has Priority for that turn. If both sides have a special rule allowing them to do this and both wish to use it in the same turn, players roll off as normal and both special rules count as being used.

BATTLE OF FORNOST

ARMY COMPOSITION

HEROES OF LEGEND

- ♦ **EÄRNUR, LAST KING OF GONDOR** 110 POINTS
 - ♦ Armoured horse and lance 30 points
- ♦ **GLORFINDEL, LORD OF THE WEST** 160 POINTS
 - ♦ Asfaloth 20 points

HEROES OF VALOUR

- ♦ **ARANARTH, FIRST CHIEFTAIN OF THE DÚNEDAIN** 80 POINTS

HEROES OF FORTITUDE

- ♦ **CÍRDAN OF THE GREY HAVENS** 75 POINTS
- ♦ **CAPTAIN OF MINAS TIRITH** 60 POINTS
- ♦ **RIVENDELL CAPTAIN** 70 POINTS
 - ♦ Shield 5 points

MINOR HEROES

- ♦ **RANGER OF THE NORTH** 25 POINTS
 - ♦ Armour 5 points
 - ♦ Spear 1 point

WARRIORS

- ♦ **WARRIOR OF MINAS TIRITH** 8 POINTS
 - ♦ War horn and shield 26 points
 - ♦ Banner 25 points
 - ♦ Shield and spear 2 points
 - ♦ Bow 1 point
 - ♦ Shield 1 point
- ♦ **KNIGHT OF MINAS TIRITH** 15 POINTS
 - ♦ Exchange lance and shield for banner 25 points
- ♦ **RIVENDELL WARRIOR** 9 POINTS
 - ♦ Banner 25 points
 - ♦ Elf bow 2 points
 - ♦ Shield and Elven spear 2 points
 - ♦ Shield 1 point
- ♦ **HOBBIT ARCHER** 5 POINTS
 - ♦ War horn 25 points

ADDITIONAL RULES

- ♦ A Battle of Fornost Army must always contain Eärnur and Glorfindel. Eärnur must always be the Army's General.
- ♦ Gondor Warrior models can only be included in the Warband of a Gondor Hero.
- ♦ Rivendell Warrior models can only be included in the Warband of a Rivendell Hero.
- ♦ Hobbit Warrior models can only be included in the Warband of a Dúnedain Hero.
- ♦ Rangers of the North can instead be taken as Independent Heroes; however, if they are then the only Hero whose Warband they can be included in is Aranarth.

SPECIAL RULES

The Charge of Gondor – Friendly Gondor Cavalry models gain a bonus of +1 to their Fight Value on a turn in which they Charge.

Power of the Elves – Friendly models gain the Resistant to Magic special rule.

Eärnur's Defiance – Eärnur cannot have his Courage reduced by enemy special rules or Magical Powers.

ARATHORN'S STAND

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ **ARATHORN, Chieftain of the Dúnedain**..... 80 POINTS

HEROES OF FORTITUDE

- ♦ **HALBARAD** 70 POINTS

INDEPENDENT HEROES

- ♦ **RANGER of the North**..... 25 POINTS
 - ♦ Armour 5 points
 - ♦ Spear 1 point

ADDITIONAL RULES

- ♦ An Arathorn's Stand Army must always contain Arathorn, who is always the Army's General.

SPECIAL RULES

"They're dangerous folk, wandering the wilds" – Rangers of the North increase their Attacks value to 2.

Heir of Isildur – Whenever Arathorn spends a Might Point, roll a D6. On a 4+ the point of Might is free and does not reduce Arathorn's store of Might.

Silent Ambush – In Scenarios where you roll for Warbands to arrive, or ones where you roll to see which part of the board you deploy a Warband in (though not when rolling to choose deployment zones), you may modify the roll for Warbands from this Army by +1 or -1.



GÛLAVHAR, THE TERROR OF ARNOR 200 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	7	5+	8	5	*	4	6+	4+	3	3	0

- ◆ **RACE**
SPIRIT
- ◆ **FACTION**
ANGMAR
- ◆ **UNIT TYPE**
HERO, INFANTRY,
MONSTER, UNIQUE
- ◆ **BASE SIZE**
60MM

WARGEAR

Claws and teeth (hand weapons).

HEROIC ACTIONS

- Heroic Defence
- Heroic Strength

SPECIAL RULES

Dominant (5), **Fly**, **Harbinger of Evil (12")**, **Large Target**, **Monstrous Charge**, **Resistant to Magic**, **Terror**

Strength of Body, **Strength of Will** PASSIVE – Gûlavhar's Attacks are always equal to its remaining Wounds. Additionally, for each Wound Gûlavhar has lost, worsen Gûlavhar's Courage value by 1 (this will improve again should Gûlavhar regain a lost Wound via the Immortal Hunger special rule below).

Immortal Hunger ACTIVE – Each time Gûlavhar slays a model in Combat, it regains a single Wound lost earlier in the battle. These Wounds are regained at the end of the Combat. Gûlavhar can only regain Wounds in this way by making Strikes, never by using a Brutal Power Attack.



BUHRDÛR, HILL TROLL CHIEFTAIN..... 130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	7	4+	7	7	3	3	6+	5+	3	3	1

- ◆ **RACE**
TROLL
- ◆ **FACTION**
ANGMAR
- ◆ **UNIT TYPE**
HERO, INFANTRY,
MONSTER, UNIQUE
- ◆ **BASE SIZE**
50MM

WARGEAR
Hand weapon.

HEROIC ACTIONS

- Heroic Challenge
- Heroic Strength
- Heroic Strike

SPECIAL RULES

Dominant (4), General Hunter, Terror,
Throw Stones (range 12", Strength 8)

Lead by Example **ACTIVE** – If Buhrdûr slays an enemy Hero or Monster in Combat, then for the rest of the game other friendly Orc or Troll models treat Buhrdûr as a banner. If Buhrdûr has slain 3 or more enemy Hero or Monster models, then for the rest of the game other friendly Orc or Troll models treat Buhrdûr as a banner with a range of 6" instead.

Brutish Cunning **ACTIVE** – This model may re-roll a single D6 in a Duel Roll when fighting solely against Infantry models (but not Monster models).



HILL TROLL.....75 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	6	4+	6	6	3	3	7+	7+

- ◆ **RACE**
TROLL
- ◆ **FACTION**
ANGMAR
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY, MONSTER
- ◆ **BASE SIZE**
50MM

WARGEAR
Hand weapon.

SPECIAL RULES

Dominant (3), Terror, Throw Stones (range 12", Strength 8)

Brutish Cunning **ACTIVE** – This model may re-roll a single D6 in a Duel Roll when fighting solely against Infantry models (but not Monster models).

THE SHADOW OF RHUDAUR.....80 POINTS



MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	3	7	2	2	4+	5+	2	5	2

- ◆ **RACE**
SPIRIT
- ◆ **FACTION**
ANGMAR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour and hand weapon.

HEROIC ACTIONS

- Heroic Challenge

SPECIAL RULES

Blades of the Dead, Spectral Walk, Terror

Herald of Doom PASSIVE – At the beginning of the game, after both sides have been deployed, choose one Hero model in your opponent's Army. Whilst the Shadow of Rhudaur is within 6" of the chosen Hero, that Hero suffers a -1 penalty to their Fate Rolls and a -1 penalty to any Courage Tests they are required to take.

Power of Angmar ACTIVE – If the Shadow of Rhudaur rolls a natural 6 when making a Casting Roll, then the target model cannot spend Will Points to attempt to Resist the Magical Power.

MAGICAL POWERS	Range	Casting Value
Drain Courage	6"	3+
Fog of Disarray	Self	3+
Curse	6"	4+
Wither	6"	5+

NAZTHÁK, ORC CAPTAIN 50 POINTS



Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	5+	4	5	2	2	7+	6+	2	1	2

- ◆ **Race**
Orc
- ◆ **Faction**
ANGMAR
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Armour and hand weapon.

HEROIC ACTIONS

- Heroic Defence

SPECIAL RULES

Scavenge **ACTIVE** – Whenever Nazthák slays an enemy model in Combat (with the exception of **Monster** models), he may choose to scavenge a single piece of wargear carried by that model, with the exception of a **Mount**, another type of armour, living creatures, the One Ring, or items of wargear that are integral to the model (such as claws and teeth). This will happen before any effects that allow the slain model to pass on that piece of wargear. Add the scavenged item to Nazthák's list of wargear. Nazthák will benefit from the scavenged wargear as if he was the original model. Nazthák may choose to discard any piece of scavenged wargear at any time, though if he does so then he cannot reclaim it – it is lost.



SHADE 75 POINTS

Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	1	6+	1	8	2	3	5+	8+	0	4	1

- ◆ **Race**
SPIRIT
- ◆ **Faction**
ANGMAR
- ◆ **Unit Type**
HERO, INFANTRY
- ◆ **Base size**
40MM

WARGEAR

An amalgamation of grasping spectral hands (hand weapons).

SPECIAL RULES

Blades of the Dead, Dominant (3), Spectral Walk, Terror

Conduit of Angmar **PASSIVE** – If a **Ringwraith** model is within 6" of a friendly Shade, they may use the Shade to determine range and Line of Sight for a Magical Power. Additionally, after making a Casting Roll within 6" of a friendly Shade, a **Ringwraith** can choose to deal a single Wound to the Shade to add 1 to the Casting Roll.

Swirling Mists **ACTIVE** – At the start of the Shoot Phase, before the Declare Heroic Actions step, a Shade may spend a Will Point to use this ability. If it does, then for the remainder of the turn, enemy models will suffer a -1 penalty To Hit when making a shooting attack that targets a friendly model within 6" of the Shade. If the enemy model making the shooting attack is also within 12" of the Shade, they will suffer a -2 penalty To Hit instead.

Ghostly Resolve **PASSIVE** – Friendly **Angmar Orc** models within 12" of one or more models with this special rule gain a bonus of +1 to any Courage Tests they are required to take.



BARROW-WIGHT 50 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	5+	3	7	1	2	4+	6+	0	5	0

- ◆ **RACE**
SPIRIT
- ◆ **FRACTION**
ANGMAR
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour and hand weapon.

SPECIAL RULES

Blades of the Dead, Spectral Walk, Terror

MAGICAL POWERS	Range	Casting Value
Paralyse	6"	3+



ANGMAR ORC CAPTAIN 45 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	5+	4	6	2	2	7+	7+	2	1	1

- ◆ **RACE**
ORC
- ◆ **FRACTION**
ANGMAR
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, shield and hand weapon.

HEROIC ACTIONS

- Heroic March



ANGMAR ORC SHAMAN 50 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	5+	3	5	1	2	7+	7+	1	3	1

- ◆ **RACE**
ORC
- ◆ **FRACTION**
ANGMAR
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour, hand weapon and spear.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Warg 20 points

MAGICAL POWERS	Range	Casting Value
Instil Fear	Self	3+
Drain Courage	12"	4+
Wither	12"	4+



ANGMAR ORC WARRIOR5 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	3	5+	3	4	1	1	8+	8+

- ◆ **RACE**
Orc
- ◆ **FACTION**
ANGMAR
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour and hand weapon.

OPTIONS

An Angmar Orc Warrior must have one of the following options for the listed points cost:

- Banner25 points
- Orc bow 1 point
- Shield 1 point
- Spear..... 1 point
- Two-handed weapon 1 point



ANGMAR WARG RIDER.....11 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	3	5+	3	4	1	1	8+	8+

- ◆ **RACE**
Orc
- ◆ **FACTION**
ANGMAR
- ◆ **UNIT TYPE**
WARRIOR, CAVALRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and Warg.

OPTIONS

An Angmar Warg Rider must have one of the following options for the listed points cost:

- Shield and throwing spears.....2 points
- Orc bow 1 point
- Shield 1 point
- Throwing spears..... 1 point



ALDRAC, WARLORD OF CARN DÛM..... 120 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	4+	5	6	3	3	5+	6+	3	3	1

- ◇ **Race**
MAN
- ◇ **Faction**
ANGMAR, CARN DÛM
- ◇ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◇ **Base size**
25MM

WARGEAR

Armour, shield and hand weapon.

HEROIC ACTIONS

- Heroic Challenge
- Heroic Strength
- Heroic Strike

SPECIAL RULES

Mighty Blow

Warlord of Carn Dûm **PASSIVE** – Friendly Carn Dûm models within 6" of Aldrac must re-roll failed Courage Tests.

Battle Frenzy **ACTIVE** – If Aldrac slays an enemy model that he was Engaged in Combat with, then in the following turn Aldrac may declare a Heroic Combat for free.



FRÁECHT, VASSAL OF THE WITCH-KING 65 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	4+	4	5	1	2	6+	5+	1	4	1

- ◇ **Race**
MAN
- ◇ **Faction**
ANGMAR, CARN DÛM
- ◇ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◇ **Base size**
25MM

WARGEAR

Armour, hand weapon and hand-and-a-half weapon.

HEROIC ACTIONS

- Heroic Resolve

SPECIAL RULES

Incantations of Power **ACTIVE** – During each Priority Phase, after Priority has been determined, Fráecht can spend a Will Point to use an incantation. If he does so, choose one of the incantations below – the effects last until the End Phase of the turn.

- **Incantation of Strength** – Friendly Carn Dûm models within 6" of Fráecht must re-roll To Wound Rolls of a natural 1 when making Strikes.
- **Incantation of Endurance** – Whenever a friendly Carn Dûm model within 6" of Fráecht suffers a Wound, roll a D6. On a 5+ the Wound is ignored.
- **Incantation of Swiftess** – Friendly Carn Dûm models that start their Move within 6" of Fráecht will not be slowed by Difficult Terrain (with the exception of water features).



CAPTAIN OF CARN DÛM..... 55 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	4+	4	6	2	2	6+	6+	2	1	1

- ◆ **RACE**
MAN
- ◆ **FACTION**
ANGMAR, CARN DÛM
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, shield and hand weapon.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Glory Seekers **ACTIVE** – If this model is Engaged in Combat with an enemy Hero, then this model gains a bonus of +1 To Wound that Hero when making Strikes.



WARRIOR OF CARN DÛM..... 9 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	3	4+	4	5	1	1	7+	7+

- ◆ **RACE**
MAN
- ◆ **FACTION**
ANGMAR, CARN DÛM
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, shield and hand weapon.

OPTIONS

A Warrior of Carn Dûm may have one of the following options for the listed points cost:

- Banner.....25 points
- Spear..... 1 point

SPECIAL RULES

Glory Seekers **ACTIVE** – If this model is Engaged in Combat with an enemy Hero, then this model gains a bonus of +1 To Wound that Hero when making Strikes.



WILD WARG CHIEFTAIN80 POINTS

Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
10"	5	5+	6	5	3	3	6+	7+	2	2	1

- ◆ **RACE**
WARG
- ◆ **FRACTION**
ANGMAR
- ◆ **UNIT TYPE**
HERO, INFANTRY, BEAST
- ◆ **BASE SIZE**
40MM

WARGEAR

Claws and teeth (hand weapons).

HEROIC ACTIONS

- Heroic March
- Heroic Strength

SPECIAL RULES

Terror

Packlord **ACTIVE** – Friendly models may not benefit from the Heroic Actions or Stand Fast of this model unless they have the Warg keyword.



WILD WARG7 POINTS

Mv	Fv	Sv	S	D	A	W	C	I
10"	3	6+	4	4	1	1	8+	8+

- ◆ **RACE**
WARG
- ◆ **FRACTION**
ANGMAR
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY, BEAST
- ◆ **BASE SIZE**
40MM

WARGEAR

Claws and teeth (hand weapons).



WEREWOLF 25 POINTS

Mv	Fv	Sv	S	D	A	W	C	I
10"	5	6+	5	5	2	2	5+	8+

- ◆ **RACE**
SPIRIT
- ◆ **FRACTION**
ANGMAR
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY, BEAST
- ◆ **BASE SIZE**
50MM

WARGEAR

Claws and teeth (hand weapons).

SPECIAL RULES

Fell Sight, Terror

Feral Charge **ACTIVE** – When a Werewolf Charges an enemy Infantry model, they gain the Knock to the Ground bonus as if they were Cavalry. This bonus is lost if they are subsequently charged by an enemy Cavalry model.

HOST OF THE WITCH-KING

ARMY COMPOSITION

HEROES OF LEGEND

- ♦ **The Witch-king of ANGMAR**150 POINTS
3 ATTACKS, 3 MIGHT, 18 WILL, 3 FATE
 - ♦ Horse.....20 points
 - ♦ Morgul Blade 10 points

HEROES OF VALOUR

- ♦ **The Shadow of Rhudaur**80 POINTS
- ♦ **Alðrac, Warlord of Carn Dûm**.....120 POINTS

HEROES OF FORTITUDE

- ♦ **Nazthāk, Orc Captain**..... 50 POINTS
- ♦ **ANGMAR ORC CAPTAIN** 45 POINTS
- ♦ **Fräecht, Vassal of the Witch-king**.....65 POINTS
- ♦ **Captain of Carn Dûm**.....55 POINTS
- ♦ **Shade**.....75 POINTS

MINOR HEROES

- ♦ **ANGMAR ORC SHAMAN**..... 50 POINTS
- ♦ **Barrow-wight** 50 POINTS

WARRIORS

- ♦ **ANGMAR ORC WARRIOR**5 POINTS
 - ♦ Banner 25 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon..... 1 point
- ♦ **ANGMAR WARG RIDER**.....11 POINTS
 - ♦ Shield and throwing spears 2 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Throwing spears 1 point
- ♦ **Spectre** 15 POINTS
- ♦ **WARRIOR of Carn Dûm**.....9 POINTS
 - ♦ Banner 25 points
 - ♦ Spear 1 point
- ♦ **Werewolf**.....25 POINTS

ADDITIONAL RULES

- ♦ A Host of the Witch-king Army must always contain the Witch-king of Angmar, who is always the Army's General.
- ♦ No more than 50% of your models may have the Carn Dûm keyword.

SPECIAL RULES

“If that fell Kingdom should rise again, Rivendell, Lórien, the Shire, even Gondor itself shall fall.” – Friendly Angmar Orc models within 3" of a friendly Spirit Hero model gain the Terror special rule.

Lord of the Nazgûl – The Witch-king only loses a Will Point for having been in a Combat if he loses a Combat during the Fight phase (for example, if he doesn't win the Duel Roll to see which side may make Strikes).

“No Man can kill me!” – Whilst Engaged in Combat with an enemy Man model, the Witch-king gains a bonus of +1 to his Fight Value.

SHADOWS OF ANGMAR

ARMY COMPOSITION

HEROES OF LEGEND

- ♦ Gûlavhar, the Terror of Arnor 200 POINTS

HEROES OF VALOUR

- ♦ The Shadow of Rhudaur 80 POINTS

HEROES OF FORTITUDE

- ♦ Nazthāk, Orc Captain 50 POINTS
- ♦ ANGMAR ORC CAPTAIN 45 POINTS
- ♦ Shade 75 POINTS
- ♦ Wild Warg Chieftain 80 POINTS

MINOR HEROES

- ♦ ANGMAR ORC SHAMAN 50 POINTS
- ♦ Barrow-wight 50 POINTS

WARRIORS

- ♦ ANGMAR ORC WARRIOR 5 POINTS
 - ♦ Banner 25 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon 1 point
- ♦ ANGMAR WARG RIDER 11 POINTS
 - ♦ Shield and throwing spears 2 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Throwing spears 1 point
- ♦ Spectre 15 POINTS
- ♦ Wild Warg 7 POINTS
- ♦ Werewolf 25 POINTS

SPECIAL RULES

“If that fell Kingdom should rise again, Rivendell, Lórien, the Shire, even Gondor itself shall fall.” – Friendly Angmar Orc models within 3" of a friendly Spirit Hero model gain the Terror special rule.

Sense of Hopelessness – If an enemy Hero model is slain in Combat, then for the duration of the following turn, all enemy models suffer a -1 penalty to any Courage Tests they are required to take.

The Shadows of Angmar – Friendly Spirit models gain the Stalk Unseen special rule.



BUHRDÛR'S HORDE

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ **Buhrdûr, Hill Troll Chieftain**130 POINTS

HEROES OF FORTITUDE

- ♦ **Angmar Orc Captain** 45 POINTS
- ♦ **Wild Warg Chieftain**80 POINTS

MINOR HEROES

- ♦ **Angmar Orc Shaman**..... 50 POINTS

WARRIORS

- ♦ **Angmar Orc Warrior**5 POINTS
 - ♦ Banner 25 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon..... 1 point
- ♦ **Angmar Warg Rider**.....11 POINTS
 - ♦ Shield and throwing spears 2 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Throwing spears 1 point
- ♦ **Wild Warg**7 POINTS
- ♦ **Hill Troll**75 POINTS

ADDITIONAL RULES

- ♦ A Buhrdûr's Horde Army must always contain Buhrdûr, who is always the Army's General.

SPECIAL RULES

Ambush! – At the start of the game, before either side has deployed, you may choose to have Buhrdûr's Warband ambushing and not arrive as normal (if your General must deploy at the start of the game, you cannot use this ability). Instead, at the end of the Move Phase on the third turn (after both sides have moved all their models), the ambushing Warband must choose one of the following:

- ♦ Move onto the board from any board edge via the rules for Reinforcements.
- ♦ Deploy in, or within 1" of, a wood, building, rocky outcrop or other similar piece of terrain that the models could hide in. A degree of common sense is required when deciding which pieces of terrain the Warband can hide in – they shouldn't be leaping out of a river or from behind a single rock! You should always agree with your opponent at the beginning of the game which terrain pieces are eligible to ambush from. Models deployed in this way cannot be placed in base contact with, or within the Control Zones of, enemy models. Models that enter the board this way do not Activate as part of the Move Phase, and will count as having Moved half their Move Value for the purposes of shooting.

Masters of Terrain – Friendly models gain the Woodland Creature and Mountain Dweller special rules.

A Fearsome Foe – If Buhrdûr kills an enemy Hero in Combat, he gains the Fearless special rule for the remainder of the game.

WOLF PACK OF ANGMAR



ARMY COMPOSITION

HEROES OF VALOUR

♦ **Wild Warg Chieftain**80 POINTS

WARRIORS

♦ **Wild Warg**7 POINTS

♦ **Fell Warg**.....8 POINTS

♦ **Werewolf**.....25 POINTS

ADDITIONAL RULES

- ♦ Werewolves may benefit from the Heroic Actions and Stand Fast of friendly Wild Warg Chieftains even though they do not have the Warg keyword.
- ♦ Friendly models can still pick up Objective Markers even though they have the Beast keyword.

SPECIAL RULES

Leader of the Pack – The Wild Warg Chieftain that is your General gains an additional point each of Might, Will and Fate.

Feral Charge – When a friendly Warg model Charges an enemy Infantry model, they gain the Knock to the Ground bonus as if they were Cavalry. This bonus is lost if they are subsequently Charged by an enemy Cavalry model.

Protect the Alpha – If your General has suffered at least one Wound, then friendly models treat them as a banner with a range of 6".

Howl of the Wolf Pack – Once per game, at the start of any Fight Phase, your General can declare they are using this ability. Until the End Phase of the turn, friendly models gain a bonus of +1 to their Fight Value and may re-roll To Wound Rolls of a natural 1 when making Strikes.



ARMY OF CARN DÛM

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ Aldrac, Warlord of Carn Dûm.....120 POINTS

HEROES OF FORTITUDE

- ♦ Fræcht, Vassal of the Witch-king.....65 POINTS
- ♦ Captain of Carn Dûm.....55 POINTS
- ♦ ANGMAR ORC CAPTAIN 45 POINTS

WARRIORS

- ♦ WARRIOR of CARN DÛM.....9 POINTS
 - ♦ Banner 25 points
 - ♦ Spear 1 point
- ♦ ANGMAR ORC WARRIOR5 POINTS
 - ♦ Banner 25 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon..... 1 point
- ♦ ANGMAR WARG RIDER.....11 POINTS
 - ♦ Shield and throwing spears 2 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Throwing spears 1 point
- ♦ Hill Troll 75 POINTS

ADDITIONAL RULES

- ♦ An Army of Carn Dûm must always contain Aldrac, who is always the Army's General.

SPECIAL RULES

Show of Strength – If a Carn Dûm Hero slays one or more enemy models in Combat, then for the duration of the following turn they gain a bonus of +1 to their Fight Value.

Banners of Carn Dûm – Friendly banners have a range of 6" rather than 3".

Fierce Charge – Friendly Warrior models gain a bonus of +1 to their Fight Value in a turn in which they Charge.