

LEGACIES OF MIDDLE-EARTH™

FORCES OF EVIL

The Legacies of Middle-earth PDFs contain a number of classic models and profiles that are no longer officially supported as part of the Middle-earth Strategy Battle Game. However, we know that many fans will still want to use these models in their own games, and so the profiles and Army Lists included within this document have been updated to work alongside the profiles and Army Lists in the new edition of the Middle-earth Strategy Battle Game.

Whilst the profiles and Army Lists found within these PDFs will not be legal for any official Games Workshop events, or events officially supported by Games Workshop, event organisers are still more than welcome to use them in their own events should they wish. If they do so, it should be made clear to all attendees so that everyone knows that the Legacies of Middle-earth documents are in use.

This document contains the profiles and Army Lists for the forces of Evil.

PROFILES

- Khamûl the Easterling
- The Tainted
- The Dwimmerlaik
- The Dark Marshal
- The Shadow Lord
- The Undying
- The Betrayer
- The Knight of Umbar
- Goroth, Captain of the Morannon
- Zagdûsh, Orc Captain
- Captain of the Black Guard
- Black Guard Drummer
- Black Guard of Barad-dûr
- Morgul Stalker
- Kardûsh the Firecaller
- Orc Tracker
- Great Beast of Gorgoroth
- Gröblog
- Ashrâk
- Moria Blackshield Captain
- Moria Blackshield Shaman

- Moria Blackshield Drum
- Moria Blackshield Warrior
- Warg Marauder
- Dweller in the Dark
- Vraskû
- Mauhûr
- Feral Uruk-hai
- Thrydan Wolfsbane
- Gorûlf Ironskin
- Frída Tallspear
- Dunlending Chieftain
- Dunlending Warrior
- Dunlending Horseman
- Dunlending Huscarl
- Castellan of Dol Guldur
- Haradrim King
- The Golden King of Abrakhân
- Abrakhân Merchant Guard
- Watcher of Kârna
- Mahûd King
- Mahûd Tribesmaster
- Mahûd Warrior

- Mahûd Raider
- Half Troll
- Khandish King
- Khandish Chieftain
- Khandish Warrior
- Khandish Horseman
- Khandish Charioteer
- Corsair Reaver
- Razgûsh, War Leader of the North
- Muzgûr, Orc Shaman
- Golfimbul, Orc Captain
- The Spider Queen

ARMY LISTS

- Fell Beings of Mirkwood
- Assault on Lothlórien
- Army of Dunland
- Variags of Khand
- Far Harad
- Ravagers of the Shire
- The Spider Queen's Brood

MIDDLE-EARTH™
STRATEGY BATTLE GAME



THE LORD OF THE RINGS™

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KHAMÛL THE EASTERLING 130 POINTS



MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	8	1	1	4+	5+	2	12	2

- ◆ **Race**
SPIRIT,
RINGWRAITH
- ◆ **Faction**
MORDOR,
EASTERLING
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Heavy armour and hand weapon.

HEROIC ACTIONS

- Heroic Challenge
- Heroic Channelling
- Heroic Strike

OPTIONS

- Horse 20 points

SPECIAL RULES

Harbinger of Evil (12"), Terror, Will of Evil

Essence Leech **ACTIVE** — Each time Khamûl slays an enemy model in Combat, he immediately regains a single Will Point spent earlier in the battle. Additionally, at the start of the Fight Phase, before the Declare Heroic Actions step, Khamûl may spend a Will Point to increase either his Fight Value, Strength or Attacks by 1 until the End Phase of the turn. Note this will only ever affect Khamûl, not any Mount he is riding.

MAGICAL POWERS	Range	Casting Value
Bladewrath	12"	4+
Compel	12"	4+
Transfix	12"	4+
Drain Courage	12"	5+
Black Dart	6"	6+
Instil Fear	Self	6+

ARMY LISTS

Khamûl the Easterling may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye
- The Easterlings
- Grand Army of the South

THE TAINTED 130 POINTS



MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	8	1	1	4+	4+	2	14	2

- ◆ **RACE**
SPIRIT,
RINGWRAITH
- ◆ **FACTION**
MORDOR,
ANGMAR
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Heavy armour and hand weapon.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Horse 20 points

SPECIAL RULES

Harbinger of Evil (12"), Terror, Will of Evil

Miasmatic Presence PASSIVE — At the start of the Move Phase, before the Declare Heroic Actions step, the Tainted may spend a Will Point to use this special rule. If he does, then until the End Phase of the turn, all **Warrior** models (both friendly and enemy) within 6" of the Tainted may not benefit from the Stand Fast rule, nor take part in any Heroic Actions.

Seeping Decay PASSIVE — At the start of the Fight Phase, before the Declare Heroic Actions step, roll a D6 for every non-Spirit model in base contact with the Tainted, both friendly and enemy. On the roll of a natural 6, the model immediately suffers a Wound. If the model in base contact is a **Cavalry** model, roll for both the rider and the **Mount** separately. If after this special rule has been resolved the Tainted is no longer in base contact with any enemy models, then he will not count as being Engaged in Combat that turn (unless he is subsequently Charged as a result of a Heroic Combat).

MAGICAL POWERS	Range	Casting Value
Compel	12"	3+
Transfix	12"	3+
Drain Courage	12"	4+
Black Dart	6"	5+
Wither	12"	5+
Instil Fear	Self	6+

ARMY LISTS

The Tainted may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye
- Host of the Witch-king



THE DWIMMERLAIK..... 130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	8	1	1	4+	5+	0	16	2

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

WARGEAR

Heavy armour and two-handed weapon.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Horse 20 points

SPECIAL RULES

Harbinger of Evil (12"), Terror, Will of Evil

Sap Fortitude PASSIVE — At the start of the Move Phase, before the Declare Heroic Actions step, the Dwimmerlaik may spend a Will Point to use this special rule. If he does, then until the End Phase of the turn, whenever an enemy Hero model within 6" of the Dwimmerlaik declares a Heroic Action, they must take an Intelligence Test. If the test is failed the Heroic Action is immediately cancelled, and the Might Point spent to declare it is lost.

MAGICAL POWERS	Range	Casting Value
Compel	12"	3+
Transfix	12"	3+
Curse	12"	4+
Drain Courage	12"	4+
Black Dart	6"	5+
Instil Fear	Self	6+

ARMY LISTS

The Dwimmerlaik may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye
- Host of the Witch-king



THE DARK MARSHAL 130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	6	4+	4	8	1	1	4+	4+	2	14	2

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

WARGEAR

Heavy armour and hand weapon.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Horse 20 points

SPECIAL RULES

Harbinger of Evil (12"), Terror, Will of Evil

Rule Through Fear PASSIVE — At the start of the Fight Phase, before the Declare Heroic Actions step, the Dark Marshal may spend a Will Point to use this special rule. If he does, then until the End Phase of the turn, friendly Warrior models treat the Dark Marshal as a banner with a range of 6".

MAGICAL POWERS	Range	Casting Value
Aura of Command	Self	3+
Compel	12"	3+
Transfix	12"	3+
Drain Courage	12"	4+
Black Dart	6"	5+
Instil Fear	Self	6+

ARMY LISTS

The Dark Marshal may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye



THE SHADOW LORD..... 130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	8	1	1	5+	4+	2	14	2

- ◆ **Race**
SPIRIT,
RINGWRAITH
- ◆ **Faction**
MORDOR
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Heavy armour and hand weapon.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Horse 20 points

SPECIAL RULES

Harbinger of Evil (12"), Terror, Will of Evil

Pall of Darkness PASSIVE – At the start of the Move Phase, before the Declare Heroic Actions step, the Shadow Lord may spend a Will Point to use this special rule. If he does, then until the End Phase of the turn, Shooting Attacks that target the Shadow Lord, or any model within 6" of him, will only ever hit on the roll of a 6.

MAGICAL POWERS	Range	Casting Value
Compel	12"	3+
Fog of Disarray	Self	3+
Transfix	12"	3+
Drain Courage	12"	4+
Black Dart	6"	5+
Instil Fear	Self	6+

ARMY LISTS

The Shadow Lord may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye



THE UNDYING..... 130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	8	1	1	4+	4+	2	18	0

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

WARGEAR

Heavy armour and hand-and-a-half weapon.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Horse 20 points

SPECIAL RULES

Harbinger of Evil (12"), Terror, Will of Evil

Arcana Leech PASSIVE – At the start of the Move Phase, before the Declare Heroic Actions step, the Undying may spend a Will Point to use this special rule. If he does, then until the End Phase of the turn, the Undying regains a Will Point spent earlier in the battle every time another model successfully casts a Magical Power within 6".

Eternal Willpower PASSIVE – The Undying can spend his Will Points as if they were Fate Points.

MAGICAL POWERS	Range	Casting Value
Compel	12"	3+
Transfix	12"	3+
Drain Courage	12"	4+
Foil Magic	12"	4+
Black Dart	6"	5+
Instil Fear	Self	6+

ARMY LISTS

The Undying may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye



THE BETRAYER..... 130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	8	1	1	4+	4+	2	14	2

- ◆ **RACE**
SPIRIT,
RINGWRAITH
- ◆ **FACTION**
MORDOR,
HARAD
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Heavy armour and hand weapon.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Horse 20 points

SPECIAL RULES

Bane of Kings, Harbinger of Evil (12"), Terror, Will of Evil

Master of Poisons PASSIVE – At the start of the Move Phase, before the Declare Heroic Actions step, the Betrayer may spend a Will Point to use this special rule. If he does, then until the End Phase of the turn, friendly models with the Poisoned Attacks special rule within 6" of the Betrayer may re-roll all failed To Wound rolls for their Poisoned Attacks, rather than just To Wound rolls of a natural 1.

MAGICAL POWERS	Range	Casting Value
Compel	12"	4+
Drain Courage	12"	4+
Transfix	12"	4+
Black Dart	6"	4+
Panic Steed	12"	5+
Instil Fear	Self	6+

ARMY LISTS

The Betrayer may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye
- Harad
- The Serpent Horde
- Grand Army of the South



THE KNIGHT OF UMBAR..... 130 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	4	8	1	1	4+	5+	2	12	2

- ◆ **RACE**
SPIRIT,
RINGWRAITH
- ◆ **FACTION**
MORDOR,
UMBAR
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Armour of the Sundered Land and hand weapon.

Armour of the Sundered Land **PASSIVE** – This is Unique heavy armour.

Additionally, the Knight of Umbar only loses a Will Point for having been in a Combat, as per the Will of Evil special rule, if his side loses a Combat during the Fight Phase.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

- Horse 20 points

SPECIAL RULES

Harbinger of Evil (12"), Terror, Will of Evil

Combat Mimicry **ACTIVE** – At the start of the Fight Phase, before the Declare Heroic Actions step, the Knight of Umbar may spend a Will Point to use this special rule. If he does, he may immediately choose a single enemy model he is Engaged in Combat with. The Knight of Umbar can elect to use the Fight Value, Attacks and/or Strength characteristics of the chosen model (in any combination) until the End Phase of the turn.

MAGICAL POWERS	Range	Casting Value
Compel	12"	4+
Drain Courage	12"	4+
Transfix	12"	4+
Black Dart	6"	4+
Enchant Blades	12"	5+
Instil Fear	Self	6+

ARMY LISTS

The Knight of Umbar may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye
- Umbar
- Grand Army of the South



GOROTH, CAPTAIN OF THE MORANNON 85 POINTS

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

- ◆ **RACE**
Orc
- ◆ **FACTION**
MORDOR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour and two-handed weapon.

HEROIC ACTIONS

- Heroic Strike

SPECIAL RULES

Burly, Dominant (2)

“Come here maggot!” **ACTIVE** – Whenever Gorothe suffers a Wound, before any Fate Rolls are made, he may roll a D6. On a 2+, he may choose a single friendly Mordor Orc model within 1" to immediately suffer the Wound instead of him. Fate Rolls can then be made as normal.

ARMY LISTS

Gorothe, Captain of the Morannon may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Army of Gothmog
- Legions of Mordor
- Army of the Great Eye



ZAGDÛSH, ORC CAPTAIN 60 POINTS

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

- ◆ **RACE**
Orc
- ◆ **FACTION**
MORDOR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour and hand weapons.

HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

SPECIAL RULES

Reckless Fighter **ACTIVE** – At the start of any Combat involving Zagdush, before any dice are rolled, Zagdush may choose to reduce his Defence by 1 and increase his Strength by 1. This effect lasts until the Combat is resolved.

ARMY LISTS

Zagdush, Orc Captain may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Army of Gothmog
- Legions of Mordor
- Army of the Great Eye



CAPTAIN OF THE BLACK GUARD..... 70 POINTS

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

- ◆ **Race**
URUK-HAI
- ◆ **Faction**
MORDOR
- ◆ **Unit Type**
HERO, INFANTRY
- ◆ **Base size**
25MM

WARGEAR

Heavy armour, hand weapon and shield.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

"For the Dark Lord!" PASSIVE – Whilst there is at least one friendly Ringwraith on the battlefield, treat this model's Courage as 4+.

ARMY LISTS

Captains of the Black Guard may be included as a Hero of Fortitude in the following Army Lists from *Armies of Middle-earth™*:

- Army of the Great Eye



BLACK GUARD DRUMMER 35 POINTS

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

- ◆ **Race**
URUK-HAI
- ◆ **Faction**
MORDOR
- ◆ **Unit Type**
HERO, INFANTRY
- ◆ **Base size**
25MM

WARGEAR

Heavy armour, hand weapon and war drum (Mordor Uruk-hai).

ARMY LISTS

Black Guard Drummers may be included as an Independent Hero in the following Army Lists from *Armies of Middle-earth™*:

- Army of the Great Eye



BLACK GUARD OF BARAD-DÛR 12 POINTS

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

◆ RACE URUK-HAI	◆ FRACTION MORDOR	◆ UNIT TYPE WARRIOR, INFANTRY	◆ BASE SIZE 25MM
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WARGEAR

Heavy armour, hand weapon and shield.

OPTIONS

A Black Guard of Barad-dûr may have one of the following options for the listed points cost:

- Exchange shield for banner.....25 points

ARMY LISTS

Black Guard of Barad-dûr may be included in the following Army Lists from *Armies of Middle-earth™*:

- Army of the Great Eye



MORGUL STALKER.....10 POINTS

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

◆ RACE ORC	◆ FRACTION MORDOR	◆ UNIT TYPE WARRIOR, INFANTRY	◆ BASE SIZE 25MM
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WARGEAR

Armour and hand weapon.

SPECIAL RULES

Stalk Unseen

ARMY LISTS

Morgul Stalkers may be included in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Minas Morgul
- Army of the Great Eye



KARDÛSH THE FIRECALLER..... 65 POINTS

Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	3	5+	3	4	1	2	7+	5+	1	3	1

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

WARGEAR
Armour and spear.

HEROIC ACTIONS
• Heroic Channelling

SPECIAL RULES
Heart of Darkness **ACTIVE** – At the start of the Move Phase, before the Declare Heroic Actions step, Kardûsh can choose a single friendly Orc Warrior model within 6" of himself. If he does, the chosen model is removed as a casualty and Kardûsh immediately regains D3 Will Points spent earlier in the battle.

Shadow Pawn **PASSIVE** – At the start of the Move Phase, before the Declare Heroic Actions step, Kardûsh's controlling player can choose to remove him from the battlefield as a casualty if he is within 6" of a friendly Ringwraith. If they do, then a single friendly Ringwraith model within 6" of where Kardûsh was immediately regains D6 Will Points spent earlier in the battle.

MAGICAL POWERS	Range	Casting Value
Flameburst	6"	3+
Fury (Mordor Orc)	Self	3+

ARMY LISTS
Kardûsh the Firecaller may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Minas Morgul
- Army of the Great Eye



ORC TRACKER 6 POINTS

Mv	Fv	Sv	S	D	A	W	C	I
6"	3	4+	3	3	1	1	8+	7+

- ◆ **RACE**
ORC
- ◆ **FRACTION**
MORDOR
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR
Hand weapon and Orc bow.

SPECIAL RULES
Mountain Dweller

ARMY LISTS
Orc Trackers may be included in the following Army Lists from *The Lord of the Rings™* and *Armies of Middle-earth™*:

- Barad-dûr
- Minas Morgul
- Cirith Ungol
- Army of the Great Eye
- Army of Carn Dûm



GREAT BEAST OF GORGOROTH 175 POINTS

COMPOSITION

A Great Beast of Gorgoroth comprises an Orc Commander, a Great Beast, and a Howdah, which use the profiles below:

ORC COMMANDER

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

- ◆ **Race**
ORC
- ◆ **Faction**
MORDOR
- ◆ **Unit Type**
HERO, INFANTRY
- ◆ **Base size**
25MM

WARGEAR

Armour and spear.

SPECIAL RULES

Plenty of Orcs **PASSIVE** – If the Orc Commander would lose its last Wound whilst riding the Great Beast, then the Howdah will suffer the Wound instead (this represents an Orc from the Howdah taking command). If the Great Beast is slain, then the Orc Commander will also be slain and removed as a casualty.

HOWDAH

Mv	Fv	Sv	S	D	A	W	C	I
-	-	5+	-	7	-	9	-	-

SPECIAL RULES

Orc Archers **PASSIVE** – The Orcs in the Howdah are not treated as separate models, and as such cannot be targeted individually. During the Shoot Phase, the Howdah can make a number of shooting attacks equal to its remaining Wounds, using its own Shoot Value. These shots are treated as being made with an Orc bow, can still be made if the Great Beast has Moved over half its Move Value, and do not suffer the -1 penalty for Moving and Shooting. Measure the range from the base of the Great Beast, and Line of Sight from the Commander.

GREAT BEAST

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

- ◆ **Race**
GREAT BEAST
- ◆ **Faction**
MORDOR
- ◆ **Unit Type**
WAR BEAST
- ◆ **Base size**
120MM OVAL

WARGEAR

Hooves (hand weapon).

SPECIAL RULES

Dominant (6), Large Target, Terror

Trample **ACTIVE** – When a Great Beast of Gorgoroth Tramples, it will inflict 3 Strength 6 hits.

ARMY LISTS

A Great Beast of Gorgoroth may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Army of the Great Eye



GRÖBLOG..... 55 POINTS

Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
5"	4	5+	4	6	2	2	7+	6+	2	1	3

◆ RACE GOBLIN	◆ FACTION MORIA	◆ UNIT TYPE HERO, INFANTRY, UNIQUE	◆ BASE SIZE 25MM
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WARGEAR

Heavy armour, hand weapon and the Mithril Crown.

Mithril Crown **ACTIVE** – This is a Unique piece of wargear. Friendly Moria Goblin models within 3" of Gröblog gain the Dominant (2) special rule.

HEROIC ACTIONS

- Heroic Defence
- Heroic Strike

SPECIAL RULES

Cave Dweller

ARMY LISTS

Gröblog may be included as a Hero of Fortitude in the following Army Lists from *Armies of Middle-earth™*:

- Moria

ASHRĀK60 POINTS



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

- ◆ **RACE**
GOBLIN
- ◆ **FRACTION**
MORIA
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour and two-handed weapon.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS

Mirkwood Hunting Spiders in Ashrāk's Warband may be upgraded to Venom-back Spiders for +2 points per model. Venom-back Spiders gain the Venom special rule.

SPECIAL RULES

Cave Dweller

Death-touch PASSIVE — Any model that Wounds Ashrāk in Combat, or is Wounded by Ashrāk in Combat, must immediately roll a D6. On a 4+ the model immediately suffers the effects of the Paralyse Magical Power; however, the effects will not immediately end should Ashrāk have no Will Points or be slain.

Spider-kin PASSIVE — Only Spider models may benefit from Ashrāk's Stand Fast or Heroic Actions. Additionally, whilst within 3" of a friendly Spider model, Ashrāk gains the Terror special rule.

MAGICAL POWERS	Range	Casting Value
Fury (Spider)	Self	3+
Compel	12"	4+

ARMY LISTS

Ashrāk may be included as a Hero of Fortitude in the following Army Lists from *Armies of Middle-earth™*:

- Moria



MORIA BLACKSHIELD CAPTAIN 45 POINTS

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

- ◆ **RACE**
GOBLIN
- ◆ **FRACTION**
MORIA
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour and two-handed weapon.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Cave Dweller, Hatred (Dwarf)

ARMY LISTS

Moria Blackshield Captains may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Depths of Moria
- Moria



MORIA BLACKSHIELD SHAMAN 50 POINTS

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

- ◆ **RACE**
GOBLIN
- ◆ **FRACTION**
MORIA
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour and hand weapon.

HEROIC ACTIONS

- Heroic Channelling

SPECIAL RULES

Cave Dweller, Hatred (Dwarf)

MAGICAL POWERS	Range	Casting Value
Collapse Rocks	6"	4+
Tremor	Self	5+

ARMY LISTS

Moria Blackshield Shamans may be included as a Minor Hero in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Depths of Moria
- Moria



MORIA BLACKSHIELD DRUM75 POINTS

A Moria Blackshield Drum is always purchased as one Moria Blackshield Drummer and one Moria Blackshield Drum Bearer, which count as two models; both of which use the profile below:

MORIA BLACKSHIELD DRUMMER/DRUM BEARER

MV	FV	SV	S	D	A	W	C	I
5"	2	5+	3	5	1	1	7+	8+

◆ RACE GOBLIN	◆ FACTION MORIA	◆ UNIT TYPE WARRIOR, INFANTRY	◆ BASE SIZE 25MM
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WARGEAR

Heavy armour and hand weapon. The Drum Bearer also carries the Drum.

SPECIAL RULES

Cave Dweller, Hatred (Dwarf)

Run and Drum **ACTIVE** – The Drum is considered to be playing as long as both the Drummer and Drum Bearer are in base contact, and the Drummer is not Engaged in Combat.

Whilst the Drum is being played it has the following effects:

- Friendly Moria Goblin models gain a bonus of +1 to any Courage Tests they are required to take.
- Enemy models suffer a -1 penalty to any Courage Tests they are required to take.
- Friendly Moria Goblin models within 18" count as being in range of a banner.
- Whilst being played, the Moria Blackshield Drum counts as a banner for the purpose of Victory Points.

Take up the Drum **ACTIVE** – If the Moria Blackshield Drummer or Moria Blackshield Drum Bearer is slain, then they may pass on their wargear to a friendly Moria Blackshield Warrior within 1" of them. The chosen model becomes a Moria Blackshield Drummer/Drum Bearer (as applicable) and exchanges their wargear for that of the slain model – replace the chosen model with the slain Moria Blackshield Drummer/Drum Bearer.

ARMY LISTS

Moria Blackshield Drums may be included in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Depths of Moria
- Moria

MORIA BLACKSHIELD WARRIOR 8 POINTS



MV	FV	SV	S	D	A	W	C	I
5"	2	5+	3	6	1	1	7+	8+

◆ **RACE**
GOBLIN

◆ **FRACTION**
MORIA

◆ **UNIT TYPE**
WARRIOR, INFANTRY

◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour, hand weapon and shield.

OPTIONS

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

- Spear..... 1 point

SPECIAL RULES

Cave Dweller, Hatred (Dwarf)

ARMY LISTS

Moria Blackshields may be included in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Depths of Moria
- Moria



WARG MARAUDER..... 35 POINTS

A Warg Marauder is an interesting Cavalry model that consists of three Moria Goblin Warriors riding a single Warg Mount. Two of the Moria Goblin Warriors are armed with an Orc bow, whilst the other is armed with a shield. This is treated as any other Cavalry model with the following exceptions:

- Whilst the Moria Goblin Warrior with shield remains alive, all parts of the Cavalry model gain the bonus of +1 to their Defence.
- The Warg Marauder only counts as a single model towards an Army's Bow Limit.
- If one Moria Goblin Warrior wishes to dismount, then they must all do so together.

MORIA GOBLIN WARRIOR

MV	FV	SV	S	D	A	W	C	I
5"	2	5+	3	4	1	1	8+	8+

◆ **RACE**
GOBLIN

◆ **FACTION**
MORIA

◆ **UNIT TYPE**
WARRIOR, INFANTRY

◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and either shield or Orc bow. All three ride the same Warg – see page 71 of the *Middle-earth Strategy Battle Game Rules Manual* for the rules for the Mount.

SPECIAL RULES

Cave Dweller (Moria Goblin Warriors only)

On the Hunt **ACTIVE** – During the Shoot Phase, a Warg Marauder can make a shooting attack with an Orc bow for each Moria Goblin Warrior with an Orc bow still alive upon the Warg. These shooting attacks can still be made even if the Warg Marauder has Moved further than half its Move Value that turn, and even if it is Engaged in Combat.

Lethal Union **PASSIVE** – Whilst the Goblins remain mounted upon the Warg, the entire model gains the Terror special rule and gains a bonus of +1 to any Courage Tests it is required to take. Additionally, during a Combat a Warg Marauder gains an additional Attack for each Goblin after the first that is still mounted upon the Warg, provided they did not shoot during the Shoot Phase.

ARMY LISTS

Warg Marauders may be included in the following Army Lists from *Armies of Middle-earth™*:

- Moria

DWELLER IN THE DARK80 POINTS



MV	FV	SV	S	D	A	W	C	I
8"	7	4+	5	5	3	3	3+	8+

◆ **RACE**
SPIRIT

◆ **FACTION**
MORIA

◆ **UNIT TYPE**
WARRIOR, INFANTRY, MONSTER

◆ **BASE SIZE**
60MM

WARGEAR

Claws and teeth (hand weapons).

SPECIAL RULES

Dominant (3), Resistant to Magic, Terror

Murderous Power **ACTIVE** – Each time a Dweller in the Dark 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. A Dweller in the Dark can only regain Wounds in this way by making Strikes, never by using a Brutal Power Attack.

ARMY LISTS

Dwellers in the Dark may be included in the following Army Lists from *Armies of Middle-earth™*:

- Moria



VRASKÛ..... 70 POINTS

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

- ◆ **Race**
URUK-HAI
- ◆ **Faction**
ISENGARD
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Armour, hand weapon and crossbow.

HEROIC ACTIONS

- Heroic Accuracy
- Heroic March

SPECIAL RULES

Expert Shot, Sharpshooter

ARMY LISTS

Vraskû may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand
- Muster of Isengard



MAUHÛR 65 POINTS

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

- ◆ **Race**
URUK-HAI
- ◆ **Faction**
ISENGARD
- ◆ **Unit Type**
HERO, INFANTRY, UNIQUE
- ◆ **Base size**
25MM

WARGEAR

Armour and hand weapons.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

SPECIAL RULES

Unhinged Charge **ACTIVE** – At the start of a Combat in which Mauhûr Charged, Mauhûr may declare he is using this special rule before any dice are rolled. If he does, then he suffers a -1 penalty to his Duel Rolls; however, if his side wins, he may re-roll any failed To Wound rolls when making Strikes in that Combat.

ARMY LISTS

Mauhûr may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™*:

- Lurtz's Scouts
- Uglûk's Scouts



FERAL URUK-HAI 13 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	4	4+	4	4	2	1	5+	8+

◇ RACE URUK-HAI	◇ FACTION ISENGARD	◇ UNIT TYPE WARRIOR, INFANTRY	◇ BASE SIZE 25MM
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WARGEAR

Light armour and hand weapons.

SPECIAL RULES

Hatred (Man)

Oblivious to Pain PASSIVE – Whenever a Feral Uruk-hai suffers a Wound, roll a D6. On the roll of a natural 6, the Wound is ignored.

ARMY LISTS

Feral Uruk-hai may be included in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand
- Muster of Isengard



THRYDAN WOLFSBANE.....90 POINTS

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

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

WARGEAR

Armour, hand weapon and two-handed weapon.

HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

OPTIONS

- Horse 20 points

SPECIAL RULES

Leader (Dunlending Huscarl), Mighty Blow

Lord of Dunland **ACTIVE** – The range of Thrydan’s Stand Fast is 12" rather than 6".

ARMY LISTS

Thrydan Wolfsbane may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand



GORULF IRONSKIN.....70 POINTS

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

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

WARGEAR

Armour and hand weapons.

HEROIC ACTIONS

- Heroic Defence
- Heroic Strength
- Heroic Strike

SPECIAL RULES

Leader (Dunlending Huscarl)

Ironskin **ACTIVE** – If at the start of the Fight Phase Gorulf is Engaged in Combat with an enemy Hero model, he may declare a Heroic Defence for free.

ARMY LISTS

Gorulf Ironskin may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand



FRÍDA TALLSPEAR 70 POINTS

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

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

WARGEAR

Armour, hand weapon, spear and shield.

HEROIC ACTIONS

- Heroic Defence
- Heroic Strength

SPECIAL RULES

Leader (Dunlending Huscarl)

Readied Stance **ACTIVE** – Cavalry models do not gain the Extra Attack and Knock to the Ground bonuses whilst Engaged in Combat with Frída, or Engaged in Combat with a model Frída is Supporting.

“Go for the Horse!” **PASSIVE** – Friendly Dunland models within 3" of Frída may re-roll failed To Wound rolls when making Strikes against an enemy Mount.

ARMY LISTS

Frída Tallspear may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand



DUNLENDING CHIEFTAIN..... 55 POINTS

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

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

WARGEAR

Armour, hand weapon and two-handed weapon.

HEROIC ACTIONS

- Heroic March

ARMY LISTS

Dunlending Chieftains may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand

DUNLENDING WARRIOR.....7 POINTS



Mv	Fv	Sv	S	D	A	W	C	I
6"	3	4+	4	4	1	1	7+	7+

- ◆ **Race**
MAN
- ◆ **Faction**
DUNLAND
- ◆ **Unit Type**
WARRIOR, INFANTRY
- ◆ **Base size**
25MM

WARGEAR

Armour and hand weapon.

OPTIONS

A Dunlending Warrior must have one of the following options for the listed points cost:

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

ARMY LISTS

Dunlending Warriors may be included in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand

DUNLENDING HORSEMAN..... 12 POINTS



Mv	Fv	Sv	S	D	A	W	C	I
6"	3	4+	4	5	1	1	7+	7+

- ◆ **Race**
MAN
- ◆ **Faction**
DUNLAND
- ◆ **Unit Type**
WARRIOR, CAVALRY
- ◆ **Base size**
25MM

WARGEAR

Armour, hand weapon, shield and horse.

SPECIAL RULES

“Slay their Horses!” ACTIVE – Whilst this model has the Cavalry keyword, it may re-roll To Wound rolls of a natural 1 when making Strikes against an enemy Mount.

ARMY LISTS

Dunlending Horsemen may be included in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand



DUNLENDING HUSCARL 11 POINTS

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

◆ Race MAN	◆ Faction DUNLAND	◆ Unit Type WARRIOR, INFANTRY, ELITE	◆ Base size 25MM
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WARGEAR

Heavy armour, hand weapon and Dunlending War Axe.

Dunlending War Axe **ACTIVE** – This can be used as either a spear or a two-handed weapon.

SPECIAL RULES

Bodyguard

Favour of the War Chief **PASSIVE** – If this model is Supporting a Combat, and is within 3" of a friendly Dunland Hero, then this model gains a bonus of +1 to its Fight Value for the duration of the Combat.

ARMY LISTS

Dunlending Huscarls may be included in the following Army Lists from *Armies of The Lord of the Rings™*:

- Army of the White Hand



CASTELLAN OF DOL GULDUR 50 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	5	4+	5	6	2	1	4+	7+	0	10	0

◆ **RACE**
SPIRIT

◆ **FACTION**
DOL GULDUR

◆ **UNIT TYPE**
HERO, INFANTRY

◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and Morgul Blade.

Morgul Blade **ACTIVE** – This is a hand weapon. Once per game, a model with a Morgul Blade can use it during a Combat instead of the normal hand weapon; this must be declared before Strikes are made. If they do, all their Strikes must be resolved against a single enemy model, and if the target suffers a Wound that is not prevented in some way, they will immediately lose all remaining Wounds and be removed as a casualty. If the model using the Morgul Blade is mounted, they must use Strength and Attacks of the rider rather than their Mount.

SPECIAL RULES

Terror, Will of Evil

Automatons **PASSIVE** – This model may never provide a Stand Fast to nearby Warrior models.

Will of the Necromancer **PASSIVE** – This model can spend its Will Points as if they were Fate Points.

Bound in Shadow **PASSIVE** – Whilst within 6" of Sauron or a friendly Ringwraith model, this model automatically passes any Courage Tests it is required to take.

ARMY LISTS

Castellans of Dol Guldur may be included as an Independent Hero in the following Army Lists from *Armies of The Hobbit™*:

- Rise of the Necromancer



HARADRIM KING 70 POINTS

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

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

WARGEAR

Armour and hand weapon.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS

- Horse 20 points

SPECIAL RULES

Bane of Kings

Tribal King PASSIVE – If this model is your General, it increases its Attacks characteristic to 3 and gains the General Hunter special rule.

ARMY LISTS

Haradrim Kings may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Harad
- The Serpent Horde
- Grand Army of the South



THE GOLDEN KING OF ABRAKHÂN 130 POINTS

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

- ◆ **RACE**
MAN
- ◆ **FACTION**
HARAD
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
50MM

WARGEAR

Two-handed weapon and the Golden Throne.

The Golden Throne **PASSIVE** — This is a Unique banner. The Golden King does not suffer the -1 penalty to his Duel Rolls for carrying a banner.

HEROIC ACTIONS

- Heroic Resolve

SPECIAL RULES

Burly

Riches Beyond Renown **ACTIVE** — The Golden King can spend any number of Will Points when an enemy Hero within 12" and Line of Sight takes a Courage Test. If he does, for each Will Point spent, the Hero model's Courage Test is reduced by 1. The Golden King may wait until after the Courage Test has been rolled to use this special rule. Affected Hero models may still use Might or Will Points to improve their Courage Test after the Golden King has used this special rule.

The Lure of Wealth **ACTIVE** — If the Golden King loses a Duel Roll, he may immediately spend a Will Point to use this special rule. If he does, enemy models may not make Strikes against the Golden King for the duration of the Combat.

ARMY LISTS

The Golden King of Abrahân may be included as a Hero of Valour in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Harad
- Grand Army of the South



ABRAKHÂN MERCHANT GUARD..... 9 POINTS

Mv	Fv	Sv	S	D	A	W	C	I
6"	4	4+	4	4	1	1	7+	7+

- ◆ **Race**
MAN
- ◆ **Faction**
HARAD
- ◆ **Unit Type**
WARRIOR, INFANTRY
- ◆ **Base size**
25MM

WARGEAR

Two-handed weapon.

SPECIAL RULES

Burly

ARMY LISTS

Abrahân Merchant Guard may be included in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Harad
- Grand Army of the South



WATCHER OF KÂRNA..... 9 POINTS

Mv	Fv	Sv	S	D	A	W	C	I
6"	4	3+	3	3	1	1	7+	5+

- ◆ **Race**
MAN
- ◆ **Faction**
HARAD
- ◆ **Unit Type**
WARRIOR, INFANTRY
- ◆ **Base size**
25MM

WARGEAR

Light armour and hand weapon.

OPTIONS

A Watcher of Kârna must have one of the following options for the listed points cost:

- Bow..... 1 point
- Twin Blades..... 1 point

Twin Blades **ACTIVE** – A Watcher of Kârna with Twin Blades increases its Attacks to 2.

SPECIAL RULES

Hatred (Spirit), Poisoned Attacks (bow), Resistant to Magic

Steely Nerve **ACTIVE** – Watchers of Kârna gain a bonus of +2 to their Courage Test when attempting to Charge an enemy with the Terror special rule. Additionally, when an enemy model with the Blades of the Dead makes Strikes against this model, this model will treat its Courage value as 5+ rather than 7+ (before any modifiers are applied).

ARMY LISTS

Watchers of Kârna may be included in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Legions of Mordor
- Harad
- Grand Army of the South



MAHÛD KING 70 POINTS

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

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

WARGEAR

Armour, hand weapon and shield.

HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

OPTIONS

- War Camel25 points

WAR CAMEL

A War Camel is a Mount that uses the following profile:

Mv	Fv	Sv	S	D	A	W	C	I
10"	2	6+	4	4	0	1	8+	8+

- ◆ **RACE**
CAMEL
- ◆ **FACTION**
MAHÛD
- ◆ **UNIT TYPE**
MOUNT
- ◆ **BASE SIZE**
40MM

SPECIAL RULES

Impaler **ACTIVE** – Each time this model Charges into Combat, it will inflict a single Strength 4 hit upon one model it has Charged (Cavalry models suffer this hit on both the rider and the Mount). If after this hit, this model is no longer Engaged in Combat, they may continue their Move in any way their controlling player wishes; stopping straight away, Charging another enemy model, or anything in between.

ARMY LISTS

Mahûd Kings may be included as a Hero of Valour in the following Army Lists from *Armies of Middle-earth*™:

- Grand Army of the South



MAHÛD TRIBESMASTER..... 55 POINTS

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

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

WARGEAR

Armour and hand weapon.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS

- War Camel.....25 points
- Blowpipe5 points
- Shield5 points
- War spear.....5 points

SPECIAL RULES

Poisoned Attacks (blowpipe)

ARMY LISTS

Mahûd Tribesmasters may be included as a Hero of Fortitude in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



MAHÛD WARRIOR..... 8 POINTS

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

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

WARGEAR

Armour, hand weapon and shield.

OPTIONS

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

- Blowpipe 1 point
- Spear..... 1 point

SPECIAL RULES

Poisoned Attacks (blowpipe)

ARMY LISTS

Mahûd Warriors may be included in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



MAHÛD RAIDER 17 POINTS

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

- ◆ **Race**
MAN
- ◆ **Faction**
HARAD, MAHÛD
- ◆ **Unit Type**
WARRIOR, CAVALRY
- ◆ **Base size**
25MM

WARGEAR

Armour, hand weapon, shield and War Camel.

OPTIONS

A Mahûd Raider may have one of the following options for the listed points cost:

- Blowpipe 1 point
- War spear..... 1 point

SPECIAL RULES

Poisoned Attacks (blowpipe)

ARMY LISTS

Mahûd Raiders may be included in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



HALF TROLL 25 POINTS

MV	FV	SV	S	D	A	W	C	I
6"	5	6+	5	6	2	2	8+	9+

- ◆ **Race**
MAN
- ◆ **Faction**
HARAD, MAHÛD
- ◆ **Unit Type**
WARRIOR, INFANTRY
- ◆ **Base size**
25MM

WARGEAR

Armour and hand weapon.

OPTIONS

A Half Troll may have one of the following options for the listed points cost:

- Exchange hand weapon for two-handed weaponFree

SPECIAL RULES

Dominant (2), Terror

ARMY LISTS

Half Trolls may be included in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



KHANDISH KING.....100 POINTS

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

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

WARGEAR

Heavy armour, hand-and-a-half weapon and bow.

HEROIC ACTIONS

- Heroic March
- Heroic Resolve
- Heroic Strike

OPTIONS

- Khandish Chariot35 points
(If the Khandish King dismounts, remove the Khandish Chariot from play)

SPECIAL RULES

Commanding Presence PASSIVE – Friendly Khand models treat a Khandish King as a banner with a range of 6".

KHANDISH CHARIOT

A Khandish Chariot is a Chariot that uses the following profile:

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

- ◆ **RACE**
HORSE
- ◆ **FACTION**
KHAND
- ◆ **UNIT TYPE**
CHARIOT
- ◆ **BASE SIZE**
60MM

SPECIAL RULES:

Dominant (3)

Chariot Charge ACTIVE – When a Khandish Chariot Moves via Chariot Charge, it will inflict 2 Strength 4 Impact Hits.

ARMY LISTS

Khandish Kings may be included as a Hero of Valour in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



KHANDISH CHIEFTAIN..... 55 POINTS

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

- ◆ **RACE**
MAN
- ◆ **FRACTION**
KHAND
- ◆ **UNIT TYPE**
HERO, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

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

HEROIC ACTIONS

- Heroic March

OPTIONS

- Horse 20 points

ARMY LISTS

Khandish Chieftains may be included as a Hero of Fortitude in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



KHANDISH WARRIOR..... 8 POINTS

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

- ◆ **RACE**
MAN
- ◆ **FRACTION**
KHAND
- ◆ **UNIT TYPE**
WARRIOR, INFANTRY
- ◆ **BASE SIZE**
25MM

WARGEAR

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

OPTIONS

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

- Exchange hand-and-a-half weapon for bow.....Free

ARMY LISTS

Khandish Warriors may be included in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



KHANDISH HORSEMAN 14 POINTS

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

- ◆ **RACE**
MAN
- ◆ **FRACTION**
KHAND
- ◆ **UNIT TYPE**
WARRIOR, CAVALRY
- ◆ **BASE SIZE**
25MM

WARGEAR

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

ARMY LISTS

Khandish Horsemen may be included in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South



KHANDISH CHARIOTEER..... 40 POINTS

MV	FV	SV	S	D	A	W	C	I
10"	4	4+	3	7	1	3	7+	7+

- ◆ **RACE**
MAN
- ◆ **FRACTION**
KHAND
- ◆ **UNIT TYPE**
WARRIOR, CHARIOT
- ◆ **BASE SIZE**
60MM

WARGEAR

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

OPTIONS

A Khandish Charioteer may have one of the following options for the listed points cost:

- Exchange hand-and-a-half weapon for bow.....Free

SPECIAL RULES

Dominant (3)

Chariot Charge **ACTIVE** – When a Khandish Charioteer Moves via Chariot Charge, it will inflict 2 Strength 4 Impact Hits.

ARMY LISTS

Khandish Charioteers may be included in the following Army Lists from *Armies of Middle-earth™*:

- Grand Army of the South

CORSAIR REAVER 9 POINTS



MV	FV	SV	S	D	A	W	C	I
6"	4	4+	3	3	2	1	6+	8+

◆ **Race**
MAN

◆ **Faction**
CORSAIR

◆ **Unit Type**
WARRIOR, INFANTRY

◆ **Base size**
25MM

WARGEAR

Hand weapons.

SPECIAL RULES

Fearless

Mindless Killers **ACTIVE** – If this model starts its Activation more than 6" away from a friendly Corsair Bo'sun, it must immediately take an Intelligence Test. If the test is passed, all is fine and this model acts as normal. If the test is failed, then you must choose another friendly model within 1" of this model; the chosen model immediately suffers a Strength 3 hit and, after this Strength 3 hit has been resolved, this model must Charge an enemy model if able. If there are no other friendly models within 1" of this model when it fails its Intelligence Test, then this model's Activation immediately ends. In a turn in which this model fails its Intelligence Test for this special rule, it must re-roll all failed To Wound rolls when making Strikes and gains a bonus of +1 To Wound when making Strikes.

ARMY LISTS

Corsair Reavers may be included in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Corsair Fleets
- Umbar
- Grand Army of the South



RAZGÛSH, WAR LEADER OF THE NORTH 120 POINTS

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

- ◆ **RACE**
ORC
- ◆ **FACTION**
MORDOR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Heavy armour, Bone-breaker and shield.

Bone-breakers **ACTIVE** – This is a Unique hand weapon. Enemy models with an Elven weapon Engaged in Combat with, or supporting a model Engaged in Combat with, Razgûsh do not receive the bonus to the roll-off should the Duel Roll result in a Drawn Combat.

HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

SPECIAL RULES

Elfbane, Hatred (Elf)

The Beasts of Mirkwood **PASSIVE** – Razgûsh may include Bat Swarms, Mirkwood Giant Spiders, Mirkwood Hunting Spiders and Fell Wargs in his Warband even if they are not listed in the Army List Razgûsh is included in.

War Leader of the North **PASSIVE** – The range of Razgûsh's Stand Fast is 12" rather than 6".

ARMY LISTS

Razgûsh, War Leader of the North may be included as a Hero of Valour in the following Army Lists from *Armies of Middle-earth™*:

- Army of the Great Eye



MUZGÚR, ORC SHAMAN..... 70 POINTS

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

- ◆ **RACE**
ORC
- ◆ **FACTION**
MORDOR
- ◆ **UNIT TYPE**
HERO, INFANTRY, UNIQUE
- ◆ **BASE SIZE**
25MM

WARGEAR

Armour, hand weapon and spear.

HEROIC ACTIONS

- Heroic Channelling
- Heroic Defence

SPECIAL RULES

Power from Death **ACTIVE** – Whenever Muzgúr slays an enemy model in Combat, he immediately regains a Will Point spent earlier in the battle.

MAGICAL POWERS	Range	Casting Value
Drain Courage	12"	3+
Wither	12"	3+
Transfix	12"	4+

ARMY LISTS

Muzgúr, Orc Shaman may be included as a Hero of Fortitude in the following Army Lists from *Armies of Middle-earth™*:

- Army of the Great Eye



GOLFIMBUL, ORC CAPTAIN 45 POINTS

MV	FV	SV	S	D	A	W	C	I	MIGHT	WILL	FATE
6"	4	4+	4	5	2	2	6+	8+	2	2	0

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

WARGEAR

Armour and hand-and-a-half weapon.

HEROIC ACTIONS

- Heroic Challenge
- Heroic Strike

OPTIONS

- Warg 20 points

SPECIAL RULES

Impressive Girth **PASSIVE** – Whenever Golfimbul suffers a Wound, roll a D6. On the roll of a 5+, the Wound is ignored. Golfimbul may use Might to influence this roll, though he may not use this special rule against Wounds caused by Magical Powers.

THE SPIDER QUEEN 120 POINTS



Mv	Fv	Sv	S	D	A	W	C	I	MIGHT	WILL	FATE
10"	6	6+	6	4	2	3	6+	6+	3	3	0

- ◆ **RACE**
SPIDER
- ◆ **FACTION**
DOL GULDUR
- ◆ **Unit Type**
HERO, INFANTRY, MONSTER,
BEAST, UNIQUE
- ◆ **Base size**
60MM

WARGEAR

Large venomous fangs (hand weapons).

HEROIC ACTIONS

- Heroic Defence
- Heroic Strike

SPECIAL RULES

Dominant (3), Monstrous Charge, Swift Movement, Terror, Venom

Progeny **ACTIVE** – At the beginning of her Activation, the Spider Queen may spend any number of Will Points she has remaining to summon a Broodling. For each Will Point spent, place a single Broodling anywhere within 3" of the Spider Queen. Broodlings placed in this manner can never be placed in base contact with enemy models, but may be placed within the Control Zones of enemy models. Broodlings may be Activated on a turn in which they were summoned, though may not Activate as part of a Heroic Move or Heroic March declared by a friendly model that turn as they were not on the board when the Heroic Action was declared. Broodlings are never taken into account when working out if an Army is Broken or reduced to 25%.

BROODLING

A Broodling uses the following profile:

Mv	Fv	Sv	S	D	A	W	C	I
10"	2	6+	3	3	1	1	8+	8+

- ◆ **RACE**
SPIDER
- ◆ **FACTION**
DOL GULDUR
- ◆ **Unit Type**
WARRIOR, INFANTRY,
BEAST, SWARM
- ◆ **Base size**
40MM

WARGEAR

Fangs (hand weapons).

SPECIAL RULES:

Poisoned Attacks, Swift Movement



FELL BEINGS OF MIRKWOOD

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ RAZGŪSH, WAR LEADER OF THE NORTH120 POINTS
- ♦ THE SPIDER QUEEN120 POINTS

HEROES OF FORTITUDE

- ♦ MORDOR ORC CAPTAIN 45 POINTS
- ♦ MORDOR ORC TASKMASTER..... 45 POINTS

MINOR HEROES

- ♦ MORDOR ORC SHAMAN 50 POINTS

INDEPENDENT HEROES

- ♦ MORDOR ORC DRUMMER 30 POINTS

WARRIORS

- ♦ MORDOR ORC WARRIOR5 POINTS
 - ♦ Banner 25 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon..... 1 point
- ♦ MORDOR WARG RIDER11 POINTS
 - ♦ Shield and throwing spears 2 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Throwing spears 1 point
- ♦ ORC TRACKER.....6 POINTS
- ♦ MIRKWOOD GIANT SPIDER 20 POINTS
- ♦ MIRKWOOD HUNTING SPIDER 20 POINTS
- ♦ BAT SWARM.....35 POINTS
- ♦ FELL WARG.....8 POINTS

ADDITIONAL RULES

- ♦ A Fell Beings of Mirkwood Army must always contain Razgūsh, who is always the Army's General.

SPECIAL RULES

Through the Forest – Friendly Infantry models gain the Woodland Creature special rule.

Death to the Elves – Friendly models gain the Hatred (Elf) special rule.

The War Leader – Whilst Engaged in Combat with an enemy Elf model, Razgūsh gains a bonus of +1 to his Fight Value.

ASSAULT ON LOTHLÓRIEN

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ **MUZGÚR, ORC SHAMAN** 70 POINTS
- ♦ **DRŪZHAG the Beastcaller**..... 80 POINTS
- ♦ **Ashrāk**..... 60 POINTS

HEROES OF FORTITUDE

- ♦ **MORDOR ORC CAPTAIN** 45 POINTS
- ♦ **MORDOR ORC SHAMAN** 50 POINTS
- ♦ **MORIA GOBLIN CAPTAIN**..... 40 POINTS
 - ♦ Orc bow5 points
- ♦ **MORIA GOBLIN SHAMAN**..... 45 POINTS
- ♦ **Wild WARG Chieftain** 80 POINTS

WARRIORS

- ♦ **MORDOR ORC WARRIOR** 5 POINTS
 - ♦ Banner 25 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon..... 1 point
- ♦ **MORDOR WARG RIDER** 11 POINTS
 - ♦ Shield and throwing spears 2 points
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Throwing spears 1 point
- ♦ **ORC TRACKER**..... 6 POINTS
- ♦ **MORIA GOBLIN WARRIOR**..... 4 POINTS
 - ♦ Orc bow 1 point
 - ♦ Shield 1 point
 - ♦ Spear 1 point
- ♦ **MORIA GOBLIN PROWLER** 7 POINTS
- ♦ **WARG MARAUDER** 35 POINTS
- ♦ **MIRKWOOD GIANT SPIDER** 20 POINTS
- ♦ **MIRKWOOD HUNTING SPIDER** 20 POINTS
- ♦ **BAT SWARM**..... 35 POINTS

ADDITIONAL RULES

- ♦ An Assault on Lothlórien Army must always contain Muzgúr, who is always the Army's General.
- ♦ An Assault on Lothlórien Army must always contain at least one Unique Goblin Hero.
- ♦ Spider models may only be included in either Drūzhag's or Ashrāk's Warbands.
- ♦ This Army may not include more Goblin models than Orc models.

SPECIAL RULES

Cover of Darkness – Any game using this Army List automatically takes place at night. Use the Fighting at Night special rules found on page 137 of the *Middle-earth Strategy Battle Game Rules Manual*.

Ruthless Savagery – Friendly Orc and Goblin models gain a bonus of +1 To Wound when making Strikes against an enemy model that is outnumbered in a Combat.

ARMY OF DUNLAND

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ **Thryðan Wolfbane** 90 POINTS
 - ♦ Horse 20 points

HEROES OF FORTITUDE

- ♦ **Gorûlf Ironskin** 70 POINTS
- ♦ **Frída Tallspear** 70 POINTS
- ♦ **The Wild Man Oathmaker** 55 POINTS
- ♦ **Dunlending Chieftain** 55 POINTS

WARRIORS

- ♦ **Dunlending Warrior** 7 POINTS
 - ♦ Banner 25 points
 - ♦ Bow 1 point
 - ♦ Shield 1 point
 - ♦ Two-handed weapon 1 point
- ♦ **Dunlending Huscarl** 11 POINTS
- ♦ **Dunlending Horseman** 12 POINTS
- ♦ **Wild Man of Dunland** 5 POINTS
 - ♦ Light shield and Flaming Brand 2 points
 - ♦ Bow 1 point
 - ♦ Flaming Brand 1 point
 - ♦ Light shield 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon 1 point
- ♦ **Crebain** 20 POINTS

ADDITIONAL RULES

- ♦ An Army of Dunland Army must always contain Thrydan, who is always the Army's General.

SPECIAL RULES

"Death to the Forgoil!" – Friendly Dunland models gain the Hatred (Rohan) special rule.

Dunlending Pride – Friendly banners have a range of 6" rather than 3".

Dunlending War Cry – Once per game, at the start of any Fight Phase, Thrydan can use this special rule so long as he is alive and on the battlefield. If he does, then until the end of the turn friendly Dunland models within 12" of Thrydan gain a bonus of +1 To Wound when making Strikes.

VARIAGS OF KHAND

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ **KHANDISH KING**..... 100 POINTS
 - ♦ Khandish Chariot..... 35 points

HEROES OF FORTITUDE

- ♦ **KHANDISH CHIEFTAIN**55 POINTS
 - ♦ Horse.....20 points

WARRIORS

- ♦ **KHANDISH WARRIOR**.....8 POINTS
 - ♦ Exchange hand-and-a-half weapon for bowFree
- ♦ **KHANDISH HORSEMAN** 14 POINTS
- ♦ **KHANDISH CHARIOTEER** 40 POINTS
 - ♦ Exchange hand-and-a-half weapon for bowFree

ADDITIONAL RULES

- ♦ A Variags of Khand Army must always contain a Khandish King, who is always the Army's General.
- ♦ Khandish Horsemen and Khandish Charioteers do not count towards this Army's bow limit.

SPECIAL RULES

High King of Khand – The Khandish King that is your General gains an additional Might Point. Additionally, so long as he is alive and on the battlefield, your **General** counts as a banner for the purpose of Victory Points.

Khandish Fury – Once per game, at the start of any Fight Phase, you can declare that you are using this ability so long as there is at least one friendly **Hero** model alive and on the battlefield. If you do, then until the end of the turn friendly **Warrior** models that are within 3" of a friendly **Hero** model gain a bonus of +1 to their Fight Value.

FAR HARAD

ARMY COMPOSITION

HEROES OF VALOUR

- ♦ **Mahûd King** 70 POINTS
 - ♦ War Camel 25 points

HEROES OF FORTITUDE

- ♦ **Mahûd Tribesmaster** 55 POINTS
 - ♦ War Camel 25 points
 - ♦ Blowpipe 5 points
 - ♦ Shield 5 points
 - ♦ War spear 5 points

WARRIORS

- ♦ **Mahûd Warrior** 8 POINTS
 - ♦ Blowpipe 1 point
 - ♦ Spear 1 point
- ♦ **Mahûd Raider** 17 POINTS
 - ♦ Blowpipe 1 point
 - ♦ Spear 1 point
- ♦ **Half Troll** 25 POINTS
 - ♦ Exchange hand weapon for two-handed weapon Free

ADDITIONAL RULES

- ♦ A Far Harad Army must always contain a Mahûd King, who is always the Army's General.

SPECIAL RULES

Warrior Pride – Mahûd Warrior models within 6" of a friendly Mahûd Hero model that is Engaged in Combat automatically pass all Courage Tests they are required to take.

Revel in Death – If your General slays an enemy Hero model in Combat, then until the end of the turn friendly Mahûd Warrior models within 6" of your General gain a bonus of +1 to their Fight Value.

Battle Frenzy – Whenever a friendly Mahûd model suffers a Wound, roll a D6. On the roll of natural 6, the Wound is ignored.

RAVAGERS OF THE SHIRE

ARMY COMPOSITION

HEROES OF FORTITUDE

- ♦ **Golfimbul, Orc Captain**..... 45 POINTS
 - ♦ Warg.....20 points
- ♦ **MORDOR ORC CAPTAIN**..... 45 POINTS
- ♦ **MORDOR ORC SHAMAN** 50 POINTS
 - ♦ Warg.....20 points

WARRIORS

- ♦ **MORDOR ORC WARRIOR**.....5 POINTS
 - ♦ Banner 25 points
 - ♦ Orc bow..... 1 point
 - ♦ Shield..... 1 point
 - ♦ Spear 1 point
 - ♦ Two-handed weapon..... 1 point
- ♦ **MORDOR 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

- ♦ A Ravagers of the Shire Army must always contain Golfimbul, who is always the Army's General.

SPECIAL RULES

Golfimbul's Rage – Golfimbul may declare a Heroic Combat each turn for free.

Courage from Ignorance – Whilst Golfimbul is still alive and on the battlefield, friendly Orc models gain a bonus of +1 to any Courage Tests they are required to take.

Overwhelm the Foe – Friendly Orc models gain a bonus of +1 To Wound when making Strikes against an enemy model that is outnumbered in a Combat.

THE SPIDER QUEEN'S BROOD



ARMY COMPOSITION

HEROES OF VALOUR

- ♦ **The Spider Queen**120 POINTS

WARRIORS

- ♦ **Mirkwood Giant Spider** 20 POINTS
- ♦ **Mirkwood Hunting Spider** 20 POINTS
- ♦ **BAT SWARM**.....35 POINTS
- ♦ **Fell Warg**.....8 POINTS

ADDITIONAL RULES

- ♦ The Spider Queen's Brood Army must always contain The Spider Queen, who is always the Army's General.
- ♦ Friendly models can still pick up Objective Markers even though they have the **Beast** keyword.

SPECIAL RULES

Beasts of the Forest – Warbands from this Army do not need a **Hero** to lead them if they number six or more models. Instead, one **Warrior** model within the Warband takes on the role of the Warband's Captain for the purposes of deployment. Warbands without a **Hero** model leading them may not include more than 12 models.

“Worse are the Webs” – After both sides have deployed, but before the first turn begins, a player using this Army List may place four 25mm Web Markers on the board. Web Markers cannot be set up within 3" of an enemy model or Objective Marker, and cannot be set up within 6" of the edge of the board or within 9" of another Web Marker. Any non-**Spider** model within 3" of a Web Marker is considered to be in **Difficult Terrain**. Additionally, **Spider** models do not need **Line of Sight** to Charge a model within 3" of a Web Marker.

Protect the Queen – Whenever the Spider Queen suffers a **Wound**, before any **Fate Rolls** are made, she may roll a D6. On a 3+, she may choose a single friendly **Spider** model within 1" to immediately suffer the **Wound** instead of her.

Pounce – When a friendly **Spider Warrior** 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.

The Queen's Cunning – If the Spider Queen declares a **Heroic Move** in the same turn as an enemy **Hero**, and subsequently loses the roll-off to see which **Heroic Move** will go first, she may choose to cancel her **Heroic Move** and regain the **Might** point spent to declare it.