

# LEGACIES OF MIDDLE-EARTH™

## FORCES OF GOOD

**T**he 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 Good.

### PROFILES

- Bandobras Took
- Knight of the White Tower
- Anborn, Ranger of Ithilien
- Mablung, Ranger of Ithilien
- Cirion, Lieutenant of Amon Barad
- Man-at-arms of Dol Amroth
- Grimbold of Grimslade
- Erkenbrand, Captain of Rohan
- King's Huntsman
- Eorl the Young
- Son of Eorl
- Rohan Outrider
- Gildor Inglorion
- Erestor
- Rivendell Stormcaller
- Lothlórien Stormcaller
- Balin the Dwarf, King of Moria
- Flói Stonehand
- King's Champion
- Dwarf Shieldbearer
- Múrin & Drár

### ARMY LISTS

- Battle of Greenfields
- Fields of Celebrant
- Reclamation of Moria
- Expedition to the East

MIDDLE-EARTH™  
STRATEGY BATTLE GAME

ARMIES  
OF  
MIDDLE-EARTH



THE LORD OF THE RINGS

THE HOBBIT  
MOTION PICTURE TRILOGY

GAMES  
WORKSHOP™

CITADEL  
MINIATURES

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MINIATURES

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## BANDOBRAS TOOK ..... 50 POINTS

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

- ◆ **Race**  
HOBBIT
- ◆ **Faction**  
SHIRE
- ◆ **Unit Type**  
HERO, CAVALRY, UNIQUE
- ◆ **Base size**  
25MM

### WARGEAR

Hand weapon and horse.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### SPECIAL RULES

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

**Clean strike** **ACTIVE** – If Bandobras rolls a natural 6 To Wound when making a Strike, and the Wound is successful, then the target will suffer 2 Wounds rather than 1.



## KNIGHT OF THE WHITE TOWER .....75 POINTS

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

- ◆ **Race**  
MAN
- ◆ **Faction**  
GONDOR
- ◆ **Unit Type**  
HERO, INFANTRY
- ◆ **Base size**  
25MM

### WARGEAR

Heavy armour, hand weapon and White Sword of Gondor.

**White Sword of Gondor** **ACTIVE** – This is a two-handed weapon. Additionally, Strikes made with a White Sword of Gondor have the Mighty Blow special rule.

### HEROIC ACTIONS

- Heroic Strike

### SPECIAL RULES

**The Bladelord's Skill** **ACTIVE** – If this model is Engaged in Combat with an enemy Hero, it may re-roll a single D6 during the Duel Roll.

### ARMY LISTS

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

- Minas Tirith
- Atop the Walls
- Defenders of the Pelennor



## ANBORN, RANGER OF ITHILIEN .....40 POINTS

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

- ◆ **Race**  
MAN
- ◆ **Faction**  
GONDOR
- ◆ **Unit Type**  
HERO, INFANTRY, UNIQUE
- ◆ **Base size**  
25MM

### WARGEAR

Armour, hand weapon and bow.

### HEROIC ACTIONS

- Heroic Accuracy

### SPECIAL RULES

Sharpshooter, Woodland Creature

**Lethal Aim** **ACTIVE** – Each turn, Anborn gains a free Might Point that can only be spent during a shooting attack on either a To Hit Roll, a To Wound Roll, or an In The Way Test. If this free Might Point is not spent by the end of the turn, it is lost.

### ARMY LISTS

Anborn, Ranger of Ithilien may be included as a Minor Hero in the following Army Lists from *Armies of The Lord of the Rings™*:

- Garrison of Ithilien



## MABLUNG, RANGER OF ITHILIEN .... 40 POINTS

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

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

### WARGEAR

Armour, hand weapon and bow.

### HEROIC ACTIONS

- Heroic Accuracy

### SPECIAL RULES

Woodland Creature

**Birdcalls** **ACTIVE** – Mablung and any Rangers of Gondor (including Faramir, Madril, Damrod and Anborn) within 6" of him gain the Stalk Unseen special rule. Additionally, Mablung and any Rangers of Gondor (including Faramir, Madril, Damrod and Anborn) within 6" of him ignore the Stalk Unseen special rule of enemy models.

### ARMY LISTS

Mablung, Ranger of Ithilien may be included as a Minor Hero in the following Army Lists from *Armies of The Lord of the Rings™*:

- Garrison of Ithilien



## CIRION, LIEUTENANT OF AMON BARAD ..... 65 POINTS

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

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

### WARGEAR

Armour, shield and hand weapon.

### HEROIC ACTIONS

- Heroic Resolve
- Heroic Strike

### SPECIAL RULES

**Boldest of the Bold** **ACTIVE** – Cirion gains a bonus of +2 to his Courage Test when attempting to Charge an enemy with the Terror special rule. Additionally, when an enemy model with the Blades of the Dead special rule makes Strikes against Cirion, he treats his Courage value as 4+ rather than 6+ (before any modifiers are applied).

### ARMY LISTS

Cirion, Lieutenant of Amon Barad may be included as a Hero of Fortitude in the following Army Lists from *Armies of The Lord of the Rings™*:

- Minas Tirith

## MAN-AT-ARMS OF DOL AMROTH .....10 POINTS



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

◆ **Race**  
MAN

◆ **Faction**  
GONDOR,  
DOL AMROTH

◆ **Unit Type**  
WARRIOR, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Heavy armour, hand weapon and pike.

### SPECIAL RULES

**Pride of Dol Amroth** **ACTIVE** – Whilst within 3" of Prince Imrahil, this model gains a bonus of +1 to their Fight Value.

### ARMY LISTS

Men-at-arms of Dol Amroth may be included in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of Middle-earth™*:

- Defenders of the Pelennor
- Men of the West
- The Fiefdoms
- The Grief of Éomer

## GRIMBOLD OF GRIMSLADE ..... 65 POINTS



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

- ◆ **Race**  
MAN
- ◆ **Faction**  
ROHAN
- ◆ **Unit Type**  
HERO, INFANTRY, UNIQUE
- ◆ **Base size**  
25MM

### WARGEAR

Armour and two-handed weapon.

### HEROIC ACTIONS

- Heroic Strength

### OPTIONS

Warriors of Rohan in Grimbald's Warband may be upgraded to Helmingas for +1 point per model. Helmingas have a Strength of 4, rather than 3.

### SPECIAL RULES

**Mighty Blow**

### ARMY LISTS

Grimbold of Grimslade 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™*:

- Kingdom of Rohan
- Fords of Isen



## ERKENBRAND, CAPTAIN OF ROHAN .....90 POINTS

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

- ◆ **RACE**  
MAN
- ◆ **FRACTION**  
ROHAN
- ◆ **UNIT TYPE**  
HERO, CAVALRY, UNIQUE
- ◆ **BASE SIZE**  
25MM

### WARGEAR

Heavy armour, hand weapon, shield, horse and the Horn of the Hammerhand.

**Horn of the Hammerhand** **ACTIVE** – This is a **Unique** war horn. Additionally, once per game at the start of any Move Phase, Erkenbrand can unleash a fearsome blow of the Horn of the Hammerhand. Until the End Phase of the turn, enemy models within 24" of Erkenbrand suffer a -1 penalty to any Courage Test they are required to make.

### HEROIC ACTIONS

- Heroic March
- Heroic Strength

### OPTIONS

Riders of Rohan in Erkenbrand's Warband may be upgraded to Westfold Redshields for +1 point per model. Westfold Redshields treat Erkenbrand as a banner.

### SPECIAL RULES

Expert Rider, Horse Lord

### ARMY LISTS

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

- Kingdom of Rohan
- Riders of Éomer

## KING'S HUNTSMAN ..... 55 POINTS



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

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

### WARGEAR

Armour, hand weapon and longbow.

### HEROIC ACTIONS

- Heroic Accuracy

### SPECIAL RULES

#### Sharpshooter

**Master Archer** **ACTIVE** — This model only fails an In The Way Test on the roll of a natural 1. Additionally, if this model slays an enemy Hero or Monster model with a shooting attack, then you may restore this model's Might to its starting value.

### ARMY LISTS

King's Huntsmen 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™*:

- Kingdom of Rohan
- Defenders of Helm's Deep
- Army of Edoras
- Fords of Isen

# EORL THE YOUNG..... 120 POINTS

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

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

## WARGEAR

Heavy armour, hand weapon, shield, throwing spears and Felaróf.

## HEROIC ACTIONS

- Heroic Defence
- Heroic Resolve
- Heroic Strength
- Heroic Strike

## SPECIAL RULES

Expert Rider, Horse Lord, Leader (Son of Eorl)

**Legendary Hero** PASSIVE – The first time each turn Eorl spends a Might Point, roll a D6. On a 4+, the Might Point is free and does not reduce Eorl's store of Might.

**Spear Mastery** ACTIVE – This model may use its throwing spears as a normal spear during the Fight Phase, so long as it hasn't made a shooting attack with it in either the preceding Move Phase or Shoot Phase.



## FELARÓF

Felaróf is a Mount that uses the following profile:

| MV  | FV | SV | S | D | A | W | C  | I  |
|-----|----|----|---|---|---|---|----|----|
| 12" | 2  | 6+ | 3 | 5 | 0 | 1 | 7+ | 7+ |

- ◆ **RACE**  
HORSE
- ◆ **FACTION**  
ROHAN
- ◆ **UNIT TYPE**  
MOUNT
- ◆ **BASE SIZE**  
40MM



## SON OF EORL ..... 20 POINTS

| MV | FV | SV | S | D | A | W | C  | I  |
|----|----|----|---|---|---|---|----|----|
| 6" | 4  | 4+ | 4 | 6 | 2 | 1 | 6+ | 6+ |

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

### WARGEAR

Heavy armour, hand weapon, shield and armoured horse.

### SPECIAL RULES

Expert Rider

**Riders of Eorl** **ACTIVE** – Whilst within 6" of Eorl the Young, this model gains a bonus of +1 to their Fight Value.



## ROHAN OUTRIDER ..... 8 POINTS

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

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

### WARGEAR

Armour, hand weapon and bow.

### OPTIONS

- Horse ..... 5 points

### SPECIAL RULES

Expert Rider

**Vanguard** **ACTIVE** – This model may benefit from a friendly Hero model's Stand Fast regardless of range.

### ARMY LISTS

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

- Kingdom of Rohan
- Road to Helm's Deep (must take a horse)
- Fords of Isen
- Paths of the Drúadan (must take a horse)



## GILDOR INGLORION..... 70 POINTS

| MV | FV | SV | S | D | A | W | C  | I  | MIGHT | WILL | FATE |
|----|----|----|---|---|---|---|----|----|-------|------|------|
| 8" | 6  | 3+ | 4 | 4 | 2 | 2 | 4+ | 5+ | 1     | 4    | 1    |

- ◆ **RACE**  
ELF
- ◆ **FACTION**  
RIVENDELL
- ◆ **UNIT TYPE**  
HERO, INFANTRY, UNIQUE
- ◆ **Base size**  
25MM

### WARGEAR

Elven weapon and Elven cloak.

### HEROIC ACTIONS

- Heroic Channelling
- Heroic Defence
- Heroic March
- Heroic Resolve

### OPTIONS

Gildor can include Lothlórien Warriors in his Warband, even if they are not listed in the same Army List. Lothlórien Warriors in Gildor's Warband must be upgraded to Noldorin Exiles for +1 point per model. Noldorin Exiles exchange the **Lothlórien** keyword for the **Rivendell** keyword and have a Move Value of 8".

### SPECIAL RULES

Terror, Woodland Creature

| MAGICAL POWERS | Range | Casting Value |
|----------------|-------|---------------|
| Immobilise     | 12"   | 3+            |
| Writhing Vines | Self  | 4+            |

### ARMY LISTS

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

- Road to Rivendell



## ERESTOR..... 85 POINTS

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

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

### WARGEAR

Heavy armour and Noldorin Daggers.

**Noldorin Daggers** **ACTIVE** – These are Elven hand weapons, which Erestor may also use as Elven throwing weapons. Erestor may re-roll To Wound rolls of a natural 1 when making Strikes or when making Shooting Attacks with these weapons.

### HEROIC ACTIONS

- Heroic Strike

### SPECIAL RULES

Terror, Woodland Creature

### ARMY LISTS

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

- Lindon
- Rivendell
- The Last Alliance



## RIVENDELL STORMCALLER..... 65 POINTS

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

- ◆ **Race**  
ELF
- ◆ **Faction**  
RIVENDELL
- ◆ **Unit Type**  
HERO, INFANTRY
- ◆ **Base size**  
25MM

### WARGEAR

Armour and Elven hand weapons.

### HEROIC ACTIONS

- Heroic Channelling

### SPECIAL RULES

Woodland Creature

**Powers of Nature** PASSIVE – If this model rolls a natural 6 during its Casting Test, then upon completion of the Magical Power it regains a number of Will Points equal to the number of Will Points spent during the Casting Test.

| MAGICAL POWERS  | Range | Casting Value |
|-----------------|-------|---------------|
| Call Winds      | 12"   | 3+            |
| Foil Magic      | 12"   | 4+            |
| Strengthen Will | 12"   | 4+            |

### ARMY LISTS

Rivendell Stormcallers may be included as a Minor Hero in the following Army Lists from *Armies of The Lord of the Rings™* and *Armies of The Hobbit™*:

- Lindon
- Rivendell



## LOTHLÓRIEN STORMCALLER ..... 65 POINTS

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

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

### WARGEAR

Armour and Elven hand weapons.

### HEROIC ACTIONS

- Heroic Channelling

### SPECIAL RULES

Woodland Creature

**Powers of Nature** PASSIVE – If this model rolls a natural 6 during its Casting Test, then upon completion of the Magical Power it regains a number of Will Points equal to the number of Will Points spent during the Casting Test.

| MAGICAL POWERS | Range | Casting Value |
|----------------|-------|---------------|
| Call Winds     | 12"   | 3+            |
| Enchant Blades | 12"   | 4+            |
| Writhing Vines | Self  | 4+            |

### ARMY LISTS

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

- Lothlórien



## BALIN THE DWARF, KING OF MORIA..... 110 POINTS

| MV | FV | SV | S | D | A | W | C  | I  | MIGHT | WILL | FATE |
|----|----|----|---|---|---|---|----|----|-------|------|------|
| 5" | 6  | 4+ | 4 | 8 | 2 | 2 | 4+ | 4+ | 3     | 3    | 1    |

- ◇ **RACE**  
DWARF
- ◇ **FACTION**  
KHAZAD-DÛM
- ◇ **UNIT TYPE**  
HERO, INFANTRY, UNIQUE
- ◇ **BASE SIZE**  
25MM

### WARGEAR

Heavy Dwarf armour and Durin's Axe.

**Durin's Axe** **ACTIVE** – This is a Unique Master-forged two-handed weapon. Additionally, Balin may re-roll a single D6 when making a Duel Roll.

### HEROIC ACTIONS

- Heroic Defence
- Heroic March
- Heroic Resolve
- Heroic Strike

### SPECIAL RULES

**Leader (Khazad Guard)**

**Longbeard** **ACTIVE** – During the Priority Phase, after the roll for Priority has taken place, Balin can spend a Will Point to allow his controlling player to re-roll their roll for Priority.



## FLÓI STONEHAND.....75 POINTS

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

- ◇ **RACE**  
DWARF
- ◇ **FACTION**  
KHAZAD-DÛM
- ◇ **UNIT TYPE**  
HERO, INFANTRY, UNIQUE
- ◇ **BASE SIZE**  
25MM

### WARGEAR

Armour and hand weapon.

### HEROIC ACTIONS

- Heroic Resolve

### SPECIAL RULES

**Loremaster** **ACTIVE** – At any point during his Activation, Flói can spend a Will Point to choose a single enemy model within 12" and Line of Sight of himself. If he does, then for the remainder of the turn friendly models within 6" of Flói gain a bonus of +1 To Wound against the chosen model both when making Strikes and when making Shooting Attacks.

**The Living Lore** **PASSIVE** – Whenever a friendly model slays an enemy Hero or Monster model that Flói can draw Line of Sight to, Flói may regain a Will Point spent earlier in the battle.

# KING'S CHAMPION ..... 140 POINTS

A King's Champion is made up of one King's Champion and two Heralds, and will count as three models. The King's Champion is always the Captain of the Warband with the two Heralds as its Followers taking up the first spaces in the King's Champion's Warband; Heralds always count as an Independent Hero in the King's Champion's Warband.

## ARMY LISTS

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

- Kingdom of Khazad-dûm



## KING'S CHAMPION

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

| MIGHT | WILL | FATE |
|-------|------|------|
| 2     | 1    | 1    |

- ◆ **RACE**  
DWARF
- ◆ **FACTION**  
KHAZAD-DÛM
- ◆ **UNIT TYPE**  
HERO, INFANTRY
- ◆ **BASE SIZE**  
25MM

### WARGEAR

Dwarf armour and hand weapons.

### HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

### SPECIAL RULES

**The Herald's Duty** **ACTIVE** – This model receives a bonus of +1 to its Defence for each other friendly model with this special rule it is in base contact with. If you have multiple King's Champions in your Army, they will only get this bonus for being in base contact with models from their own Warband (i.e., a Herald from one King's Champion cannot provide the bonus to a model from another King's Champion).



## HERALD

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

| MIGHT | WILL | FATE |
|-------|------|------|
| 0     | 1    | 2    |

- ◆ **RACE**  
DWARF
- ◆ **FACTION**  
KHAZAD-DÛM
- ◆ **UNIT TYPE**  
HERO, INFANTRY
- ◆ **BASE SIZE**  
25MM

### WARGEAR

Dwarf armour, shield, hand weapon and banner.

### SPECIAL RULES

**The Herald's Duty** **ACTIVE** – See above.

**The Life Guard** **ACTIVE** – If the King's Champion this Herald belongs to is Wounded, and this model is in base contact with it, this model may expend its Fate Points on behalf of the King's Champion. Note that they cannot suffer Wounds on the King's Champion's behalf – they may only spend their Fate Points.



## DWARF SHILDBEARER.....60 POINTS

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

◆ **RACE**  
DWARF

◆ **FACTION**  
KHAZAD-DÛM

◆ **UNIT TYPE**  
HERO, INFANTRY

◆ **Base size**  
25MM

### WARGEAR

Dwarf armour, shield and hand weapon.

### SPECIAL RULES

**In Defence of the King** **ACTIVE** – During the Declare Heroic Actions step of the Fight Phase, if a friendly Dwarf General is Engaged in Combat and is within 6" of this model, then this model may declare a free Heroic Combat. If this Heroic Combat is successful, then this model must use the following Move to join the friendly Dwarf General model's Combat. If this is not possible, then this model must Move as close as possible to the Dwarf General. This model cannot use this special rule if it is in the same Combat as a friendly Dwarf General.

### ARMY LISTS

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

- Kingdom of Khazad-dûm

# MÚRIN & DRÁR..... 140 POINTS FOR BOTH

If you include Múrin & Drár in your Army, then each of them may lead their own Warband. Both Múrin & Drár will count as separate Hero models for the purpose of any special rules.

## ARMY LIST

Múrin & Drár may be included as Heroes of Fortitude in the following Army Lists from *Armies of The Hobbit™*:

- The Iron Hills



## MÚRIN

| Mv | Fv | Sv | S | D | A | W | C  | I  | MIGHT | WILL | FATE |
|----|----|----|---|---|---|---|----|----|-------|------|------|
| 5" | 5  | 4+ | 4 | 8 | 2 | 2 | 5+ | 6+ | 2     | 2    | 2    |

- ♦ **Race**  
DWARF
- ♦ **Faction**  
IRON HILLS
- ♦ **Unit Type**  
HERO, INFANTRY, UNIQUE
- ♦ **Base size**  
25MM

### WARGEAR

Dwarf armour, shield and Kalazâl.

**Kalazâl** **ACTIVE** – This is a **Unique** hand weapon. Múrin gains a bonus of +1 To Wound when making Strikes against Orc, Goblin or Uruk-hai models.

### HEROIC ACTIONS

- Heroic Strike

### SPECIAL RULES

Mountain Dweller



## DRÁR

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

- ♦ **Race**  
DWARF
- ♦ **Faction**  
IRON HILLS
- ♦ **Unit Type**  
HERO, INFANTRY, UNIQUE
- ♦ **Base size**  
25MM

### WARGEAR

Dwarf armour, hand weapon and Dwarf bow.

### HEROIC ACTIONS

Heroic Accuracy

### SPECIAL RULES

Expert Shot, Mountain Dweller, Sharpshooter

# BATTLE OF GREENFIELDS



## ARMY COMPOSITION

### HEROES OF VALOUR

♦ **BANDOBRAS Took** ..... 50 POINTS

### HEROES OF FORTITUDE

♦ **RANGER of the North** ..... 25 POINTS

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

### WARRIORS

♦ **Hobbit Militia** ..... 4 POINTS

♦ **Hobbit Archer** ..... 5 POINTS

- ♦ War horn ..... 25 points

♦ **Hobbit Shirriff** ..... 5 POINTS

## ADDITIONAL RULES

- ♦ A Battle of Greenfields Army must always contain Bandobras Took, who is always the Army's General.

## SPECIAL RULES

**The Bullroarer** – Bandobras Took may declare a Heroic Combat each turn for free.

**“They’re dangerous folk, wandering the wilds”** – Rangers of the North increase their Attacks value to 2.

**“Defend the Shire!”** – Friendly Hobbit Warrior models within 3" of Bandobras gain the Dominant (2) special rule.

**The Bounders** – Whilst wholly within their own deployment zone, friendly Hobbit models may re-roll To Hit rolls of a natural 1 when making shooting attacks.

# FIELDS OF CELEBRANT

## ARMY COMPOSITION

### HEROES OF LEGEND

- ♦ **EORL THE YOUNG** .....120 POINTS

### HEROES OF VALOUR

- ♦ **KING OF MEN** .....75 POINTS
  - ♦ Horse.....20 points
  - ♦ Exchange armour for heavy armour .....5 points
  - ♦ Lance.....5 points
  - ♦ Shield.....5 points

### HEROES OF FORTITUDE

- ♦ **CAPTAIN OF ROHAN WITH HORSE** .....65 POINTS
  - ♦ Exchange armour for heavy armour .....5 points
  - ♦ Shield.....5 points
- ♦ **CAPTAIN OF MINAS TIRITH**..... 60 POINTS

### WARRIORS

- ♦ **RIDER OF ROHAN** ..... 14 POINTS
  - ♦ Banner ..... 25 points
  - ♦ Throwing spears ..... 2 points
- ♦ **SON OF EORL**..... 20 POINTS
- ♦ **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
- ♦ **CITADEL GUARD** .....8 POINTS
  - ♦ Longbow ..... 1 point
  - ♦ Spear ..... 1 point

## ADDITIONAL RULES

- ♦ A Fields of Celebrant Army must always contain Eorl the Young, who is always the Army's General.
- ♦ A Fields of Celebrant Army must always contain a King of Men, which must choose the Gondor keyword as part of its Kingdoms of Men special rule. No other Kings of Men can be taken.
- ♦ Rohan Warrior models can only be included in the Warband of a Rohan Hero.
- ♦ Gondor Warrior models can only be included in the Warband of a Gondor Hero.

## SPECIAL RULES

**Birth of an Alliance** – Friendly models within 6" of both a friendly Rohan Hero model and a friendly Gondor Hero model gain a bonus of +1 to any Courage or Intelligence Tests they are required to take.

**Gondor's Last Defence** – Friendly Gondor models within range of an Objective Marker may re-roll To Wound rolls of a natural 1 when making Strikes.

**The Charge of Eorl** – Once per game, at the start of any friendly Activation Phase, Eorl can use this special rule so long as he is alive and on the battlefield, and has the Cavalry keyword. If he does, then until the end of the turn all friendly Cavalry models must Charge when they Move if able. Additionally, until the end of the turn, friendly Cavalry models that Charged this turn may re-roll any failed To Wound rolls when making Strikes.

# RECLAMATION OF MORIA

## ARMY COMPOSITION

### HEROES OF LEGEND

- ♦ **Balin the Dwarf, King of Moria**..... 110 POINTS

### HEROES OF VALOUR

- ♦ **Dwarf King**..... 85 POINTS

### HEROES OF FORTITUDE

- ♦ **Flói Stonehand**..... 75 POINTS
- ♦ **Ori the Dwarf, Champion of Erebor**..... 50 POINTS
- ♦ **Óin the Dwarf, Champion of Erebor**..... 60 POINTS
- ♦ **Dwarf Captain**..... 65 POINTS
- ♦ **King's Champion**..... 140 POINTS

### MINOR HEROES

- ♦ **Dwarf Shieldbearer**..... 60 POINTS

### WARRIORS

- ♦ **Dwarf Warrior**..... 8 POINTS
  - ♦ Banner ..... 25 points
  - ♦ War horn ..... 25 points
  - ♦ Dwarf bow ..... 1 point
  - ♦ Shield ..... 1 point
  - ♦ Two-handed weapon ..... 1 point
- ♦ **Dwarf Ranger** ..... 8 POINTS
  - ♦ Dwarf longbow ..... 1 point
  - ♦ Throwing weapons ..... 1 point
  - ♦ Two-handed weapon ..... 1 point
- ♦ **Khazãd Guard**..... 12 POINTS
- ♦ **Iron Guard** ..... 15 POINTS

## ADDITIONAL RULES

- ♦ A Reclamation of Moria Army must always contain Balin, who is always the Army's General.
- ♦ Ori and Óin gain the Khazad-dûm keyword.

## SPECIAL RULES

**Reclaim Moria** – At the end of the game, if you control more Objective Markers than your opponent (if applicable), or are in possession of more Objective Markers than your opponent (if applicable), you score an additional 2 Victory Points. This can never take this Army's controlling player's total Victory Points above 20. Models that escape the board carrying an Objective Marker count as still being in possession of that Objective Marker for the purpose of this special rule.

**A Desperate Defence** – Whilst this Army is considered to be Broken, friendly models gain a bonus of +1 To Wound when making Strikes.

**Balin's Last Stand** – At the beginning of the Fight Phase, at the start of the Declare Heroic Actions Step, any friendly Dwarf Hero models that would be considered Trapped may declare a Heroic Defence for free, even if they could not normally declare a Heroic Defence.

# EXPEDITION TO THE EAST

## ARMY COMPOSITION

### HEROES OF FORTITUDE

- ♦ **MÚRIN & DRĀR**..... 140 POINTS FOR BOTH
- ♦ **CIRION, Lieutenant of AMON BARĀD**.....65 POINTS
- ♦ **Captain of Minas Tirith**..... 60 POINTS

### WARRIORS

- ♦ **DWARF WARRIOR**.....8 POINTS
  - ♦ Banner ..... 25 points
  - ♦ War horn ..... 25 points
  - ♦ Dwarf bow..... 1 point
  - ♦ Shield..... 1 point
  - ♦ Two-handed weapon..... 1 point
- ♦ **DWARF RANGER** .....8 POINTS
  - ♦ Dwarf longbow..... 1 point
  - ♦ Throwing weapons ..... 1 point
  - ♦ Two-handed weapon..... 1 point
- ♦ **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 shield and lance for banner..... 25 points
- ♦ **RANGER of Gondor** .....8 POINTS
  - ♦ Banner ..... 25 points
  - ♦ War horn ..... 25 points
  - ♦ Spear ..... 1 point

## ADDITIONAL RULES

- ♦ The General of an Expedition to the East Army must always be a Unique Hero.
- ♦ Dwarf Warrior models can only be included in the Warband of a Dwarf Hero.
- ♦ Gondor Warrior models can only be included in the Warband of a Gondor Hero.

## SPECIAL RULES

**Campaign in Rhûn** – Friendly models gain the Hatred (Easterling) special rule.

**Unlikely Allies** – Friendly Dwarf models may re-roll To Wound rolls of a natural 1 whilst within 1" of a friendly Gondor model. Friendly Gondor models may re-roll To Wound rolls of a natural 1 whilst within 1" of a friendly Dwarf model.

**Spoils of War** – At the beginning of the game, before either Army has been deployed, your opponent secretly chooses a piece of terrain on the board; this contains the treasure your Army is seeking. If a friendly model ends its Activation in base contact with a piece of terrain and is not Engaged in Combat, it may search that piece of terrain. If it does, your opponent must reveal if that was their chosen terrain piece. If it was not, nothing happens. If it was, then the model discovers the treasure and leaves to return it to Minas Tirith. Remove the model from play – it does not count as a casualty. If when the game ends you have discovered the treasure, you gain an additional 2 Victory Points. This can never take this Army's controlling player's total Victory Points above 20.