

Middle-Earth Army Lists for DBM

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Version 4.5, December 28, 2000

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2. [Khazad](#) (Dwarves)
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Trolls, balrogs and ettens double-based with Irr Ps (O) have the back-ranks costed at only 1 AP, as per the rules, although since the DBM historical army lists do not allow Ps to be compulsorily double-based, it isn't sure if these should be allowed (the regular equivalent would have the Ps for free!). However, I think this is OK, since such double-based elements cannot get rear support from another blade against Kn because of the Ps in the way.

Having troops double-based with differing depths for the front and back elements in this manner means their groups break up quite easily - which seems appropriate for slightly dull-witted creatures like trolls. Since when recoiling the double-element won't be moving back exactly half its base distance (according to the rules on p10, last paragraph, first sentence), it is harder to judge how far back to go. I would embellish the base slightly with say a 1mm wide whitish rock on each side of the base at the 15mm mark (assuming 15mm scale figures here, it would be 20mm for 25mm scale figures) - tiny enough to be unnoticeable but large enough to be spotted when looked for.

I have now included my notes on army-list justifications:

1. [Sindar army list notes](#)
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These can also be reached from within each army list.

Page references within these notes refer to the Unwin paperback editions: The Hobbit (Hob), The Fellowship of the Ring (FotR), The Two Towers (TT), The Return of the King (RotK), The Silmarillion (Sil), and Unfinished tales (UT), all from the 1983 reprints.

While these lists are designed with the standard DBM rules in mind, you might like to try a little experimentation. In particular, a dragon isn't really exactly like a Khmer elephant with a bolt-shooter mounted on the back! A better dragon representation would be something like an El (X), except that its shooting range would be only 200p, not 500p; however it would not be killed by light troops by merely being beaten, it would have to be doubled. I would also suggest that Bd get a + 1 tactical factor against them as they were at their most vulnerable to being stabbed from below, and their armour wasn't fully proof against the best axes. Another approach, perhaps better still, would be to count a dragon as sme sort of WWg (S) that could contact enemy any enemy, in the same way that (under DBM v3.0) WWg (X) can.

Similarly, Ents aren't quite like El (O) - I would modify them so that they don't take a -2 CF in RGo or DGo, but that they count as (I) against Bd.

If you feel elements with 'heroes' amongst the troops aren't heroic enough for your tastes, I suggest the following: a heroic element adds another +1 tactical factor in ALL situations, and counts as an extra 2 element equivalents for all purposes except determining the sizes of commands for deployment purposes. Any heroic element destroys any other heroic element, regardless of type, if it beats it in close combat. An heroic element costs an extra 50% of the normal element cost, PLUS another 3 AP more. E.g. an heroic Irr Kn (F) sub-general costs 27 AP, and not 19. Personally, I feel heroic qualities are adequately represented by the standard general's +1, and the occasional 6-1 combat result, but others will disagree.

Why aren't Orcs Wb?

People just keep asking me. Well, because in Tolkien, goblins/Orcs do not engage in an 'impetuous and ferocious collective charge to sweep away enemy foot' that the rules demand troops classified as Wb do. They just aren't brave, willing, or even plain large enough to do it. See the [Goblins army list notes](#) for more on this, and also the passage (UT, 362) describing how Goblins are unsuited to fighting shield-walls, which in DBM Wb are the ideal troop for!

Why aren't Elves Ax?

James Anderson says according to my lists "[they] suffered heavily in open battle...[but] excelled at forest warfare", yet I then populate their list with troop types that fight better in the open than in woods. Why not use Irr Ax(O) or (S)? It seems that this troop type, in combination with fewer Bd and Sp, would reflect Sindarin battlefield behavior/characteristics better than the list as published.

My reply: I think I've confused you with 'open battle'. I mean 'open battle' to mean not a skirmish, or not a seige, or not an ambush, etc, and NOT a 'battle IN the open'.

Most historical societies that excelled in forest warfare - such Amazonian Indians, have troop types that are not very good in DBM for 'open battles' (which is what DBM is all about), even those battles fought in close terrain like their native forests - Bw (I) in their case, just like many Sindar, since their style of warfare isn't dictated by the needs of open battles, but by ambushes, skirmishes, and the like.

Tolkien's Sindar are never described as skirmishers for instance, unless bow-armed, and anyway, they just don't have what it takes to be Ax.

For instance, at the Battle of the Five Armies, it's Bard, a man, who commands those who scale the rocky heights (although admittedly some elves were there too) - if the Elves were Ax in DBM, we'd expect them to be doing the job.

Also, when the Sindar advanced without orders at Dagorlad at the end of the 2nd age, they were defeated because they had little armour. An Irr Sp element that follows up recoiling or breaking-off enemy can be tempted to advance without orders, whereas Ax won't. The Sindar spearmen behaved similarly at the Battle of the Five Armies.

I would also note that Reg Bd (O), such as 1st age Sindar are, are just a good a troop type in a Wd as Ax (O) Orcs are, so can hardly be claimed to be badly-off (and Ax (O) are the better Orcs!)

Why isn't there a list for the Hobbits of the Shire?

Because they never put together an 'army' large enough to qualify as a DBM-sized force. DBM is De Bellis Multitudinis: 'Of massed warfare', and The Bullroarer defeating a few hundred Goblins with a few hundred

Hobbits is just a minor skirmish in the long annals in the history of Middle-Earth... (however, see here for [HotT Hobbit](#) lists)

Similarly, Ents never engaged in an open-battle on their own account: they fought (in their one documented case) in conjunction with Elves in the 1st age, and the only actions they undertook when fighting Saruman without the Rohirrim being present were confined to beseiging Isengard - and DBM isn't about seige warfare, but battles.

Likewise while the Eagles never fought any 'battles' on their own account, they could turn up in battles aiding other armies, hence the Eagle allied contingents allowed.

So there you are! Anyone else with similar questions should feel free to ask me.

Finally, [here are some pictures](#) of some of my Middle-Earth troops in 15mm scale...

There are now commercial sets of rules coming out for fantasy games based on the DBx family of rules, one such is [DBF-Dragons](#), their web-site can be found [here](#).

"Isildur's" [web site](#) has pictures of his Gondorian forces amongst other things of interest for Middle-earth wargamers.

See here for my Middle-Earth army lists for [Hordes of the Things](#).

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1. Sindar

Cold. Ag 1. **Rv**, H(S), H(G), **Wd**, O, RGo, M, Rd, BUA. Falas only: WW. Any except Mirkwood: V

- 1
C-in-C - Irr Bd (O) @ 15 or Irr Sp (O) @ 14 or Irr Bw (O) @ 14
- 0-2
Sub-generals - as above
- 12-30
Axes - Irr Bd (O) @ 5
- 8-24
Spears - Irr Sp (O) @ 4
- 0-2
Mounted Scouts - Irr LH (F) @ 4
- 10-20
Scouts - Irr Ps (O) @ 2
- 20-40
Unarmoured archers - Irr Bw (I) @ 3
- Any
Extra to upgrade archers if armoured and/or shielded to Irr Bw (O) @ 4

Only Ossiriand in the first age:

- All
Replace Axes with Archers - Irr Bw (I) @ 3
- All
Replace Mounted Scouts and Spears with light-armed archers - Irr Ps (O) @ 2
Doriath Allies: List - Sindar

Only Doriath or Falas in the first age:

- All
Upgrade generals to Reg Sp (O) @ 25 or Reg Bd (O) @ 27
- 0-1/2
Upgrade Irr LH to Reg LH (F) @ 4, Irr Sp to Reg Sp (O) @ 5, Irr Bd (O) to Reg Bd (O) @ 7 and Irr Bw (O) to Reg Bw (O) @ 5
- 0-1
Upgrade Spears to Reg Kn (F) @ 31 if a general, otherwise @ 11

Only Falas in the first age:

- 0-6
Ships - Irr Shp (O) @ 3 (Reg Sp, Reg Bd, Reg Bw)

Pre-princedom Noldorin allies: List - Noldor

Only Doriath in the first age:

Haladin Allies:

0-1

Ally-general - Irr Ax (S) @ 9

0-24

Woodsmen - Irr Ax (O) @ 3

0-7

Upgrade woodsmen with axes to Irr Ax(S) @ 4

0-2

Woodsmen Druedain scouts - Irr Ps (S) @ 3, or, if with blow-guns, Irr Ps (X) @ 8

Onodrim allies:

0-1

Ent ally-general - Irr El (O) @ 21

0-10

Ents and Huorns - Irr El (O) @ 16

Only after the first age:

0-2

Horse archers - Irr LH (F) @ 4

0-8

Light boats - Irr Bt (I) @ 1 (Bw, Ps)

Only Mirkwood after the first age:

All

Replace Axes with Spears - Irr Sp (O) @ 4

0-4

Wood-dwelling men - Irr Ax (O)

Only Lorien after the second age:

All

Replace Axes with Archers - Irr Bw (O) @ 4

1/2+

Replace spears with archers - Irr Ps (O) @ 2

0-4

Upgrade Irr Bw (O) to mail-armoured Irr Bw (S), @ 15 if a general, @ 5 otherwise

Only Mirkwood after 3A2770:

Lakemen allies - List: Dale

Only Mirkwood in 3A2941:

0-14

Iron Hills Dwarven allies - List: Khazad, which can in addition include:

1 or 2

Beorn the Werebear - either one Irr El (O) @ 16, or two Irr Kn (I), the first @ 8, the second @ 7

Eagle Allies:

0-1

Eagle ally-general - Irr LH (S) @ 12

2*-6

Eagles - Irr LH (S) @ 7

This list covers the Laiquendi (Green-elves) of Ossiriand and the Sindar of Doriath and the Falas in the first age, plus the wood-elven armies of Lorien and Mirkwood during the second and third ages. In the first age, most Sindar (Grey-elves) lived in Doriath and the Falas, although others were scattered all over Beleriand, some living alongside their Noldor brethren. At the end of the first age, after most of the Noldor and many of the Sindar had left Endor (Middle-earth), the Sindar came to become the ruling classes in the mostly Silvan-elf kingdoms of Lothlorien and Mirkwood. These Wood-elven kingdoms were not war-like and most were poorly armed, and suffered heavily in open battle. They excelled at forest warfare, however, and were expert archers. Longbows were used in Lorien, shortbows in Mirkwood. Most Wood-elves wore green, although the Sindar favoured grey, and the nobility and professional soldiers would be attired in brighter colours. Some Wood-elves dwelt underground, some, especially in Lorien, lived in tree-houses. A BUA may therefore be accompanied by a Wd feature in the same manner that normal BUAs may be accompanied by enclosed fields. A Haladin ally-general can only command Woodsmen and must command all Woodsmen used. Woodsmen cannot be used with Ents. An Ent ally general can only command Ents or Huorns, and must command all Ents or Huorns used, in which case no more than 6 elements of regulars may be fielded. If Dwarves are used, then Lakemen and Eagle ally contingents must both also be fielded. The minimum marked * applies only if an Eagle ally-general is used. Only he may command eagles, and all eagles must be in his command. Kn (F) can always dismount as Sp (O). The Kn(I) must be on a double-element base.

DBA: 4 x 4/3Bw, 1 x 3Kn/4Sp or 3Bw, 3 x 4Bd or 3Bw or 4Sp, 2 x 4Sp or 2Ps, 2 x 2Ps

HotT: 1 x Hero or Magician, 5 x Shooters, 2 x Lurkers, 2 x Blades or 1 x Behemoth or 2 x Spears, 2 x Spears

Enemies: Khazad, Angband, Noldor, Easterners, Goblins, Mordor

Further notes on this army list, including justifications for all the above options, can be reached at the [Sindar army list notes](#) section.



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2. Khazad

Cold. Ag 2. Rv, **H(S)**, Wd, RGo, Rd.

- 1
C-in-C - Irr Bd (S) @ 17 or Irr Bd (X) @ 16
- 0-1
Sub-general - as above
- 0-2
Ally-generals - Irr Bd (S) @ 12 or Irr Bd (X) @ 11
- 8-16
Nobles - Irr Bd (S) @ 7
- 20-50
Warriors, mostly with axe - Irr Bd (O) @ 5
- 0-4
Archers - Irr Bw (O) @ 4
- 0-24
Woodmen allies - List: Dunlendings
Easterling allies - List: Easterlings ('other nations')

Only in the first age:

Himring allies - List: Noldor

Only after the first age:

Orc allies - List: Goblins

Only if before 3A1981:

All/0

Upgrade C-in-C and sub-generals to Reg Bd (S) @ 29, ally generals to Reg Bd (S) @ 19, nobles to Reg Bd (S) @ 9, warriors to Reg Bd (O) @ 7 and archers to Reg Bw (O) @ 5

Only if before 3A2770:

All/0

Upgrade C-in-C and sub-generals to Reg Bd (S) @ 29, ally generals to Reg Bd (S) @ 19 and nobles to Reg Bd (S) @ 9

Only if after first age:

0-3

Scouts on ponies - Irr Bd (O) Mtd @ 6

Any

Upgrade unmounted Irr Bd (O) to mattock-bearers as Irr Bd (X) @ 6

Only if after 3A2770:

All/0

Upgrade unmounted Bd (O) or (X) to Irr Bd (S) @ 12 if ally-general, @ 17 if sub-general or C-in-C, otherwise @ 7

Only if after 3A2941:

Dale allies - List: Dale

This list covers the seven tribes of the Dwarves. Although Dwarves were less than 5' tall, they were very strong and hardy. Armour was of mail, often a complete suit and including full-helms covering the face. Beards were braided and tucked into belts. All Dwarves lived underground, hence the lack of built-up areas in the terrain listing. The house of Durin was the largest and most organized tribe, but after the loss of Moria in 3A1981, the house became fragmented, and was further weakened by the loss of Erebor in 3A2770. Ally contingents either within or drawn from this list need not contain any nobles. Only one external allied contingent is allowed, and they may not be used with regulars.

DBA: 1 x 3Bw or 3/4Bd, 11 x 3/4Bd

HotT: 1 x Hero, 1 x Shooters or Blades, 9 x Blades

Enemies: Sindar, Khazad, Angband, Easterlings, Goblins, Mordor

Further notes on this army list, including justifications for all the above options, can be reached at the [Khazad army list notes](#) section.



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3. Angband

Cold. Ag 4. Rv, **H(S)**, RGo, Rd.

- 1
 C-in-C - if an Orc - Irr Ax (S) @ 14,
 if Gothmog - Irr Bd (S) @ 17,
 if Sauron - Irr Kn (I) @ 18,
 if Glaurung - Irr El (X) @ 32
- 0-3
 Orc sub-generals - Irr Ax (S) @ 14 or Irr Ax (O) @ 13
- 0-16
 Trolls - half Irr Bd (S) @ 7, half supporting Irr Ps (O) @ 1 on double-base elements
- 8-16
 Wolfriders - Irr LH (O) @ 5
- 8-20
 Riderless wolves - Irr LH (I) @ 3
- 50-100
 Orcs - up to 1/4 as Irr Bw (I) @ 3, up to 1/3 as Irr Ps (O) @ 2, rest as Irr Ax (I) @ 2
- 0-6
 Upgrade Orc Bw (I) archers with mail and spear to Irr Bw (O) @ 4
- 0-32
 Upgrade Orc Ax (I) with mail (and sometimes darts) to Ax (O) @ 3
- 0-1/2
 Downgrade Orcs to Irr Hd (O) @ 1
- 0-6
 Captives to be executed in front of the enemy - Irr Hd (I) @ 0.5
- All
 Mount Bd (S) generals on a double-element base with supporting Irr Ps (O) @ 1

Only if Gothmog or an Orc C-in-C:

Easterling allies - List: Easterlings

Only if Gothmog:

- 0-1
 Balrog sub-general - Irr Bd (S) @ 17
- 3*-8
 Dragons - Irr El (X) @ 22
- 0-1
 Upgrade a dragon to a sub-general as Glaurung - Irr El (X) @ 32

Only if Gothmog or Glaurung:

- 0-1
 Balrog sub-general - Irr Bd (S) @ 17

Only if Sauron:

- 1

Werewolves - Irr Kn (I) @ 7

Only if an Orc C-in-C:

3-7

Chief's guards - Irr Ax (S) @ 4

This list covers Morgoth's armies in the first age. Morgoth, the Great Enemy, did not command his armies himself, but directed affairs from the great underground fortress of Angband. Gothmog, his high-captain was a Balrog - a large winged fiery demon. The Ps (O) on Balrog bases represents their demonic abilities rather than genuine archer supports, and are accordingly not represented by figures. Sauron the Sorcerer was the Lord of Werewolves, and was capable of shape-changing. Kn (I) must be mounted on a double-element base. Sauron led the assault on Tol Sirion. Glaurung was the first of the dragons, and led the sack of Nargothrond. Classification as El (X) reflects not only dragons' fiery breath, but also their morale effect and magical abilities. Trolls should be depicted one or two to a double-element base. The Ps (O) on their bases represents their large size and toughness rather than genuine archer supports, and are accordingly not represented by figures. Gothmog's guards was of trolls. Armoured orcs were more than a match for lightly equipped Sindar, but could not expect to overcome well-armed Noldor in a frontal fight. Orc Ps (O) may support Ax. Wolfriders may dismount to defend fortifications or within 300p of enemy fortifications or war-wagons as Ax (I); or to enter rough or difficult going as Wb (F) (but on LH sized bases), in which case they are accompanied by and fight alongside their mounts, which therefore do not get left behind as separate elements, but are part of the dismounted element. When riderless wolves are in difficult going they are reclassified as Ax (I) when shot at or in close combat, otherwise as Wb (F), except that they then cannot claim rear support. They cannot otherwise 'dismount'. The minimum marked * applies only if any dragons are used.

DBA: 1 x 3Wb or 3Ax or 2Bd or El, 2 x El or 3Ax, 2 x 2Lh, 3 x 3Ax, 1 x 2Ps, 1 x 3Bw, 1 x 2Lh or 2Ps, 1 x 3Ax or 3Bw

HotT: 1 x Behemoth or 1 x Hero or 2 x Warband, 1 x Beasts, 1 x Riders, 1 x Behemoth, 1 x Behemoth or 1 x Riders + 1 x Beasts, 8 x Horde

Enemies: Sindar, Khazad, Noldor, Gondolin, Easterlings

Further notes on this army list, including justifications for all the above options, can be reached at the [Angband army list notes](#) section.



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4. Noldor

Cold. Ag 3 in 1A, 1 thereafter. Rv, H(S), H(G), Wd, O, RGo, Rd, BUA. Hithlum, Nevrast or 'pre-princedom' in 1A, or Lindon in 2A only: WW. Any but Hithlum or Dor-Lomin in 1A: V. Nevrast and 'pre-princedom' in 1A only: M. Any but Nevrast and 'pre-princedom' in 1A: E. Dorthonion in 1A only: **Wd**.

1

C-in-C - Reg Kn (F) @ 31 or Reg Bd (S) @ 29 or Reg Bd (F) @ 27

0-2

Sub-generals - as above or as Reg LH (F) @ 24

Any

Horses to mount generals classified as Bd @ 1

8-20

Horse archers - Reg LH (F) @ 4

12-30

Infantry - up to 1/2 Reg Sp (O) @ 5, rest Reg Bd (F) @ 7

0-12

Defences for camp - TF @ 1

Only prior to the founding of the princedom in 1A:

All

Replace Horse archers with Swordsmen - Reg Bd (F) @ 7

Only in 1A after the founding of the princedom:

0-1

Himring, Thargelion or East Beleriand Noldor Ally-general - Reg Kn (F) @ 21 or Reg Bd (S) @ 19 or Reg Bd (F) @ 17

Only after the founding of the princedom:

0-12

Replace Bd (F) with Sindar axes - Reg Bd (O) @ 7

6*-16

Archers - Reg Bw (O) @ 5

0-6

Upgrade Sp (O) to Guards mounted on horses - Reg Kn (F) @ 11
Naugrim allies - List: Khazad

Only East Beleriand or Nargothrond in 1A:

0-12

Laiquendi - Irr Ps (O) @ 2, or Nargothrond ambushers - Reg Ps (O) @ 2

Only Himring or Thargelion in 1A:

Easterling allies - List: Easterlings

Only Hithlum in 1A:

Gondolin allies - List: Gondolin (treat general as a sub-general)

Falathrim Allies:

1**

Falathrim ally-general (Cirdan) - Reg Sp (O) @ 15 or Reg Bd (O) @ 17

3**-11

Falathrim - up to 1/3 Reg Sp (O) @ 5, 1/4 - 2/3 Reg Bw (O) @ 5, 1/4 - 1/2 Reg Bd (O) @ 5

All

Provide Falathrim with ships - Irr Shp (O) @ 3 [Falathrim]

Only Hithlum, Dor-Lomin or Dorthonion in 1A:

0-20

Edain - up to 1/4 as Irr Ax, up to 1/2 (S) @ 4, rest (O) @ 3, the rest as Irr Sp (O) @ 4 or Irr Bd (O) @ 5

Only in the second age:

Sindar allies - List: Sindar

Only between 2A1200 and 2A3319:

0-6

Numenorean ships - Irr Shp (S) @ 4 (Numenorean Sp or Bw)

1/Shp

Numenorean mariners - upto 1/2 Reg Bw (O) @ 5, rest Reg Sp (O) @ 5

Only after 2A1700:

Dunedain allies - List: Numenor

Only Rivendell in 3A1409:

1/2+

Replace Spears with archers from Lorien as Irr Bw (O)

Any

Replace Archers with archers from Lorien as Irr Ps (O)

The Noldor were Elves that had returned to Endor to make war on Morgoth in order to recover the Silmarils, or holy jewels. This list covers all Noldor-led armies until the end of the second age except the hidden kingdom of Gondolin, which is covered separately. It then also covers the remnant forces of Rivendell and Lindon in the third age for use as ally contingents in other lists, such as the contingent Glorfindel led in 3A1975 when Angmar was defeated by Gondor. Unlike most Elves, the Noldor preferred to live in cities, and could tolerate Dwarvish company. The Noldor made extensive use of cavalry, some charging fast, others being swift mounted archers. Generals and their guards frequently fought on foot, and hence Kn (F) may always dismount as Sp (S) if the general of their command does so. The option to classify sub-generals as LH (F) is because Prince Fingon is described commanding the horse archers that attacked the dragon Glaurung. A Noldor general may have allied status to represent the friction between the House of Feanor and the House of Fingolfin. A 1A army must have a general for each realm included in the army, and can combine options from different realms, but not in the same command. An army including a Hithlum general must have a Hithlum C-in-C. An army including a Nargothrond general must have a Nargothrond C-in-C, and may not use any allies other than East Beleriand Noldor. If ambushers are used, the ally must be used. A Dor-Lomin, Dorthonion or Nevrast sub-general can only be used with a C-in-C from their own realm or from Hithlum. A Noldor ally-general can only be used with a Hithlum or Nargothrond C-in-C. If Gondolin allies are used, then Edain, Easterling allies, Naugrim allies and Himring Noldor allies must all also be used. This represents the huge combined force that lost at the Nirnaeth Arnoediad. A Gondolin general is treated as if a sub-general rather than an allied general, and may command Edain from this list in addition to his normal troops. Edain are those men living in Brethil (if Ax) or Hithlum. Other men are treated as allies, due to the possibility of treachery on the battlefield. Laiquendi are wood-elves living in East Beleriand under Noldor suzerainty. Sindar allies may not be used in the first age since King Thingol mistrusted the Noldor presence in Beleriand, and refused to let them within Doriath. The minimum marked * applies only if any Bd (O) or Bw (O) are

used. The minima marked ** apply only if any Falathrim are used. Falathrim allies may not be used with other allies. A Falathrim general can only command Falathrim, and must command all Falathrim used.

DBA: 4 x 3Bd, 2 x 4Bw, 3 x 2Lh, 1 x 3Kn/4Sp, 2 x 4Bd or 4Sp or 2 Ps

HotT: 1 x Hero, 2 x Riders, 4 x Blades, 1 x Shooters, 1 x Blades or 1 x Shooters, 2 x Spears or 1 x Hero

Enemies: Sindar, Angband, Noldor, Goblins, Mordor, Angmar

Further notes on this army list, including justifications for all the above options, can be reached at the [Noldor army list notes](#) section.



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5. Gondolin

Cold. Ag 0. **H(S)**, O, V, E, RGo, **Rd**, BUA.

- 1
C-in-C - Reg Sp (S) @ 27
- 1-2
Sub-general - as above or Reg Sp (O) @ 25 or Reg Bd (O) @ 27
- 0-1
Ally-general - Reg Bd (O) @ 17
- 6-12
Phalanx of the Guard - Reg Sp (S) @ 7
- 12-36
Other Spears - Reg Sp (O) @ 5
- 0-16
Axes or Swordsmen - Reg Bd (O) @ 7
- 8-20
Armoured archers - Reg Bw (O) @ 5
- Any
Upgrade archers to Reg Bw (S) @ 7
- Eagle Allies:
- 0-1
Eagle ally-general - Irr LH (S) @ 12
- 3*-9
Eagles - Irr LH (S) @ 7

This list covers the hidden kingdom of Gondolin. Gondolin stood on a plug of rock in the middle of a plain totally enclosed by mountains. The city was heavily populated by a mixture of Noldor and Sindar, all very well-equipped with bright mail and well drilled. Shields were round or kite-shaped, and each regiment had a distinctive emblem and uniform. Turgon led a 10000-strong contingent to the Nirnaeth Arnoediad which formed the reserve command. The ally-general is the traitor Maeglin. He may not command guards. The city was eventually sacked by Gothmog and his dragons; the last of the realms of the Noldor to fall in the first age. The minimum marked * applies only if an Eagle ally-general is used. Only he may command eagles, and all eagles must be in his command.

DBA: 6 x 4Sp, 4 x 4Bw, 2 x 4Bd or 4Bw or 4Sp

HotT: 2 x Heroes, 4 x Spears, 2 x Shooters, 1 x Hero or 2 x Flyers or 2 x Blades

Enemies: Angband

Further notes on this army list, including justifications for all the above options, can be reached at the [Gondolin army list notes](#) section.



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6. Easterlings

Variags: Warm. Others: Cold. Ag 3. Rv, H(G), Wd, O, V, RGo, Rd, BUA. Only 'other nations': WW.

- 1
C-in-C equipped as nobles - Irr Kn (O) @ 19 or Irr Cv (O) @ 17 or Irr Bd (O) @ 15
- 0-1
Sub-general - equipped as nobles or cavalry - Irr Kn (O) @ 19 or Irr Cv (O) @ 17 or Irr Bd (O) @ 15
- 0-2
Ally-generals equipped as nobles - Irr Kn (O) @ 14 or Irr Cv (O) @ 12 or Irr Bd (O) @ 10
- 6-10
Nobles - Irr Bd (O) @ 5
- 8-15
Cavalry - Irr Cv (O) @ 7
- 0-16
Skirmishers - Irr LH (F) @ 4
- 6-20
Foot archers - Irr Ps (O) @ 2 or Irr Bw (I) @ 3
- 24-48
Foot with axes and/or swords - Irr Bd (I) @ 4, or spears - Irr Sp (I) @ 3

Only 'other nations':

Dwarven allies - List: Khazad

Only in the first age:

- 0-16
Palisades for camp - TF @ 1
- All
Replace all Cavalry with Axemen - Irr Bd (O) @ 15 if sub-general, otherwise Irr Bd (I) @ 4
- All
Regrade Skirmishers on foot - Irr Ps (S) @ 3
- Orc allies - List: Angband

Only after the first age:

- 0-12
Set-up wagon laager to defend camp - TF @ 1
- Any
Upgrade Nobles to Irr Cv (O) @ 7

Only Khand after the first age:

Haradrim allies - List: Haradrim

Only from 2A1800 to 2A3434, 3A2063 to 3A2460, and 3A2951 to 3A3019:

Mordor allies - List: Mordor

Only Wainriders in the third age:

All

Upgrade Nobles in war-chariots - Irr Kn (O) @ 9

0-20

Wainriders - Irr Hd (O) @ 1

Only Wainriders in the third age or Balchoth from 3A2489 to 3A2545:

6

Set-up wagon laager to defend camp (in addition to those above) - TF @ 1

Only 'other nations' from 3A1240 to 3A1248:

Northmen allies - List: Northmen

Only Wainriders from 3A1851 to 3A1899:

Rhovanion allies - List: Northmen

Only Wainriders in 3A1944:

Khand allies - List: Easterlings

Near-Haradrim allies - List: Harad

Only Balchoth from 3A2489 to 3A2545:

All

Replace Cavalry and Skirmishers with poorly-equipped foot - Irr Hd (O) @ 1

Only Balchoth in 3A2510:

0-4

Boats and rafts - Irr Bts (I) @ 1 [Bd, Sp, Ps]

Orc allies - List: Goblins

Only 'other nations' after 3A2545:

Any

Upgrade Irr Bd (I) to Irr Bd (O) @ 5

This list covers all Human armies originating far to the east of Eriador, such as the Wainriders and Balchoth that attacked Gondor, the Easterlings that attacked the kingdom of Dale at Sauron's behest, and also the nebulous Variags of Khand. First age armies may not have mounted troops, as men had yet to master the techniques of horse-rearing. Angband allies must have an Orc general. They may not be used with Dwarven allies. Wainrider chariots are described as charging headlong into walls of defenders rather than skirmishing and are thus graded as Kn. They conquered Rhovanion after the great plague in 3A1635 decimated the local population. Rhovanians may not be used with Dwarven or Haradrim allies. They successfully rebelled during the war with Gondor, and some later migrated to the Vale of the Anduin, to set up the Eotheod in 3A1977. A Rhovanian vassal contingent may include non-compulsory foot, and may not be used with any other external allies. Ally contingents from this list may include skirmishers or their replacements. 'Other nations' are those other than the Balchoth, Khand or Wainriders. An army may not include internal allies of a different nation.

DBA: 1 x 4Bd or HCh or 3Cv or 2Lh, 3 x 4Bd or 4 Sp, 3 x 2Ps, 1 x HCh or 2Lh or 4Sp, 2 x 3Cv or 4Bd, 2 x 4Sp or 2Bw

HotT: 1 x Hero or 2 x Kn or 2 x Bd, 2 x Riders or Bd, 2 x Shooters or 2 x Sp or 4 x Hordes, 6 x Sp or Bd

Enemies: Khazad, Dunlendings (Woodsmen), Easterlings, Harad, Northmen, Gondor, Rohan

Further notes on this army list, including justifications for all the above options, can be reached at the [Easterlings army list notes](#) section.

7. Goblins

Cold. Ag 3. Rv, **H(S)**, H(G), Wd, RGo, Rd.

- 1
 - C-in-C - Irr Bd (F) @ 15 or Irr Ax (S) @ 14
- 1-3
 - Ally-generals - Irr Bd (F) @ 10 or Irr Ax (S) @ 9
- 0-1
 - Sub-general - Irr Bd (F) @ 15 or Irr Ax (S) @ 14 or Irr Ax (O) @ 13
- 3-11
 - Guards - Irr Bd (F) @ 5 or Irr Ax (S) @ 4
- 8-24
 - Wolf-riders - Irr LH (O) @ 5
- 12-42
 - Archers - up to 1/2 Irr Bw (I) @ 3, rest as Irr Ps (O) @ 2
- 0-1/6
 - Upgrade Archers with mail and spear to Irr Bw (O) @ 4
- 40-100
 - Warriors - Irr Ax (I) @ 2
- 0-48
 - Upgrade Warriors to Great Orcs - Irr Ax (O) @ 3
- 0-1/3
 - Downgrade Warriors or Archers to Irr Hd (O) @ 1
- 0-10
 - Trolls - half Irr Bd (S) @ 7, half supporting Irr Ps (O) @ 1 on double-base elements
 - Warg allies:
 - 1*
 - Ally-general as Irr LH (I) @ 8
 - 12*-36
 - Wargs - Irr LH (I) @ 3
 - Dwarven allies - List: Khazad

This list covers all independent Orc tribes after the first age, such as those from Mt. Gundabad in the far north, or the tribes living in the Misty Mountains. Like Dwarves, all Goblins lived underground. Although generally well armoured and inventive, their small stature prevents them from being classed as Ax (S). Some were larger, although still much smaller than a man, and can be classified as Ax (O). Ps (O) may support Ax. Banners at the Battle of the Five Armies are described as black and red. Wargs are large wolves speaking their own language. Minima marked * only apply if more than 6 elements of Wargs are used. A Warg ally-general may only command Wargs, and if present must command at least half of those used. Wolfriders may dismount to defend fortifications or within 300p of enemy fortifications or war-wagons as Ax (I); or to enter rough or difficult going as Wb (F) (but on LH sized bases), in which case they are accompanied by and fight alongside their mounts, which therefore do not get left behind as separate elements, but are part of the dismounted element. When Wargs are in difficult going they are reclassified as Ax (I) when shot at or in close combat, otherwise as Wb (F), except that they then cannot claim rear support. They cannot otherwise 'dismount'. Trolls should be depicted one or two to a double-element base. The Ps (O) on their bases represents their large size and toughness rather than genuine archer supports, and are accordingly not

represented by figures. They may not be used with LH (I) or Dwarven allies. This is an army that is most at home in its native mountains, but due to the large numbers of wolves, it is not helpless in the open. Orcs made a habit of flank-marching forces around the enemy, screened by intervening mountains, a tactic that tabletop generals might do well to emulate. Dwarven allies may not include regulars, and may not be used with Warg allies.

DBA: 1 x 3Bd, 2 x 2LH, 3 x 2Ps or 3Bw, 6 x 3Ax

HotT: 1 x Warband or Blades, 1 x Warband, 2 x Riders, 2 x Lurkers or 1 x Beasts, 1 x Behemoth or 2 x Beasts, 10 x Hordes

Enemies: Sindar, Khazad, Easterlings, Goblins, Dunlendings, Rohan

Further notes on this army list, including justifications for all the above options, can be reached at the [Goblin army list notes](#) section.

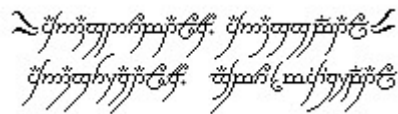


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8. Mordor

From 3A1000 to 3A1980: Ag 2. Cold. Rv, H(S), **Wd**, RGo, Rd, BUA.
 Otherwise: Ag 4. Dry. H(S), H(G), **RGo**, M, Rd, BUA.

- 1
 - C-in-C: Irr Ax (S) @ 14
- 0-2
 - Sub-generals - Irr Ax (S) @ 14
- 0-8
 - Wolfriders - Irr LH (O) @ 5
- 0-12
 - Riderless wolves ('Hounds of Sauron') - Irr LH (I) @ 3
- 20-32
 - Orc archers - up to 2/3 as Irr Bw (I) @ 3, the rest as Irr Ps (O) @ 2
- 0-6
 - Upgrade archers with mail and spear to Irr Bw (O) @ 4
- 30-60
 - Orc warriors - Irr Ax (I) @ 2
- 0-32
 - Upgrade Great Orc Ax (I) with mail and/or darts - Ax (O) @ 3
- 0-7
 - Upgrade Orc Ax (O) to Ax (S) @ 5
- 0-1/2
 - Downgrade Orcs to Irr Hd (O) @ 1
- 6-16
 - Trolls - half Irr Bd (S) @ 7, half supporting Irr Ps (O) @ 1 on double-base elements
- 0-8
 - Half-trolls - Irr Wb (O) @ 3

Only in the second age or after 3A1980:

- 0-18
 - Subject men - Irr Sp (I) @ 3 or Irr Bd (I) @ 4
 - Southron allies - List: Haradrim
 - Khand, Wainrider or other Easterling allies - List: Easterlings

Only in the second age:

- 0-10
 - Dwarf allies - List: Khazad

Only after 2A1693:

- 0-2
 - Upgrade generals to Reg Kn (S) @ 35

Only after 3A2475:

- All
Upgrade Ax (S) to Uruk-Hai as Reg Bd (F) @ 27 if general, otherwise @ 7
- 0-16
Trenchworks - TF @ 2
- 0-4
Replace all Wolves and Wolf-riders with Catapults - Reg Art (S) @ 10
- Any
Replace Trolls with cavalry - Reg Cv (O) @ 8 or Irr Cv (O) @ 7 (each Cv replaces one double element of trolls)
- 1*-3
Upgrade all other Trolls to those with seige engines as Reg WWg (S) @ 14 (Each WWg replaces two double-based elements of trolls)
- Any
Upgrade Subject Men to Irr Bd (O) @ 5

Only in 3A3019:

- Any
Downgrade Reg Kn (S) generals to those mounted on fell beasts - Irr LH (S) @ 17

After Morgoth's defeat at the end of the first age, his lieutenant Sauron arose to become the new Enemy. Defeated by the Numenoreans in the second age, Sauron was captured and taken to Numenor, where he managed to destroy the Kingdom from within. In the third age, his main enemy was the remnant Numenorean kingdom of Gondor, and Sauron spent much energy organizing alliances to wear down its strength. This list covers Sauron's armies in both the second and third ages. The period from 3A1000 to 3A1980A represents the time when Sauron's power was based in Dol Guldur, rather than Mordor. A Kn (S) C-in-C is usually the Witch-king, first of the Nazgul, but can also be the Mouth of Sauron. Nazgul (ring-wraiths) were usually mounted on great black warhorses. A Kn (S) sub-general can only be used if the C-in-C is a Kn (S). Orc Ps (O) may support Bd (F) or Ax. Trolls should be depicted one or two to a double-element base. The Ps (O) on their bases represents their large size and toughness rather than genuine archer supports, and are accordingly not represented by figures. Wolfriders may dismount to defend fortifications or within 300p of enemy fortifications or war-wagons as Ax (I); or to enter rough or difficult going as Wb (F) (but on LH sized bases), in which case they are accompanied by and fight alongside their mounts, which therefore do not get left behind as separate elements, but are part of the dismounted element. When riderless wolves are in difficult going they are reclassified as Ax (I) when shot at or in close combat, otherwise as Wb (F), except that they then cannot claim rear support. They cannot otherwise 'dismount'. Allied contingents drawn from this list may include riderless wolves, wolf-riders and subject men, need not contain any trolls, and may not include Kn (S), LH (S), Art (S) or WWg (S). The minima marked * applies only if any TF or Art are used.

DBA: 1 x 3Kn or 3Ax, 1 x Art or 2LH, 2 x 3Bw or 2Ps, 4 x 3Ax, 2 x 2Bd, 1 x 2LH or 4Wb or 4Sp, 1 x 4Sp or 4Bd

HotT: 1 x Hero plus 1 x Hordes or 1 x Flyers plus 1 x Artillery, 1 x Riders or Beasts, 1 x Behemoths, 1 x Blades, 1 x Warband or Riders or Blades, 6 x Hordes, 1 x Lurkers or Hordes, 1 x Warband or 1 x Shooters or 2 x Hordes

Enemies: Sindar, Khazad, Noldor, Easterlings, Harad, Numenor, Gondor, Rohan, Orthanc

Further notes on this army list, including justifications for all the above options, can be reached at the [Mordor army list notes](#) section.

9. Harad

Dry. Ag 2. WW, Rv, H(G), O, V, E, RGo, D, Rd, BUA.

- 1
C-in-C - Irr Cv (O) @ 17
- 1-2
Sub-generals - as above
- 4-9
Mumakil - Irr El (S) @ 20
- 6-18
Cavalry - Irr Cv (O) @ 7
- 12-24
Spearmen - Irr Sp (I) @ 3
- 0-16
Archers - Irr Ps (O) @ 2 or Irr Bw (I) @ 3
- 0-6
Upgrade armoured archers to Irr Bw (O) @ 4
- 0-12
Far-Haradrim - all Irr Wb (O) @ 3 or all Irr Bd (I) @ 4 or all Irr Bd (O) @ 5
- 0-6
Horsemen - Irr LH (O) @ 5
Khand allies - List: Easterlings
Haradrim allies - List: Harad
Far-Haradrim allies - List: Later Pre-Islamic Arab (Book 2, may not include any camels)

Only from 2A3320 to 3A1050:

- 1*
Upgrade Black Numenorean C-in-C to Reg Kn (O) @ 32
- 2*-6
Upgrade Black Numenorean spearmen as Reg Sp (O) @ 5
- 0-6
Upgrade Black Numenorean archers as Reg Bw (O) @ 5

Only after the second age:

- 0-30
Upgrade generals to Reg Cv (O) @ 28, Cavalry to Reg Cv (O) @ 8, armoured archers to Reg Bw (O) @ 5, other Archers to Reg Bw (I) @ 4 or Reg Ps (O) @ 2, and Spearmen to Reg Sp (I) @ 4

Only if after 3A1448:

- 0-6
Corsairs' dromunds - Reg Gal (S) @ 4 (Corsair Ax) or boats - Irr Bts (O) @ 2 (Corsair Ps)
- 1**
Upgrade Corsair dromund to Corsair ally-general's flagship @ 14
- 1/Gal
Corsairs - Irr Ax (S) @ 4
- 1/Bts

Corsairs - Irr Ps (O) @ 2

All/0

Upgrade Corsair Ax to Reg Ax (S) @ 5 and Ps to Reg Ps (O) @ 2

Only in 3A1944:

Wainrider allies - List Easterlings

This lists covers the Southron kingdoms south of Gondor. At least some troops were organized into uniformed regiments. One spear-armed regiment had black spiked bosses on yellow shields. They are classed as (I) since they were ridden down by Rohirrim Kn. Some infantry are described as wearing red, and with brass scale corselets. Cavalry fought with scimitars rather than lances or spears. Mumakil were enormous elephants bearing war-towers. At least as many regular spearmen elements must be fielded as other regular elements. The minimum marked * applies only if any Black Numenoreans are used. They may not be used with any allied contingents. The Corsairs were a remnant faction from the Gondorian Kin-strife civil-war that retained the great harbour of Umbar, and were the dominant naval power for most of the later third age. Corsair galleys are described as dromunds and ships of great draught with many oars and black sails. Rowers were slaves chained to the benches. Small boats were also used. The minimum marked ** applies only if more than 2 naval elements are used. Far-Haradrim from the deep south were black-skinned, and are described as being like "half-trolls" with red tongues! It is assumed that they can be equated with historical desert cultures. Horsemen and Far-Haradrim all count as Bedouin. Allied contingents drawn from this list may contain Archers, Horsemen, Far-Haradrim and Corsairs, and, in the case of Corsairs, up to 6 elements, and need not contain Mumakil. If used, a Corsair ally-general must command all and only Corsairs.

DBA: 2 x El, 3 x 3Cv, 4x 4 Sp, 1 x 2Ps, 1 x 2LH or 3Bw or 4Sp or 4Wb, 1 x 4Wb or 4Sp or 2Ps

HotT: 3 x Riders, 2 x Behemoths, 4 x Spears, 1 x Riders or Shooters

Enemies: Easterners, Mordor, Harad, Gondor

Further notes on this army list, including justifications for all the above options, can be reached at the [Harad army list notes](#) section.



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10. Numenor

Warm. Ag 4. WW, Rv, H(S), H(G), Wd, O, V, E, RGo, Rd, BUA.

- 1
C-in-C - Reg Sp (S) @ 27 or Reg Bd (O) @ 27
- 1-2
Sub-generals - as above
- 6-12
Guards - All Reg Sp (S) @ 7 or all Reg Bd (O) @ 7
- 1-2
Scouts - Reg LH (F) @ 4
- 8-32
Spearmen - Reg Sp (O) @ 5
- 10-24
Cohorts - all Reg Bw (O) @ 5 or all Reg Bw (S) @ 7
- 0-1
Light stone-throwers - Reg Art (I)
- 0-8
Auxiliaries - Irr LH (F) @ 4
- 0-6
Auxiliaries - Irr Ax (O) @ 3
- 0-8
Ships - Reg Gal (S) @ 4 or Irr Shp (S) @ 4 (Sp, Bd, Bw)
- 0-6
Transports - Irr Shp (I) @ 2 (Bg, Reg LH)

Only after 2A1700:

Eldar allies - List: Noldor

Only before 2A3319:

Easterling vassal allies - List: Easterlings

Southron vassal allies - List: Haradrim (may not include regulars)

Only after 2A3319:

- 0-1
Upgrade C-in-C to Reg Bd (S) @ 29
- Hillmen allies: - List: Dunlendings

Numenor was a large island far from the coasts of Middle-earth, inhabited by the descendents of the Men that had served the Noldor in the first age. This list covers Numenorean armies from when the first permanent havens were set up in Endor around the year 1200 of the second age, until the start of the third age, including the Kingdoms in Exile, Gondor and Arnor, after the fall of Numenor proper in 2A3319. Numenoreans did not fight on horseback, leaving the job of scouting to bow-armed light horse generally of foreign origin. Guards wore black and silver. Archers were organized into cohorts and had steel bows. It is uncertain what secondary arms were carried. Numenorean ships were large, with towers and many masts. They might be equipped with auxiliary oars. Noldor allies cannot be used with other allies. Allied contingents drawn from this list need not

contain any guards.

DBA: 1 x 2LH, 1 x 2Lh or 3Ax or 4Sp, 1 x 4Bd or 4Sp, 4 x 4Sp, 4 x 4Bw, 1 x 4Bw or 4Sp

HotT: 1 x Hero or 2 x Blades or 2 x Spears, 1 x Riders, 4 x Spears, 3 x Shooters, 2 x Shooters or Spears

Enemies: Easterlings, Mordor, Haradrim, Dunlendings

Further notes on this army list, including justifications for all the above options, can be reached at the [Numenor army list notes](#) section.



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11. Dunlendings

Cold.

Hillmen: Ag 2. Rv, **H(S)**, H(G), Wd, RGo, Rd, BUA.

Woodsmen: Ag 1. Rv, **Wd**, RGo, Rd, BUA. Only in 2A: WW. Only in 3A: H(S), H(G).

1

C-in-C - on foot as Irr Ax (O) @ 13 or on horse as Irr LH (O) @ 15

1-2

Ally-generals - as Irr Ax (O) @ 8 or Irr LH (O) @ 10

0-1

Sub-general - as Irr Ax (O) @ 13 or Irr LH (O) @ 15

50-120

Warriors - Irr Ax (O) @ 3

10-30

Scouts and youths - Irr Ps (S) @ 3 or Irr Ps (O) @ 2 or Irr Ps (I) @ 1

0-3

Boats - Irr Bt (I) @ 1 (Ax, Ps)

Only Hillmen after 2A2350:

10-20

Upgrade Scouts to Horsemen - Irr LH (O) @ 5

Only after 2A3320:

Any

Upgrade general to Irr Ax (S) @ 9 if ally, otherwise @ 14

0-7

Chiefs' men - Irr Ax (S) @ 4

Only Hillmen after 2A3320:

Any

Upgrade generals to Irr Cv (O) @ 12 if ally, otherwise @ 17

0-3

Upgrade Chief's men to Irr Cv (O) @ 7

Only Dunlending Hillmen in Rhudaur from 3A1350 to 3A1975:

0-1/4

Upgrade Warriors with ex-Dunedain or Angmar-supplied armour as Irr Ax (S) @ 4
Angmar allies - list: Angmar

Only Dunlending Hillmen in 3A2758:

0-2

Upgrade C-in-C and sub-general to Irr Kn (F) @ 19
Haradrim allies - list: Harad

Only Woodsmen from 3A1977 to 3A2510:

Eotheid allies - list: Rohan

Only Woodsmen after 3A2510:

0-1/2

Replace Warriors with archers - Irr Bw (I) @ 3.

Any

Upgrade C-in-C to a Werebear - Irr El (O) @ 26 or Irr Kn (I) @ 18 for front rank, @ 7 for rear rank

This lists covers the hillmen or Dunlendings living in the foothills of the southern Hithaeglrir, or Misty Mountains; and in the Ered Nimrais, or White Mountains, further to their south; and also the wood-dwellers living both east and, in the second age, west of the Hithaeglrir, from the time when the Numenoreans first established permanent outposts in Middle-Earth in their territories. While fierce, they were however not as well equipped as their enemies, Dunlending armour being only acquired by way of loot. A sub-general graded as Kn (F) may only be used if the C-in-C is also a Kn (F). Harad allies may not contain Mumakil, and may only be used by a Kn (F) C-in-C. Kn (I) must be mounted on a double-element base. Dunlending Cv may always dismount as Ax (S).

DBA: 1 x 3Cv or 3Ax, 2 x 2LH, 2 x 2Ps, 7 x 3Ax

HotT: 1 x Riders or Warband, 2 x Riders or 4 x Lurkers, 2 x Lurkers, 8 x Warband

Enemies: Goblins, Dunlendings, Easterlings, Numenor, Gondor, Arnor, Rohan

Further notes on this army list, including justifications for all the above options, can be reached at the [Dunlendings army list notes](#) section.



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12. Northmen

Cold. Ag 1. Rv, H(G), Wd, O, V, RGo, Rd, BUA.

- 1
C-in-C - Irr Kn (F) @ 19
- 0-1
Sub-general - Irr Kn (F) @ 19
- 1-2
Ally-generals - Irr Kn (F) @ 14
- 12-30
Cavalry - Irr Kn (F) @ 9
- 0-12
Horse archers - Irr LH (F) @ 4
- 8-24
Spearmen - Irr Sp (I) @ 3
- 2-24
Foot archers - Irr Ps (O) @ 2 or Irr Bw (I) @ 3
- 0-8
Foot levies - Irr Hd (O) @ 1
- 0-6
Woodsmen - Irr Ax @ 3
- 0-12
Set-up wagon laager to defend camp - TF @ 1
Woodsmen allies - List: Dunlendings

This lists covers Rhovanion forces until Frumgar led the Eotheid north in 3A1977. Remnant peoples of Rhovanion of Northmen descent are then covered by the Dale list, and the Eotheid by the Rohan list. A scarcity of information about the Northerners means this list has mostly been extrapolated from its successors, Dale and Rohan. Unless otherwise specified, allied contingents drawn from this list need not contain otherwise compulsory foot, and may contain horse archers.

DBA: 4 x 3Kn, 1 x 2LH or 3 Kn, 1 x 3Kn or 4Sp or 3Ax, 2 x 4Sp, 2 x 3Ax, 2 x 2Ps or 3Bw

HotT: 1 x Hero or 2 x Knights, 3 x Knights, 4 x Spears, 1 x Riders or Shooters, 2 x Lurkers or 1 x Knights, 1 x Spears or 2 x Hordes

Enemies: Easterlings, Goblins, Dunlendings, Gondor, Northmen

Further notes on this army list, including justifications for all the above options, can be reached at the [Northmen army list notes](#) section.



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13. Gondor

Warm. If before 3A1447: Ag 3, thereafter: Ag 1. WW, Rv, H(S), H(G), O, V, E, RGo, Rd, BUA.

- 1 C-in-C - Reg Kn (O) @ 32
- 1-2 Sub-generals - Reg Kn (O) @ 32
- 5-12 Roquen - Reg Kn (O) @ 12
- 0-6 Other cavalry - Reg Cv (O) @ 8 or Irr Cv (O) @ 7
- 12-36 Guards and Men-at-arms - Reg Sp (O) @ 5
- 4-16 Archers - Reg Bw (O) @ 5
- 0-2 Light stone-throwers - Reg Art (I) @ 4
- 0-8 Hillmen, etc. - Irr Ax (O) @ 3

Only from 3A542 to 3A1149:

Eastern vassal allies - List: Easterlings

Only from 3A542 to 3A1977:

Any Upgrade Rhovanion cavalry to Irr Kn (F) @ 9

Only from 3A913 to 3A2475:

- 0-4 Ships - Reg Gal (S) @ 4 or Irr Shp @ 4 (Bw, Sp)
- 0-2 Transports - Irr Shp (I) @ 2 (Kn, Cv)

Only from 3A1050 to 3A1149:

Haradrim vassal allies - List: Harad

Only from 3A1250 to 3A1447 and from 3A1851 to 3A1899:

Rhovanion allies - List: Northmen

Only in 3A1975:

Rivendell allies - List: Noldor

Lindon allies:

- 1* Cirdan ally-general - Reg Kn (F) @ 21 or Reg Sp (S) @ 17 or Reg Bd (O) @ 17
- 0-4 Mounted Elves - up to 1/4 Reg Kn (F) @ 11, rest Reg LH (F) @ 4
- 2*-6 Other Elves - up to 1/2 Reg Ps (O) or Reg Bw (O) @ 5, rest Reg Sp(O) @ 5 or Reg Bd (O) @ 7
- 2*-8 Arnorian Men - up to half Reg Bw (O) @ 5, rest Reg Sp (O) @ 5
- 1*-2 Hobbit archers - Irr Ps (O) @ 2

Only after 3A2050:

All

Downgrade archers to Irr Ps (O) @ 2 or Irr Bw (I) @ 3

0-6

Axemen - Irr Bd (O) @ 5

Only after 3A2509:

Rohirrim allies - List: Rohan

Only after 3A2901:

2-6

Rangers - 1/2 Spearmen as Reg Ax (S) @ 5, 1/2 supporting Longbowmen as Reg Ps (O) @ 2

Only in 3A3019:

0-1

Downgrade C-in-C to Reg LH (S) @ 27

0-1

Upgrade general to Reg Kn (S) @ 35

0-8

Captured dromons - Reg Gal (S) @ 4 (Bd, Ax, Bw, Ps, Kn general dismounted as Sp)

All/0

Downgrade all sub-generals to ally-generals @ 22 if Reg Kn (O), @ 25 if Reg Kn (S)

Eagle Allies:

1*

Eagle ally-general - Irr LH (S) @ 12

2*-6

Eagles - Irr LH (S) @ 7

The kingdom of Gondor was founded by exiles fleeing the wreck of Numenor in the year 3320 of the second age. This list covers all Gondorian armies in the third age, the second age armies being covered by the Numenorean list. Gondor reached the height of its power around the year 1000 of the third age, but this power was gradually reduced with the reemergence of Sauron, first in Dol Guldur, and then finally in Mordor itself. The regular Knights (Roquen) were fully armoured and thus are graded as (O) not (F). Kn (O) or (S) may always dismount as Sp (S) if the general of their command does so. Haradrim vassal allies cannot be used with any Rhovanions. Naval elements may not be used with Rhovanion allies. If any captured dromons are used, then they must make up an entirely water-born command. A LH (S) C-in-C represents Gandalf the White. The option for a Kn (S) general is to cover the likes of Aragorn and his Dunedain. The option to cost generals as allies is to cover the effect of fighting against flying Nazgul. This simulates the disruption caused

by the ring-wraiths overhead. Such Gordorian 'allies' need not command compulsory troop types. If Eagle allies are used, Rohan allies must also be used, and no naval elements may be used. Only an Eagle ally-general may command eagles, and all eagles must be in his command. A Lindon ally may only command Elves, Hobbits and Arnorian men, and must command all those used. A dwindling population brought recruitment problems, and later military efforts had to be supplemented by Rohirrim allies, settled in ex-Gondorian territory for the purpose. Minimums marked * apply only if any items so marked are used. After 3A2050 no more than 30 regular land elements may be used, including allies.

DBA: 1 x 3Kn, 1 x 3Cv, 4 x 4Sp, 1 x 3/4Bw or 2Ps, 1 x 3Kn or 4Sp, 1 x 3Ax, 1 x 3/4Ax or 4Bd or 4Sp, 1 x 3/4Bw, 1 x 4Sp or 3/4Bw

HotT: 1 x Hero or 1 x Knights plus 1 x Riders, 4 x Spears, 1 Sneakers or 1 x Knights plus 1 x Shooters, 1 x Magician or 2 x Shooters, 1 x Hero or 2 x Flyers or 2 x Spears

Enemies: Easterlings, Mordor, Haradrim, Dunlendings, Gondor, Northmen, Angmar

Further notes on this army list, including justifications for all the above options, can be reached at the [Gondor army list notes](#) section.



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14. Arnor

Cold. Ag 0. All: Rv, H(S), H(G), Wd, E, RGo, Rd, BUA.

Arnor or Arthedain: WW, M. Rhudaur: **H(S)**. Cardolan: O.

1
C-in-C - Reg Kn (O) @ 32 or Reg Sp (S) @ 27 or Reg Sp (O) @ 25

0-2
Sub-generals - as above

7-12
Roquen - Up to 1/2 Reg Kn (O) @ 12, rest Reg Sp (S) @ 7

0-6
Cavalry - Irr Cv (O) @ 7

10-30
Spearmen - Reg Sp (O) @ 5

4-16
Archers - Reg Bw (O) @ 5

0-12
Local levies and the like - Irr Ax (O) @ 3

Only Rhudaur from 3A861 to 3A1350:

1/2+
Downgrade each of Roquen and Spearmen as Hillmen to Irr Ax (O) @ 3

1/2+
Replace Archers with Hillmen as Irr Ax (O) @ 3

Any
Replace remaining Archers with Hillmen as Irr Ps (S) @ 3 or Irr Ps (O) @ 2

Only Cardolan from 3A861 to 3A1409:

Arthedain allies - List: Arnor

Only Arthedain from 3A861 to 3A1409:

Cardolan allies - List: Arnor

Only Arthedain in 3A1409:

Rivendell allies - List: Noldor

Lindon allies:

1*
Elven ally-general (Cirdan) - Reg Kn (F) @ 21 or Reg Sp (S) @ 17 or Reg Bd (O) @ 17

0-4
Mounted Elves - up to 1/4 Reg Kn (F) @ 11, rest Reg LH (F) @ 4

4*-12
Other Elves - up to 1/2 Reg Ps (O) or Reg Bw (O) @ 5, rest Reg Sp(O) @ 5 or Reg Bd (O) @ 7

Only Arthedain from 3A1601:

0-2
Hobbit archers - Irr Ps (O) @ 2

Like Gondor, the kingdom of Arnor was founded by exiles fleeing the wreck of Numenor in the year 3320 of the second age. This list covers Arnorian armies in the third age, the second age armies being covered by the Numenorean list. Arnor fragmented in 3A861 into the kingdoms of Arthedain, Cardolan and Rhudaur, which are also covered by this list. Arthedain was destroyed by the Witch-king of Angmar in 3A1975. Cardolan was fatally weakened in 3A1409 but was not finally finished off until the plague of 3A1636. After 3A1350, Rhudaur was controlled by Dunlending hillmen, and is then covered by the Dunlending list. Kn (O) may always dismount as Sp (S) if the general of their command does so. Minimums marked * apply only if any Rivendell or Lindon allies are used. Cirdan may only command Elves, and must command all non-Rivendell Elves used.

DBA: 1 x 3Kn, 1 x 3Cv, 4 x 4Sp, 1 x 3/4Bw or 2Ps, 1 x 3Kn or 4Sp, 1 x 3Ax, 1 x 3/4Ax or 4Bd or 4Sp, 1 x 3/4Bw, 1 x 4Sp or 3/4Bw

HotT: 1 x Hero or 1 x Knights + 1 x Shooters, 4 x Spears, 1 x Riders, 2 x Shooters, 3 x Warband or 1 x Shooters + 2 x Spears

Enemies: Dunlendings, Angmar, Arnor

Further notes on this army list, including justifications for all the above options, can be reached at the [Arnor army list notes](#) section.



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15. Angmar

Cold. Ag 3. **H(S)**, H(G), RGo, Wd, Rd, BUA.

- 1
C-in-C - Reg Kn (S) @ 35
- 1-2
Mannish sub-generals - Irr Cv (O) @ 17
- 0-1
Orc sub-general - Irr Ax (S) @ 14 or Irr Ax (O) @ 13
- 6-20
Trolls and Ettens - half Irr Bd (S) @ 7, half supporting Irr Ps (O) @ 1 on double-base elements
- 0-12
Wolfriders - Irr LH (O) @ 5
- 6-18
Riderless wolves - Irr LH (I) @ 3
- 24-60
Orcs - up to 1/3 as Irr Bw (I) @ 3, up to 1/3 as Irr Ps (O) @ 2, rest as Irr Ax (I) @ 2
- 0-24
Upgrade Ax (I) to Great Orcs - Ax (O) @ 3
- 0-1
Upgrade Geat Orcs as sub-general's guards - Irr Ax (S) @ 4
- 0-6
Upgrade Irr Bw (I) with mail and spear to Irr Bw (O) @ 4
- 0-1/2
Downgrade Orcs to Irr Hd (O) @ 1
- 2-8
Dunlending horsemen - upto 1/2 Irr Cv (O) @ 7, rest Irr LH (O) @ 5
- 20-40
Men - up to 1/2 as Irr Sp (I) @ 3, rest Irr Ax (O) @ 3
- 0-1/2
Upgrade Men Irr Ax (O) to Irr Ax (S) @ 4 or Irr Bd (O) @ 5
Rhudaur allies - List: Dunlendings

This list covers the forces of Angmar - the realm founded by the Witch-king with the aim of overthrowing the Dunedain of the north. Ettens are two-headed trolls. Trolls should be depicted one or two to a double-element base. The Ps (O) on their bases represents their large size and toughness rather than genuine archer supports, and are accordingly not represented by figures. Orc Ps (O) may support Orc Ax. Wolfriders may dismount to defend fortifications or within 300p of enemy fortifications or war-wagons as Ax (I); or to enter rough or difficult going as Wb (F) (but on LH sized bases), in which case they are accompanied by and fight alongside their mounts, which therefore do not get left behind as separate elements, but are part of the dismounted element. When riderless wolves are in difficult going they are reclassified as Ax (I) when shot at or in close combat, otherwise as Wb (F), except that they then cannot claim rear support. They cannot otherwise 'dismount'. A Kn (S) general may not be used to command an Angmar allied contingent supplied to another army, but the contingent may include wolfriders.

DBA: 1 x 3Cv or 3Ax or 3Kn, 1 x 2Bd, 2 x 2Lh, 3 x 3Ax, 1 x 2Ps, 1 x 4Bd or 4 Sp, 1 x 2Lh or 3Cv, 1 x 3Ax

or 4Sp, 1 x 3Ax or 3Bw or 2Ps

HotT: 1 x Magician or 1 x Hero or 1 x Riders + 1 x Beasts, 1 x Beasts, 2 x Riders, 1 x Behemoth, 1 x Blades or 1 x Spears, 1 x Warband, 1 x Warband or 2 x Hordes, 4 x Hordes

Enemies: Noldor, Gondor, Arnor

Further notes on this army list, including justifications for all the above options, can be reached at the [Angmar army list notes](#) section.



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16. Rohan

Before 3A2511: Cold. Ag 1. Rv, H(S), H (G), Wd, RGo, Rd, BUA.

After 3A2510: Cold. Ag 2. Rv, H(S), Wd, RGo, Rd, BUA.

- 1
C-in-C - Irr Kn (F) @ 19
- 1-2
Sub-generals - as above
- 1-6
Household Knights - Irr Kn (F) @ 9
- 15-39
Riders - Irr Kn (F) @ 9
- 1-6
Horse archers - Irr LH (F) @ 4
- 0*-8
Foot archers - Irr Ps (O) @ 2 or Irr Bw (I) @ 3
- 0*-4
Poor foot levies - Irr Hd (O) @ 1
- 4*-12
Other foot - Irr Bd (I) @ 4 or Irr Sp (I) @ 3
- 0-12
Earth forts - TF @ 2

Only if before 3A2511:

- 0-12
Woodsmen - Irr Ax (O) @ 3

Only in 3A2758 to 3A2759:

- All**
Replace Foot Archers with Dunlendings - Irr Ps (S) @ 3
- All**
Replace Other foot with Dunlendings - Irr Ax (O) @ 3
- All**
Replace Horse archers with Dunlending horsemen - Irr LH (O) @ 5
- 1/2+**
Replace Riders with Dunlending hillmen - Irr Ax (O) @ 3

Only in 3A2759:

- Gondorian allies - List: Gondor

Only if after 3A2885:

All/0

Upgrade generals to Reg Kn (F) @ 31 and Household Knights to Reg Kn (F) @ 11

Only in 3A3019:

Ent Allies:

1***

Ent ally-general - Irr El (O) @ 21

4***-10

Ents and Huorns - Irr El (O) @ 16

This lists starts after Frumgar led the Eotheod into the north in 3A1977. In 3A2510 at the invitation of Gondor they removed south to settle the plains of Calenardhon, afterwards called Rohan. Cavalry were mostly armed with lance, mail and shield, and are described charging in a wedge formation; however, a few were horse archers lightly-equipped with spare mounts. Earthen forts were manned at the Fords of Isen against Saruman, and defended by dismounted cavalry, and the Rohirrim fought on foot in the later part of the battle of the Pelennor Fields. Thus mounted troops may always dismount if the general of their command does so; Generals and Household Kn as Sp (S), other Kn (F) as Sp (O), LH (F) as Bw (I). Mimima marked * apply only any troops marked * or *** are used, and may not be used in Rohan allied contingents to other armies. Minima marked ** apply only if any options so marked are used, and may not be used with any regulars, nor Gondor allies, nor in allied contingents to other armies. Minima marked *** only apply if any Ents or Huorns are used. They can only be commanded by an Ent ally-general who must command no other troops. Ents are intelligent walking trees, Huorns their less intelligent followers. Household Knights may only be used if the King commands, and may not be used with options marked **.

DBA: 1 x 2LH, 2 x 4Bd or 4 Sp or 3Kn/4Sp, 1 x 2Ps or 3Kn/4Sp, 8 x 3Kn/4Sp

HotT: 1 x Hero, 1 x Riders, 2 x Behemoths or 4 x Knights, 3 x Knights, 2 x Spear or Knights

Enemies: Khazad, Easterlings, Goblins, Dunlendings, Orthanc

Further notes on this army list, including justifications for all the above options, can be reached at the [Rohan army list notes](#) section.



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17. Dale

Cold. Ag 1. WW, Rv, H(S), H(G), O, V, E, RGo, M, Rd, BUA.

- 1
C-in-C - Irr Sp (I) @ 13 or Irr Bw (O) @ 14
- 0-1
Sub-general - Irr Sp (I) @ 13 or Irr Bw (O) @ 14
- 0-2
Ally-generals - Irr Sp (I) @ 8 or Irr Bw (O) @ 9 or Irr Ax (O) @ 8
- 24-60
Townsmen, Dalesmen and Woodsmen - up to 1/3 Irr Ax (O) @ 3, up to 1/3 Irr Bd (I) @ 4, rest Irr Sp (I) @ 3
- 24-60
Archers - Irr Bw (O) @ 4 or Irr Bw (I) @ 3
- 8-25
Skirmishers - Irr Ps (S) @ 3
- 0-4
Upgrade Skirmishers to scouts on horses as Irr LH (O) @ 5 or Irr LH (F) @ 4

Only before 3A2000:

- Any
Mount generals as Irr Kn (F) @ 19 if C-in-C, @ 14 if ally-general
- 0-8
Upgrade all Bd to Irr Kn (F) @ 9

Only after 3A1999:

- Any
Upgrade C-in-C to Irr Bw (S) @ 15
- 0-8
Boats - Irr Bts (O) @ 2 (Sp, Bw)
Dwarven allies - List: Khazad
Mirkwood allies - List: Sindar

Only from 3A2000 to 3A2770:

- 0-8
Upgrade Irr Sp (I) to Irr Sp (O) @ 9 if C-in-C or sub-general, @ 14 if another general, @ 9 if an ally-general, @ 4 otherwise

This list covers the forces from the towns to the east of Mirkwood in the Thrd Age such as Dale and Lake-Town. Boats were employed both on Esgaroth, the Long Lake (represented by the WW), and its various rivers. Allied contingents drawn from this list may contain boats.

DBA: 4 x 4Sp, 2 x 2Ps, 4 x 3Bw, 1 x 2Ps or 2LH, 1 x 4Sp or 3Bw or 3Ax

HotT: 1 x Hero or 2 x Spears, 2 x Lurkers, 1 x Riders or 1 x Shooters, 4 x Spears, 4 x Shooters

Enemies: Easterlings, Goblins, Mordor, Dale

Further notes on this army list, including justifications for all the above options, can be reached at the [Dale army list notes](#) section.



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18. Orthanc

Cold. Ag 3. **Rv**, H(S), H(G), E, **RGo**, **Rd**, BUA.

- 1
C-in-C - if a man or half-orc on foot as Reg Bd (O) @ 25, if an Uruk on foot as Reg Bd (F) @ 27, if a man on horse as Reg Cv (O) @ 28
- 1-2
Sub-generals - if a man or half-orc on foot as Reg Bd (O) @ 15, if an Uruk on foot as Reg Bd (F) @ 27, if a Dunlending on horse as Irr Cv (O) @ 17
- 4-8
Men and half-orc axemen - Reg Bd (O) @ 7
- 4-16
Uruks of the White Hand - Reg Bd (F) @ 7
- 2-5
Dunlending horsemen - Irr Cv (O) @ 7 or Irr LH (O) @ 5
- 6-25
Dunlending hillmen - Irr Ax (O) @ 3
- 6*-12
Pikemen - all Irr Pk (I) @ 3 or all Irr Ax (X) @ 3
- 12-16
Orc wolf-riders - Irr LH (O) @ 5
- 16-64
Orcs - up to 1/3 as Irr Bw (I) @ 3, up to 1/3 as Irr Ps (O) @ 2, rest as Irr Ax (I) @ 2
- 0-20
Upgrade Orc Ax (I) to Great Orcs - Ax (O) @ 3
- 0-6
Upgrade Irr Bw (I) with mail and spear to Irr Bw (O) @ 4
- 0-1/2
Downgrade Orcs to Irr Hd (O) @ 1
- 4*-12
Trenches to obstruct enemy cavalry - TF @ 2

This lists covers the wizard Saruman the White's forces in the years 3018 and 3019 of the third age. Saruman did not take the field in person, delegating his authority to subordinates. The Dunlendings lived in the foothills of the Hithaeglar, or Misty Mountains, and readily served Saruman due to their long enmity with the Rohirrim. While fierce, they were however not as well equipped as their enemies. Dunlending Cv (O) may always dismount as Ax (S). Wolves were particularly useful against the Rohirrim cavalry, the wolves attacking the bellies of the knights' horses, while at the same time being very swift and skilled at avoiding the enemy, but closing in to destroy isolated groups. Wolfriders may dismount to defend fortifications or within 300p of enemy fortifications or war-wagons as Ax (I); or to enter rough or difficult going as Wb (F) (but on LH sized bases), in which case they are accompanied by and fight alongside their mounts, which therefore do not get left behind as separate elements, but are part of the dismounted element. Uruks were huge orcs,

strong, fierce, heavily armed and trained to move very quickly. Archers were posted behind other troops to fire overhead. Therefore Orc Ps (O) may support Bd (F), Bd(O), and Orc Ax (I) and (O). Pikemen were used to defend a trenchline at the Fords of Isen. Minima marked * apply only if any items so marked are used. A BUA, representing Isengard, must be enclosed by PF with only one gate, and touch the defender's base-edge.

DBA: 1 x 3Cv or 3/4Bd, 2 x 2LH, 2 x 3/4Bd, 2 x 4Pk or 3Ax, 2 x 2Ps or 3Bw, 3 x 3Ax

HotT: 1 x Riders, 2 x Beasts, 2 x Warband, 2 x Blades, 2 x Pikes or Blades, 2 x Hordes, 4 x Hordes or 1 x Magician

Enemies: Rohan, Mordor

Further notes on this army list, including justifications for all the above options, can be reached at the [Orthanc army list notes](#) section.



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