

THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

MORDOR™



'The Age of Men is over.
The time of the Orc has come.'

– Gothmog, *The Return of the King*

GAMES
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INTRODUCTION

It is the Third Age of the world. Sauron's legions spill forth from the black lands of Mordor, their mission to bring all of Middle-earth under control of the Dark Lord. Mordor is a place of choking ash and blackened skies, of terror and dismay. It is the stronghold of Sauron, the Lord of the Rings, and home to his numberless legions.

This sourcebook is your guide to collecting armies from Mordor, and fielding them in games of The Lord of the Rings. The main rules manual for The Lord of the Rings Strategy Battle Game contains the rules you will need to fight battles with your Citadel miniatures. This sourcebook contains the army list that works with those rules, along with information on how to forge your collection of Citadel miniatures into an organised force that reflects the history and narrative of The Lord of the Rings.

CHOOSING YOUR FORCES *(page 4–15)*

This part of the book contains details of how to organise your collection of Citadel miniatures into an army for Points Match games of The Lord of the Rings – perfect for playing 'pick-up and play' battles in your gaming club or at your local hobby centre. This section also includes six exciting scenarios for you to test your armies in, allowing you to match wits and armies with your friends.

MORDOR *(page 16 – 39)*

Sauron's influence stretches far across Middle-earth, and his minions are without number. He claims dominion over all the dark creatures of the world and, where the armies of Men bear heraldry of noble lineages, the hosts of the Dark Lord unite under the single dread sign that is the Red Eye.

In the sickened valley of Morgulduin stands the fortress of Minas Morgul. There are Orcs by the thousands but these are the least of the corrupt servants within these forsaken tower. The shadowy Morgul Knights guard the gates, and deep within the central tower, the Witch-king rules his sepulchral realm from the throne room where Isildur once held court.

Deep within the Mountains of Shadow, the Tower of Cirith Ungol holds a legion of Mordor Uruk-hai, but there are lesser Orcs too. Some are cowardly mountain dwellers and others are Morgul-rats fled from the valley below and their fear of the monstrous spider, Shelob. Further north, the towering rampart of the Morannon, the Black Gate, spans the pass of Cirith Gorgor. This bastion is a gargantuan construction, wrought from black iron and guarded by heavily armoured Morannon Orcs and Mordor Trolls – the very elite of Sauron's forces.

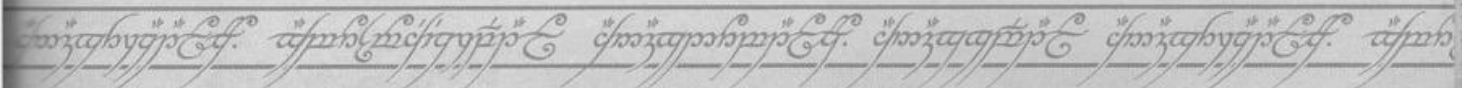
Yet it is the black tower of Barad-dûr that is the greatest of all Sauron's strongholds. Barad-dûr is the greatest fortress in Middle-earth. A vast bastion forged from smoke-blackened iron in the grim landscape of the Gorgoroth plateau, its endless mines and squalid barrack-rooms teem with Orcs, and from its pinnacle a great red eye scours the world for sight or sign of the Dark Lord's Ruling Ring.

BATTLES IN MIDDLE-EARTH *(page 42 –47)*

Here, you'll find narrative scenarios that recreate pivotal battles from the history of Middle-earth. Unlike the Points Match battles, these thematic scenarios present you with the history of the encounter, a list of recommended participants and any special rules you might need to recreate these iconic events from the story. For many The Lord of the Rings collectors, these scenarios offer the chance to delve into the stories of the books and films and answer the immortal question of 'What if you could do things differently?'

FIND OUT MORE

While this volume contains everything you need to play a game with your army, there are always more tactics to use, different scenarios to fight and painting ideas to try out. Check out Games Workshop's monthly magazine, White Dwarf, and www.games-workshop.com to find out more.



North



CHOOSING YOUR FORCES

A terrible shadow threatens to eclipse the realms of Middle-earth. Sauron, the Lord of the Rings, seeks to dominate the world under a tyranny that will never end. Across hundreds of battlefields, minor skirmishes erupt into wars that will span many lifetimes of Men and claim thousands of lives. From the desolation of Arnor and the eaves of Lothlórien, to the deserts of Harad and the ash-choked wastes of Mordor, the legions of Middle-earth do battle for the fate of the world!

There are many ways to play with and enjoy your collection of The Lord of the Rings miniatures, from recreating famous battles from the history of Middle-earth to casual pick-up and play games such as you see in gaming clubs and hobby centres every week.

This section of the book looks at Points Match games, a style of play specifically designed to enable players to enjoy a balanced and exciting game without having to prepare extensively in advance – beginning your battle becomes as simple as agreeing a fixed points limit, choosing your force from within your collection and beginning the game.

POINTS VALUES

In The Lord of the Rings Strategy Battle Game, every model has a points value, as presented in its army list entry. The points value is a measure of how formidable a warrior that model is. A weak and cowardly Moria Goblin costs a mere 4 points, whilst a mighty Dragon costs over 200 points. An Uruk-hai Scout costs 8 points, whilst Boromir of Gondor, a mighty Hero of Men, costs more than a hundred.

By adding together all the points costs of the Warriors and Heroes you have selected, you can find out the points value of your army. Knowing the points value of your models is important, as it gives you a handy way of reckoning your army's effectiveness. If you've enough Goblins, it's possible to overwhelm even a Dragon, and if you've enough Uruk-hai Scouts, even Boromir cannot hope to emerge victorious.

SIZE OF GAME

To play a Points Match game, you and your opponent agree a points value for the game. It is this points value that determines the maximum points you can spend on your army, and therefore your army's overall power. Most Points Match games take place between armies of an equal points value.

For example, if you decide to play a 750 point game, then each player can select up to 750 points worth of models for their force.

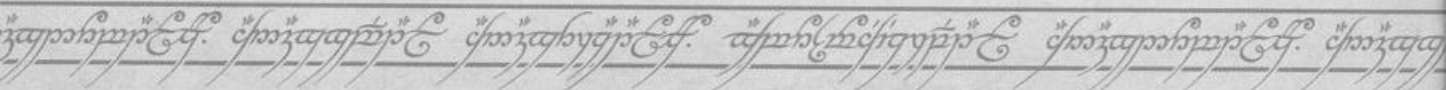
In reality, most armies are actually a shade smaller than the agreed points value. Sometimes it's just impossible to spend every last point – many 750 point armies end up actually being 748 or 749 points. Indeed, to get around this, most players are happy to let their opponent go a few points over the agreed total – after all, a few points here or there are unlikely to upset the battle's course.

What Points Limit?

Quite what size game you wish to play should depend on how much time you have available – there's nothing more frustrating than having to abandon a close-fought battle because you're running out of time.

A limit of 500 to 750 points per side will result in a game that can be comfortably concluded in a few hours. A game of 200 points each is still very entertaining, feeling like a clash of patrols, and normally lasts less than an hour. Larger games take proportionally longer, and you might expect a game of 1,500 points or more to take the entire day – perfect for a lazy Saturday.

With the points limit agreed, players need to pick their forces.



CHOOSING YOUR ARMY

Once you have agreed on the size of your game, you will want to select your army. Each of the major powers (and a great many of the minor powers) are represented in an army list found in this, or one of the other, sourcebooks. Each army list contains all the rules, background and options you'll need to turn your collection of Citadel miniatures into a force ready to conquer or defend Middle-earth. When you're choosing a force, you'll normally select models from the same army list (although often you'll want to ally two or more armies together, as we'll explain later). If you want to know which sourcebook to look in to find a particular army, consult the table below.

Sourcebook	Armies
The Kingdoms of Men	Minas Tirith, the Fiefdoms, Rohan, Arnor, Númenor.
The Free Peoples	Eregion and Rivendell, Lothlórien and Mirkwood, the Fellowship, the Shire, Wanderers in the Wild, the White Council, Durin's Folk.
Mordor	Mordor.
The Fallen Realms	Isengard, Harad and Umbar, Eastern Kingdoms.
Moria and Angmar	Moria, Angmar.

WARBANDS

Every Points Match force is composed of one or more warbands. Each warband represents a mighty Hero and the Warriors that are his followers. All models in your force have to be part of one of its warbands.

It's worth noting that there is no limit to the number of warbands you can include in your force, other than the points value you have agreed.

The Captain

To choose a warband, you must first select a Hero to be its captain. The captain can be given any of the options presented in his army list entry. This can include relatively commonplace items, such as armour, a bow or a shield, but can also encompass slightly more esoteric items depending on the army in question, such as a mighty Fell Beast, or a magical item of power. If an option is not included in the army list entry, the Hero cannot take it.

Some Heroes are bought as a pair, such as Elladan and Elrohir. Where this happens, you must choose which is the captain – the other becomes one of his 12 followers, even though this is not normally permitted.

Named Heroes

As a final important note – you can only have one of any named individual in your army. You can't have an army made up entirely of Aragorns! The same is true if there are several different versions of the same Hero – Sauron and the Necromancer, for example.

Followers

Once your warband's captain is chosen, you can select up to 12 Warriors from the same army to be his followers. A captain does not have to take followers if you do not wish him to, however, it's important to note that you cannot take a warband that contains only Warriors and no Heroes. Similarly, you cannot usually take a warband that contains more than one Hero (the captain). Other Heroes must form warbands of their own, even if they don't have any followers.

Wargear and Bow Limit

As with the captain, followers can select wargear as allowed by their army list entry.

For example: A Warrior of Minas Tirith equipped with a shield and spear would cost 9 points. A Warrior of Minas Tirith that has only a shield, would cost just 8 points.

However, some missile weapons are restricted – Keeping an army well-supplied with the many hundreds of arrows that it needs is a hard task. Because of this, there is a limit to the number of bows you can include in your force.

You army can have 1/3 (rounding up) of its Warriors equipped with bows, Orc bows, long bows, Elf bows or crossbows – simply put, one Warrior in every three can carry a bow. Note that certain models, or indeed entire armies might have their own special rules which can take precedence over this limit – where this is the case, it will be clearly marked out. Bows carried by Heroes do not count towards an army's Bow Limit.

For example, the Bow Limit of a 35 Warrior force is 12 models with bows (35 divided by 3, rounded up).

ADDITIONAL WARGEAR

The following items of wargear are referred to throughout these sourcebooks, but are not present in all editions of the main rules manual – we have therefore reprinted them here for your convenience.

WAR HORNS

Many Warriors have the option to carry war horns – booming instruments whose sonorous tones can reassure faltering allies.

If you have one or more war horns on the battlefield, all models in your force have +1 Courage.

CAVALRY STEEDS

Various models can take a mount of some kind. The more unusual ones are listed in the rider's bestiary entry, but the more common steeds are listed here.

	M	F	S	D	A	W	C
Horse	10"/24cm	0	3	4	0	1	3
Armoured horse	10"/24cm	0	3	5	0	1	3
Warg	10"/24cm	3/6+	4	4	1	1	2
Pony	8"/20cm	0	2	3	0	1	2

THE AGES OF THE WORLD

The Citadel miniatures range of The Lord of the Rings models encompasses a huge variety of characters and fighters, from the warriors of the Last Alliance, who fought against the Dark Lord in the Second Age to the famous Fellowship of the Ring, and the heroes of the Third Age. Whilst there are no rules to prevent you doing otherwise, hobbyists generally enjoy theming their armies to match famous encounters and alliances, or at least situations that could possibly have arisen, and so eschew mixing improbable (or downright impossible) characters such as Elendil and Aragorn – who lived thousands of years apart.

Siege Engines

Each warband can only contain a single siege engine. The siege engine itself, and any crew, each count as one of the warband's 12 models. Note that if a siege engine includes a Hero, he must be its captain.



Independent Heroes

This icon next to an army list entry denotes an Independent Hero. This type of Hero cannot take followers – each Independent Hero will always be a warband of one model. Some Heroes simply aren't cut out to be good captains – they might be disliked by their own troops, simply be loners or refuse to associate with others.

THE LEADER

Finally, once you have selected all the warbands for your force, you must choose one of the Heroes in your army to be the leader. Whichever Hero you choose is up to you, however you should try and match the leader of your force to the character most likely to lead the army in the story of The Lord of the Rings. Whilst there is no hard-and-fast rule to govern this choice, players have the chance to remain true to the character of the stories and Heroes they have chosen.

For example: Jervis is collecting a Mordor army that includes the Witch-king of Angmar and a Mordor Troll Chieftain. Whilst there are situations where he might rather have the Troll Chief as his nominal leader, the Witch-king is second in power only to Sauron, so he selects the Witch-king (and then protects him carefully from Hobbits and maidens).

Independent Heroes cannot be leaders.

ADDING ALLIES

Some of the more memorable moments in The Lord of the Rings come about when several groups unite in common cause. To represent this, you don't have to choose all of your warbands from the same army list, they can come from any army of the same alliance.

There are many advantages to alliance, from compensating for weaknesses in your army, to simply allowing you to collect and game with different models. Allies also make your force behave differently on the battlefield, opening up fresh tactical opportunities.

Who Can Ally?

When playing games of The Lord of the Rings, there are only two real sides; you're either fighting to defeat Sauron (Good) or helping him conquer Middle-earth (Evil). Good armies can ally with other Good armies, and Evil armies can ally with other Evil armies. One force cannot contain both Good and Evil models.

Good Armies: Minas Tirith, the Fiefdoms, the Fellowship, Rohan, Arnor, Númenor, Eregion and Rivendell, Lothlórien and Mirkwood, Durin's Folk, the Shire, the White Council or the Wanderers in the Wild.

Evil Armies: Mordor, Isengard, Harad and Umbar, Moria and Angmar or Eastern Kingdoms.

For example: Adam is building a Good force, and wants an army that represents the defenders of Helm's Deep. He therefore takes Théoden and Gamling from the Rohan army (each with a warband of Warriors of Rohan), Haldir (and a warband of Galadhrim Warriors) from the Lothlórien and Mirkwood army list, and Aragorn and Gimli from the Fellowship army list.

If you choose to include warbands from more than one army, then your army is said to be made up of several allied contingents. Each allied contingent is made up of all the warbands chosen from a particular army.

For example: Phil's army consists of several warbands from Minas Tirith, Eregion and Rivendell, and the Shire. It therefore consists of three allied contingents – one for each of the armies in the force.

Allies and Bow Limit

If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent – so, 1 in 3 models in each allied contingent can be given bows, rather than 1 in 3 models across the entire force.

For example: Adam loves Hobbits, and is collecting an Army of Good that includes an allied contingent from the Shire. Though his force is 75 models strong, his warbands in the Shire contingent have a total of 44 warriors. The bow limit on the allied contingent from the Shire is therefore 15.

Allies and the Leader


If your army contains several allied contingents, your leader can be selected from any Hero in any contingent, following the normal restrictions.

GOOD VS GOOD AND EVIL VS EVIL

Can a Good army fight another Good army, or an Evil army fight another Evil army? Absolutely! Whilst Sauron's various enemies are broadly united against the legions of Mordor, that doesn't stop quarrels and grudges from blossoming into war on occasion. Similarly, the Dark Lord's thuggish hordes are nothing if not fractious, and are much given to fighting amongst themselves.



Leader
The Witch-king
of Angmar



Warband 1 – Led by the Witch-king



Warband 2 – Led by Orc Captain



Warband 3
The Tainted



Warband 4
Shelob



Warband 5 – Led by Orc Captain

Example One

This is a fairly straightforward force chosen from the Mordor army list. Note that in this case the Witch-king has a warband, even though he's the Leader, whilst the Tainted does not. Shelob can't have a warband, as she's an Independent Hero.



Warband 6 – Led by Orc Captain



Leader
Aragorn,
Isildur's Heir

**Arnor
Contingent**



Warband 1 – Led by Captain of Minas Tirith

**Minas Tirith
Contingent**




Warband 2 – Led by the King of the Dead

**Fiefdoms
Contingent**

Example Two

This force contains no less than four allied contingents and five warbands. Note that both Rohan warbands are part of the same allied contingent, and do not each count as a separate allied contingent.

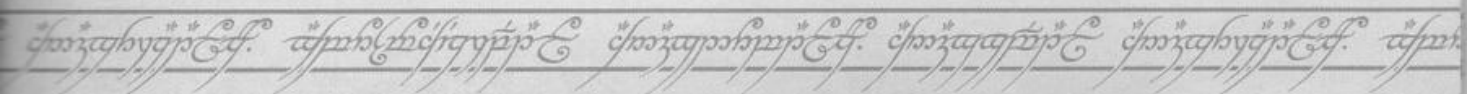


Warband 3 – Led by Éomer

**Rohan
Contingent**



Warband 4 – Led by Grimbald



Army Roster

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C

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No. Warrior Pts

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Wargear and options

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

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No. Warrior Pts

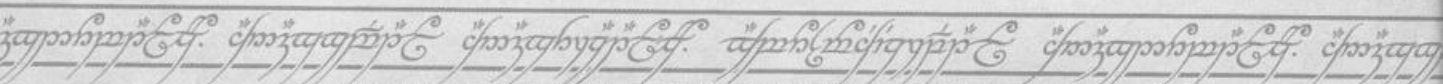
M F S D A W C

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options



FIGHTING A POINTS MATCH BATTLE

You can either agree with your opponent which Points Match battle you would like to play, or roll D6 and consult the chart below:

D6	Result
1	To the Death!
2	Domination
3	Hold Ground!
4	Lords of Battle
5	Reconnoitre
6	The High Ground

Each battle contains the information you need to get set up and playing. This information is broken down into the following categories: The Armies, Layout, Starting Positions, Initial Priority, Objectives and Special Rules (if there are any).

THE ARMIES

All of the Points Match scenarios are designed to be fought between two armies of equal points value. However, there's nothing to stop you and your opponent having different points values for your forces. Sometimes a hopeless defence can be just as fulfilling as a battle you have a good chance of winning – it's certainly just as exciting!

Multiplayer Games

These scenarios are intended to be fought between two opposing forces, but that doesn't mean you're limited to only two players! If you've several players, simply divide into two teams and work out which Hero should be in charge of the alliance, giving you two armies with which to fight the battle.

Of course, this works best if a team is composed of entirely Good or entirely Evil models, but if this isn't possible, you'll simply have to come up with a good explanation for Good and Evil fighting together. Note that only Good models can use Stand Fast! and heroic actions from Good Heroes, and only Evil models can use Stand Fast! and heroic actions from Evil Heroes. Similarly, Good banners only effect Good models, and Evil banners only effect Evil models.

LAYOUT

It's important to note that the Layout section of each scenario will only set out any unusual or notable terrain features that must be placed on the battlefield – normally ones tied to the objectives. The rest of the layout is up to you and your opponent to agree upon, but you should aim to have 33-50% of the board covered with terrain of some kind.

The quickest (and fairest) way of setting up the battlefield is for one player to place all of the terrain, and the other to automatically win the roll off to choose deployment zones. Alternatively, you and your opponent can alternate placing

terrain features (which can range from individual trees and walls, to entire forests, from tumble-down ruins to large buildings), until you're both happy that there's enough on the board. Whichever method you choose, you should do everything you can to create a battlefield that evokes the imagery of The Lord of the Rings, and also presents a challenging strategic situation for both players!

STARTING POSITIONS

This is the section of the scenario that tells you where to deploy your force. Some scenarios tell you deploy all of your models at the start of the game. Others direct you to bring your warbands on as reinforcements as the game goes on. Where the latter is the case, you'll find the rules by which reinforcements arrive in the 'Special Rules' section.

INITIAL PRIORITY

This is where the scenario tells you which side has priority in the first turn.

OBJECTIVES

Points Match scenarios calculate the winner and loser of a scenario using Victory Points. Both sides score Victory Points based on certain achievements on the battlefield, such as killing enemies, capturing ground and so on. At the end of the game, the force with the most Victory Points, wins. If one force has double or more Victory Points than the other, it not only wins, but can claim a Crushing Victory! If both forces have the same number of Victory Points, the game is a draw.

First Amongst Equals

If you're playing a multiplayer game (see above), it can be a good idea for each player to keep track of their own Victory Points separately. At the end of the game, both sides can total the Victory Points of all their players to determine which side has won, but the player with the most Victory Points on the winning side can, naturally, claim bragging rights for having earned the most glory!

SPECIAL RULES

Finally, this section will contain any special rules that apply during the scenarios. These will often govern how reinforcements enter the board, but can also introduce other, more dramatic effects.

SUDDEN DEATH

In addition to the victory conditions listed in the battles, if one player's force is completely wiped out, his opponent automatically wins!

TO THE DEATH!

The time has come and the enemy must be slain, no matter the cost. Once more, the forces of Good and Evil face each other on the field of battle. No quarter shall be asked, and none shall be given. Only the Valar know who will win the day!

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest score chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6 the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

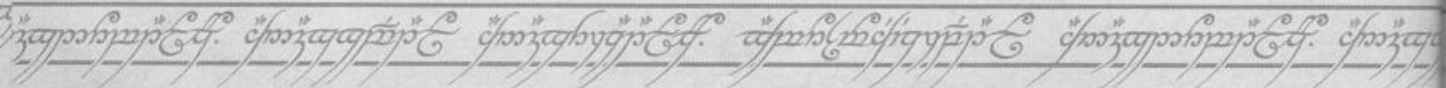
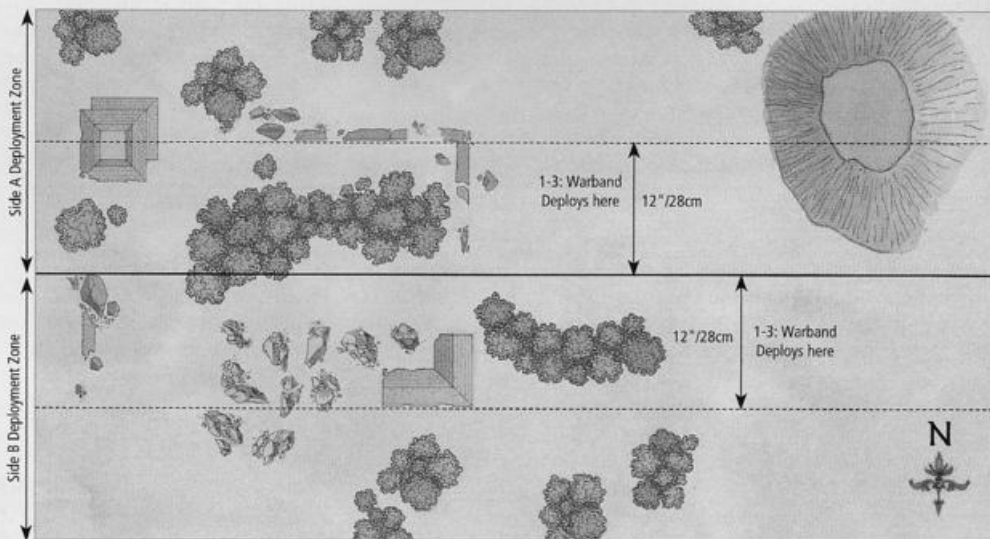
OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **5 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.



Suladân



DOMINATION

The battlefield must be held! The army that controls this area will be at a distinct advantage in the days to come. Dominance here can only be achieved by driving the enemy back from several key points – failure is not an option.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Then, place five objective markers on the battlefield; one is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12"/28cm away from the existing objective and 6"/14cm away from the edge of the board. His opponent then places a third objective at least 12"/28cm away from the existing objectives and 6"/14cm away from the edge of the board. The players then alternate placing the remaining two objectives, according to the restrictions noted earlier.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

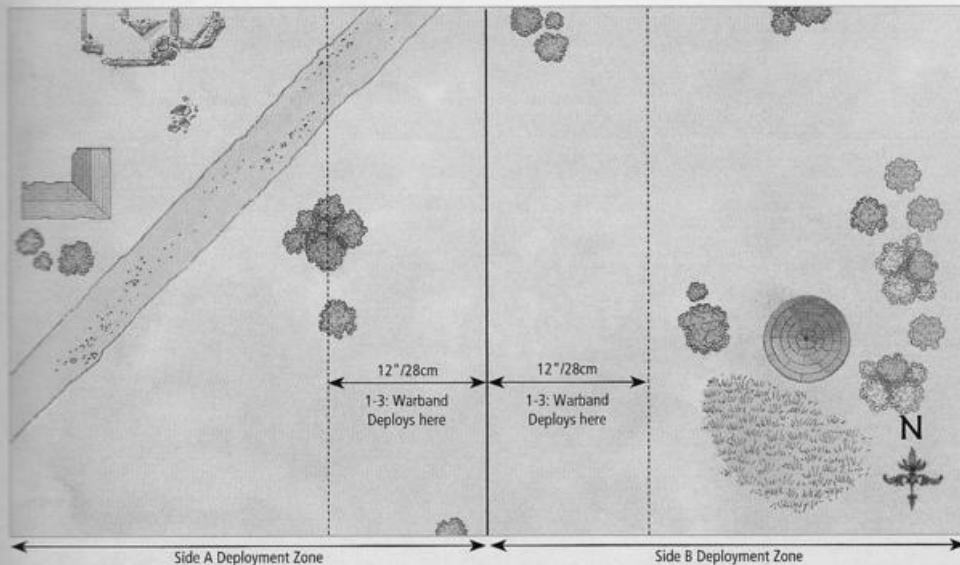
INITIAL PRIORITY

Both players roll a D6. The player with the highest score has priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** for each objective marker that has at least one of your models, and no enemy models, within 3"/8cm.
- You score **1 Victory Point** for each objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3"/8cm.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



Faramir

HOLD GROUND!

At the height of battle, a strange opportunity presents itself – suddenly, an otherwise unremarkable area becomes vitally important to the cause of war. As the battle rages all around, one force pounces on the objective and attempts to secure it.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Once the battlefield has been set up, an objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when reinforcements arrive.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

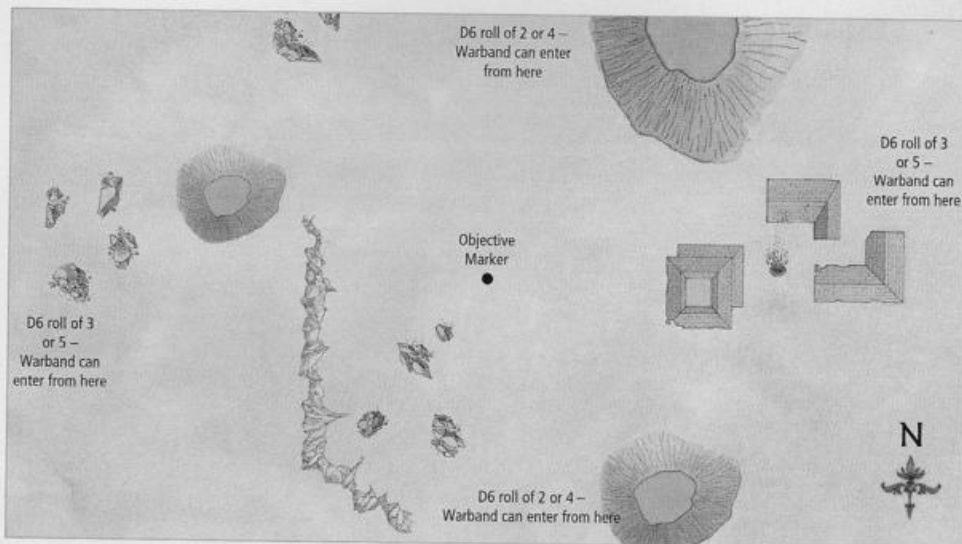
- You score **1 Victory Point** for each of your models within 6"/14cm of the objective marker.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1 The warband does not arrive yet.
- 2 Your opponent chooses a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 3 Your opponent chooses a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 4 You choose a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 5 You choose a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 6 You choose a point on any board edge, at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.



LORDS OF BATTLE

Both armies have been locked in a savage campaign for many long weeks and morale is low. Only the leadership of their respective captains has kept the armies in the field now is the time for the Heroes to show their quality.

THE ARMIES

Each player chooses his force as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

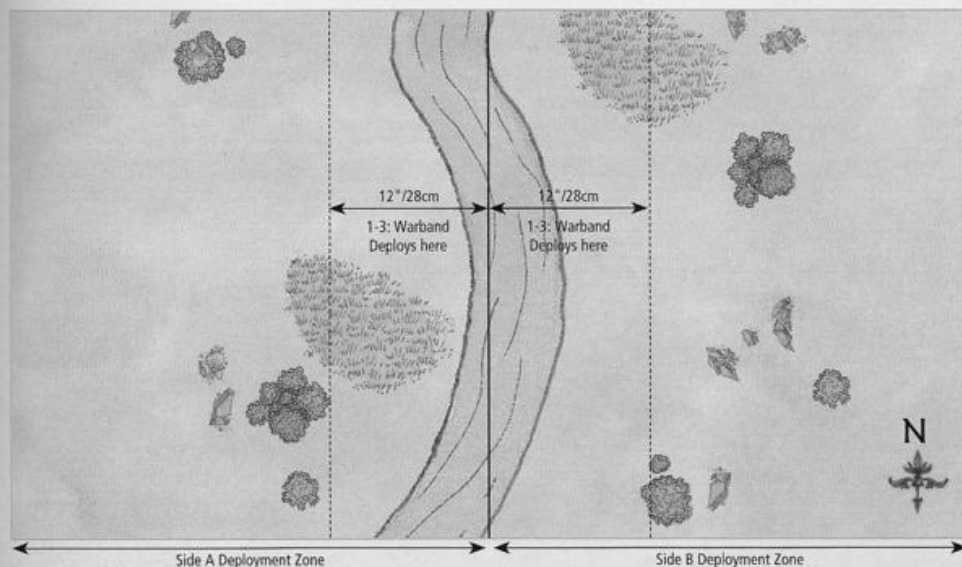
Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- Every time an enemy model suffers a Wound, or expends a Fate point, you score **1 Victory Point** (a model that fails a Fate roll will therefore award **2 Victory Points**, 1 for the Wound and 1 for the Fate point). If an enemy model is removed from play with unspent Fate points, you score **1 Victory Point** for each such Fate point.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Contest of Champions. Each time your force kills an enemy Hero in a Fight, one of your Heroes in the same Fight (your choice) regains a single Might point lost earlier in the battle.



Gandalf the Grey

RECONNOITRE

Both armies have sent scouting parties ahead of their lines to investigate the enemy forces. Each group is attempting to breach the enemy's cordon whilst preventing their opposing numbers from slipping past.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be his board edge – his opponent has the opposite board edge.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models that has exited the battlefield via the table edge opposite your deployment zone.

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

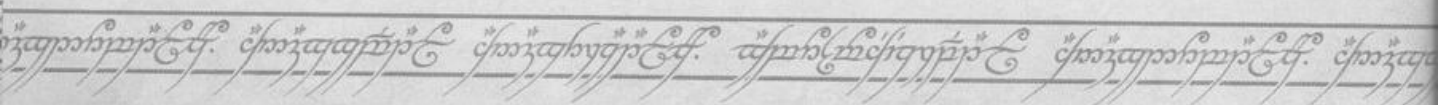
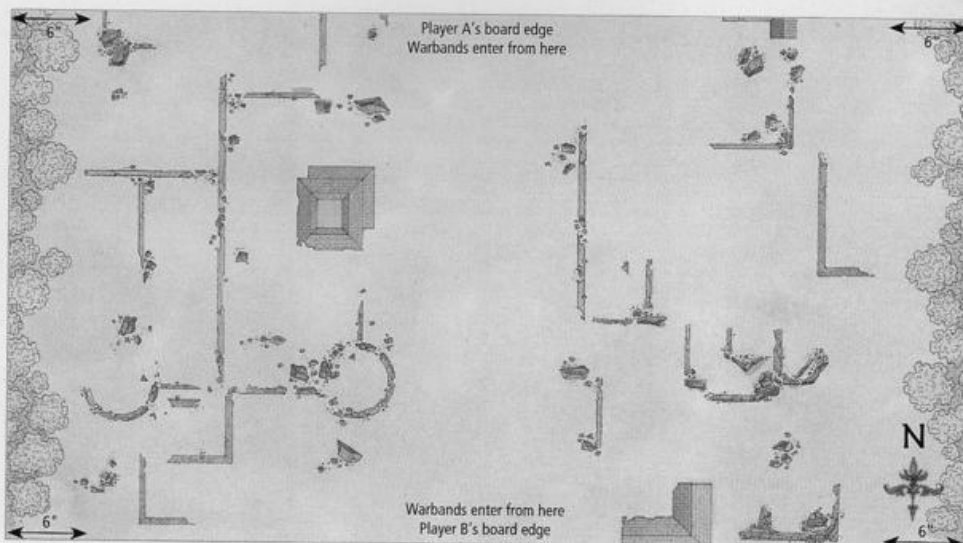
Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1-3 The warband does not arrive yet, but receives +1 to this dice roll next turn.
- 4-6 The controlling player chooses a point on his board edge at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.



Galadriel



THE HIGH GROUND

This region is dominated by a single hill. Both armies have come to claim it as their own – the winner will hold the advantage in this land for the many engagements to come.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

A single hill (the larger the better) is placed in the centre of the board. When this has been done, set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board.

On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a dice. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

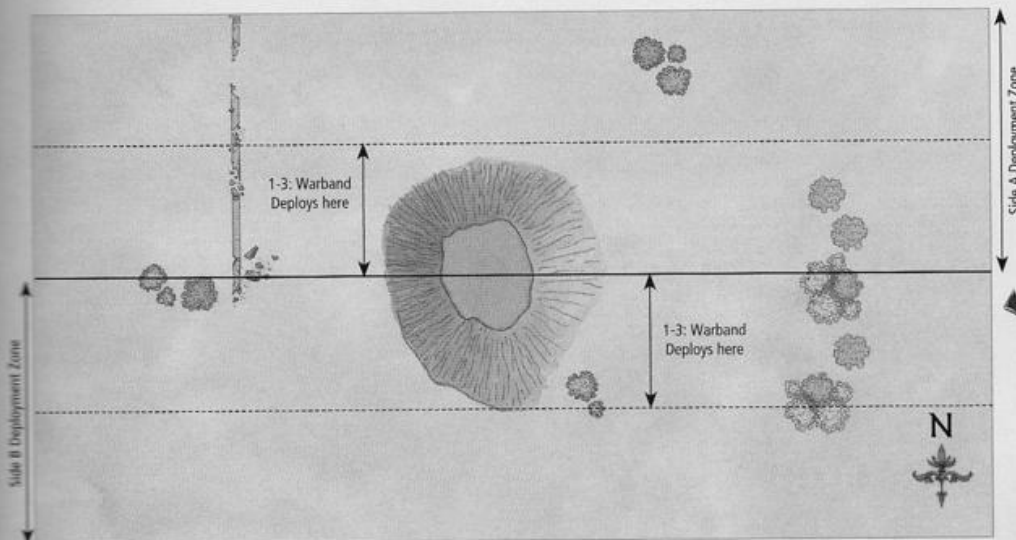
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Point, the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models on or touching the central hill.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

Gusting Winds: Each turn, if the roll for priority is drawn, the swirling winds pick up, making archery an inaccurate practice – until the end of the turn, shooting attacks cannot be made.



Lurtz

Heroes of Mordor

The Dark Lord Sauron (Spirit)

Points value: 375

Sauron is the Dark Lord, the Enemy, the Lord of the Rings. He is driven by a consuming desire to dominate all of Middle-earth. The Dark Lord is totally corrupt, and there is no evil that he will not perpetrate to achieve his sinister goals. From his stronghold in the dark land of Mordor, Sauron controls many servants, preparing for his triumphant conquest of Middle-earth. It was he who forged the Rings of Power and gave all but one of them to the rulers of Middle-earth, intending to control them through the ultimate power of the One Ring. With the Ring in his possession, Sauron's power will be made whole, and Sauron shall bring the peoples of Middle-earth to heel for all time.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	9/4+	8	10	3	5	7	3	6*	**

Wargear
Heavy armour.

Options
• The One Ring75 points

**The One Ring. Every time Sauron is removed as a casualty, he can roll a dice. On a roll of 2 or more, the power of the Ring sustains him and he is left on the table with 1 Wound remaining. If Sauron has the Ring, then no Good model can have it. If Sauron does not have the Ring and a Good model is carrying it, that model is automatically removed as a casualty if he puts the Ring on, as he falls under Sauron's control.

Special Rules

Terror. See main rules manual for details.

Ancient Evil. All Good models within 18"/42cm of Sauron suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties).

*The Lord of the Rings. Sauron can use 1 point of Will per turn without reducing his own Will store.

Unstoppable! Every time Sauron wins a fight, he can choose to strike at the enemy three times as normal or to sweep his mace around in a deadly arc. If Sauron chooses this second option, all the enemies that have taken part in the fight (those in base contact and even those supporting friendly models with spears or pikes) suffer one strike from the Dark Lord.

Magical Powers

	Range	Dice Score
Drain Courage	18"/42cm	2+
Transfix	18"/42cm	2+
Compel	18"/42cm	3+
Sap Will	18"/42cm	3+
Chill Soul	18"/42cm	4+



The Mouth of Sauron (Man)

Points value: 60

If the Mouth of Sauron had another name, it was forgotten long ago. This unwholesome being speaks for Sauron in dealings with other lands and guides the actions of his Lord's servants when they cannot be trusted to perform their duties without oversight. The Mouth of Sauron's martial skills are modest, for they are rarely practiced – few will oppose the Dark Lord's appointed herald – and centuries of his master's tutelage have allowed the Mouth of Sauron to harness sorceries beyond the grasp of mortals.

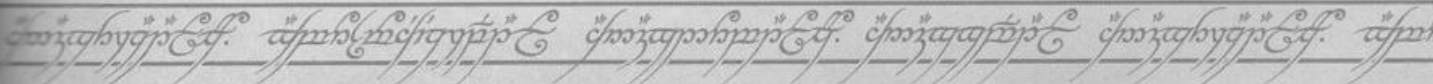
Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	5	2	2	4	1	4	1

Wargear
Armour.

Options
• Armoured horse 15 points

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Terrifying Aura	-	2+
Transfix	12"/28cm	3+
Sap Will	12"/28cm	4+





The Witch-king is the greatest of the dread Nazgûl. Foremost amongst the Dark Lord's lieutenants, the Witch-king is both a deadly strategist and sorcerer. His cloaked and armoured form is a terror to all who behold it, and his presence upon the battlefield an ageless horror that only the very boldest can withstand. Through the centuries, the Witch-king has been the Dark Lord's chief instrument of terror. The Witch-king has enacted Sauron's monstrous plans – whole kingdoms have been destroyed at his command. Among the councils of the Wise, there are none as feared, save Sauron himself.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	0-3	10-20	0-3

Wargear

Heavy armour.

Options

- Horned Fell Beast 75 points
- Armoured Fell Beast..... 70 points
- Fell Beast..... 50 points
- Crown of Morgul..... 30 points
- Armoured horse 15 points
- Horse 10 points
- Morgul blade..... 10 points
- Flail (two-handed weapon) 5 points

Crown of Morgul. When the Witch-king wears the Crown of Morgul, he has 3 Attacks rather than 1.

Morgul Blade. The Morgul blade can only be used once – the Evil player must declare he is using the Morgul blade before rolling To Wound. An enemy that suffers a Wound from the Morgul blade is automatically slain regardless of the number of Wounds on its profile. Heroes can use Fate to avoid Wounds suffered from the blade but if this is failed, they are slain.

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil. All Good models within 12"/28cm suffer a -1 penalty to their Courage value (note that this is not cumulative with other rules that confer similar penalties).

Might/Will/Fate. When buying the Witch-king for your force, decide how many extra points of Might/Will/Fate to give him, up to the maximums shown in the profile. At his weakest, the Witch-king starts the game with no Might, no Fate and 10 points of Will, and costs 70 points. Each extra point of Might, Will or Fate costs an extra 5 points, so the Witch-king with 3 Might, 3 Fate and 20 Will costs 150 points, before any upgrades.

The Will of Evil. During the game, this model must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that if the model is touching an enemy, it must fight – it cannot choose not to fight! Once the model has 0 Will remaining, it is banished and removed as a casualty.

A Hero wearing the Ring is not invisible to this model as he is to others. Furthermore, this model does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy are included as part of a multiple combat.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Your Staff Is Broken	12"/28cm	4+
Black Dart	12"/28cm	5+

Fell Beasts (Monster)

Fell Beasts are brutal creatures that live amidst the pinnacles of the Mountains of Shadow, preying on any who draw near. Only a Nazgûl's dread will can tame such a steed.

	Move	F	S	D	A	W	C
Armoured Fell Beast	12"/28cm	5/5+	6	7	2	3	3
Fell Beast	12"/28cm	5/5+	6	6	2	3	3
Horned Fell Beast	12"/28cm	5/5+	7	6	2	3	3

Special Rules

Fly. Fell Beasts can fly over the top of any models or terrain without penalty.

Feral. If the Ringwraith riding the Fell Beast is killed or dismounts, the creature automatically fails its Courage test and flees the field.

Ringwraith (Spirit)

Points value: 55–110

The Ringwraiths, the Nazgûl, the Black Riders – all are names for the undead beings who serve the Dark Lord unswervingly. In another Age of the world, the Ringwraiths were mortal men, kings who cast their lot in with the Dark Lord in exchange for Rings of Power. All that remains now are twisted spirits, for the Ringwraiths' bodies have faded into nothingness. Together with their leader, the Witch-king of Angmar, they are known as the Nine. None of Sauron's servants are more determined to see the will of Sauron done, for the Ringwraiths' very existence relies on the Dark Lord's survival.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	0-2	7-14	0-2

You can include up to eight Ringwraiths in your army. If you include any of the named Ringwraiths (the Betrayer, the Dark Marshal, the Dwimmerlaik, Khamûl the Easterling, the Knight of Umbar, the Shadow Lord, the Tainted or the Undying), they count towards your total number of Ringwraiths.

Wargear

Heavy armour.

Gollum (Hobbit)

Points value: 0

Tortured and corrupted by his long ago possession of the One Ring, Gollum lives only to reclaim his 'precious' from the 'thieving Bagginses'. So does he travel the wilds, desperately hoping to catch the trail of the One Ring, and the one who stole it.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	4	2	2	4	1	0	1

Special Rules

Cave Dweller. See the main rules manual.

Gollum can be included in the Evil player's force if the Ringbearer is included on the opposing side. Regardless of the scenario you are playing, Gollum is positioned on the table once both sides have placed all their other models. He must be placed within 6"/14cm of the Ringbearer.

So long as the Ringbearer is alive, no Good model (including the Ringbearer) can harm Gollum (they cannot shoot, cast Sorcerous Blast, or strike blows against him, nor hurt

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18)..... 50 points
- Horse..... 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry opposite.

Might/Will/Fate. When buying a Ringwraith for your force, decide how many extra points of Might/Will/Fate to give him, up to the maximums shown in the profile. At his weakest, a Ringwraith starts the game with no Might, no Fate and 7 points of Will, and costs 55 points. Each extra point of Might, Will or Fate costs an extra 5 points, so a Ringwraith with 2 Might, 2 Fate and 14 Will costs 110 points, before any upgrades.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+



him in any other way). Good models are allowed to charge Gollum and fight, but will strike no blows if they win. Once the Ringbearer is slain, Gollum becomes an enemy and can be shot and fought in the same way as any other enemy model.

Gollum is always controlled entirely by the player who has priority that turn. Whichever side has priority takes control of Gollum and moves him, fights with him, and so on. Regardless of which side controls him, Gollum must always move to within 6"/14cm of the Ringbearer in the Move phase if possible. If this is impossible, he must move as close to the Ringbearer as he can.

If Gollum attacks and slays the Ringbearer, he automatically puts the Ring on when his opponent is killed. Once Gollum puts the Ring on he will run away and will never ever be heard of again. The model is removed and counts as a casualty.



The Betrayer (Spirit, Ringwraith)

Points value: 120



The Nazgûl known only as the Betrayer is as treacherous and deadly as a snake. Much like the serpents that slither through the night, the Betrayer is a creature of poison and stealth. It is said that the slightest cut from his blade can lay low even a raging beast. The Betrayer long ago forsook the right to a true name and instead has become synonymous with acts of treachery and malice. Cursed long ago for yielding the Southlands to Sauron's rule, the Betrayer is driven by malice and self-hatred that knows no bounds. Of all the Nazgûl, the Betrayer is amongst the lowest of Sauron's lieutenants, for even the Dark Lord is leery of placing faith in one who betrayed his kin so readily.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	2	14	2

Wargear

Heavy armour.

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18) 50 points
- Armoured horse 15 points
- Horse 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

The Bane of Kings. When the Betrayer strikes a model in close combat, but fails to wound, he must re-roll the dice.

Master of Poisons. All models with the Poisoned Arrows, Poisoned Darts or Poisoned Blades special rules within 6"/14cm of the Betrayer must re-roll failed To Wound rolls of 1 or 2.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	3+
Compel	12"/28cm	4+
Transfix	12"/28cm	4+
Black Dart	12"/28cm	5+
Sap Will	12"/28cm	5+



The Dark Marshal (Spirit, Ringwraith)

Points value: 120



A traitor king of Númenor with a murderous reputation, the Dark Marshal ruled his domain through fear. Even as a mortal Man he was loathed by all, and when Sauron sought to gain allies, the Dark Marshal embraced the Ring of Power he proffered. In the centuries since the Dark Marshal and his fellow kings became Ringwraiths, he has become even more sadistic and malicious. Where the Dark Marshal passes, Evil creatures fight all the harder, whilst Good warriors feel the icy touch of death.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/4+	4	8	1	1	6	2	12	2

Wargear

Heavy armour.

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18) 50 points
- Armoured horse 15 points
- Horse 10 points

Special Rules

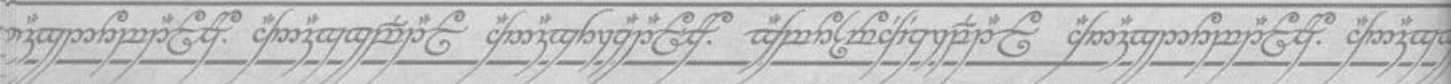
Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

Rule through Fear. All Evil Warriors (not Heroes) within 6"/14cm of the Dark Marshal count as being within range of a banner.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+



The Dwimmerlaik (Spirit, Ringwraith)

Points value: 120

The Dwimmerlaik is possibly the most mysterious of all the Nazgûl, for scant record of his past deeds exist in the tomes of the Wise. Yet in Rohan, this particular Ringwraith is feared beyond all others. He has been a blight upon that realm for centuries untold, directing the Dark Lord's minions against the Sons of Eorl. There he has passed into legend, so much so that the title bestowed upon him by the Rohirrim has become a byword for evil in all the lands between the Anduin and the Misty Mountains.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	0	16	2

Wargear

Heavy armour and two-handed weapon.

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18)..... 50 points
- Armoured horse 15 points
- Horse 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

Sap Fortitude. Whenever an enemy Hero spends a point of Might, Will or Fate within 12"/28cm of the Dwimmerlaik, roll a D6. On a 4 or more, an extra point (of the same type) must be spent, or the deed is cancelled and does not take effect, and Might, Will or Fate already committed to it is lost.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+



Khamûl the Easterling (Spirit, Ringwraith)

Points value: 120

As lieutenant of Dol Guldur, Khamûl is second amongst the Ringwraiths. The knowledge of how he came into the service of the Lord of the Rings has long been lost, though a few of the Wise believe that he once ruled a land beyond Mordor's eastern boundaries. This is at least partially true, for only a king of great influence would have received the tainted gift of a Ring of Power. Whatever his past, Khamûl holds great sway over the armies of Mordor and the many lands that pay the Dark Lord homage. A weaker sorcerer than others of the Nine, Khamûl's strength lies in his ability to draw power from the death of others, prolonging his undeath with dark and forbidden powers.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	2	12	2

Wargear

Heavy armour.

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18)..... 50 points
- Armoured horse 15 points
- Horse 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

Essence Leech. If Khamûl causes a Wound, he instantly regains a point of Will for each Wound caused (unless that Wound is 'saved' with a point of Fate). This ability cannot be used to take his Will above 12.

In addition, Khamûl may expend a single point of Will at the start of the Fight phase (before heroic combats are resolved) to increase either his Strength, Fight, or Attacks value by 1 for the remainder of the Fight phase. He may only expend a single point of Will in this way each turn.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	3+
Sap Will	12"/28cm	4+
Transfix	12"/28cm	4+
Compel	12"/28cm	5+
Black Dart	12"/28cm	6+



The Knight of Umbar (Spirit, Ringwraith)

Points value: 120



Like all of the Nazgûl, the Knight of Umbar's past is shrouded in mystery and half-truths. If rumours pertaining to him hold any truth, he was once one of the great Númenórean kings who ruled the Southlands prior to the days of the Last Alliance. Indeed, he still marches to battle clad in the armour of an ancient Númenórean lord, and stands with a proud bearing absent in many of his shadowy kin.

The fighting style of the Knight of Umbar is far more difficult to place. So skilled is he in the art of the blade that he takes an almost malicious delight in mimicking the combat style of his opponents, fighting as a macabre doppelganger capable of predicting his foe's every parry and thrust.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	3	14	2

Wargear

Armour of the Sundered Land. The Knight of Umbar only loses a point of Will for having been in a fight if he loses that fight (for example, if he doesn't win the roll to see which side strikes blows in the fight).

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18) 50 points
- Armoured horse 15 points
- Horse 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

Combat Mimicry. At the start of the Fight phase, the Knight of Umbar can elect to use the Fight, Strength and/or Attack values of his opponent instead of his own. He does not need to adopt all of the statistics; he could, for example, adopt only the Fight value.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	3+
Transfix	12"/28cm	4+
Sap Will	12"/28cm	5+
Compel	12"/28cm	5+
Black Dart	12"/28cm	5+

The Shadow Lord (Spirit, Ringwraith)

Points value: 120



The Shadow Lord was once the king of a small and insignificant kingdom. When Sauron offered him one of the Nine Rings, the promise of its power and immortality proved irresistible. This hubris sparked a swift and total corruption, for the darkness simmering in the king's heart needed only the slightest encouragement to conquer his failing nobility. Now, his physical being all but gone, the Shadow Lord wears his dark pride like an all-compassing cloak, blotting the sun from the sky and dimming the sight of his foes.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	5	2	14	2

Wargear

Heavy armour.

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18) 50 points
- Armoured horse 15 points
- Horse 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

Pall of Darkness. Shots against the Shadow Lord, or any model within 6"/14cm of him, will only hit on the roll of a 6.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+



The Tainted (Spirit, Ringwraith)

Points value: 120

Even as a mortal, there was something unwholesome about the Tainted, some uneasy aura that led men of good heart to shun him. He endured isolation through virtue of high birth, but sank deeper into depravity with each passing day. It was a simple task for Sauron to ensnare this fallen Man, to nurture the sparks of corruption in his heart until they rampaged through him like wildfire. Now, all natural things rebel in the Tainted's presence; vegetation withers, animals sicken and bold warriors cower uncontrollably. His mere presence is poison to life, honour and hope.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	1	12	1

Wargear

Heavy armour.

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18)..... 50 points
- Armoured horse..... 15 points
- Horse..... 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

Miasmatic Presence. Warriors within 6"/14cm of the Tainted may not use a Hero's Stand Fast! nor may they take part in heroic moves.

Seeping Decay. At the start of the Fight phase, roll a D6 for each model (friendly or enemy) in base contact with the Tainted. On the roll of a 6, they suffer a Wound.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+



The Undying (Spirit, Ringwraith)

Points value: 120

The Undying is said to be the oldest of the Ringwraiths, and the last to succumb to the wasting influence of the Rings of Power. For all that, the Undying's heart is no less black. If anything, resistance to Sauron's influence meant only that the Undying fell all the deeper into darkness, made over into a prideful and spiteful creature whose only goal is to outlive all other beings. Such yearnings have driven the Undying to ever-greater obsessive mastery of evil magics and he has learnt to draw sustenance from the magics of others, fortifying himself with the magical energy that flows around him.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	8	1	1	6	2	20	0

Wargear

Heavy armour.

Options

- Horned Fell Beast (page 18)..... 75 points
- Armoured Fell Beast (page 18)..... 70 points
- Fell Beast (page 18)..... 50 points
- Armoured horse..... 15 points
- Horse..... 10 points

Special Rules

Terror. See the main rules manual for details.

Harbinger of Evil; The Will of Evil. See the Witch-king of Angmar's entry on page 18.

Eternal Willpower. The Undying may expend Will points in the same manner as Fate points.

Arcana Leech. The Undying regains one Will point for each magical power successfully cast by other Heroes within 6"/14cm.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Sap Will	12"/28cm	3+
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Black Dart	12"/28cm	5+



Gothmog, Lieutenant of Morgul (Orc)

Points value: 135



Gothmog is the castellan of Minas Morgul and one of the trusted servants of the Nazgûl. He bears the wounds and disfigurement of a seasoned warrior, his misshapen scars and mangled limbs testifying to a life of brutal and bloody combats. That Gothmog is the master of the battlefield and a skilled tactician is beyond all doubt, for it is the forces under his command that have cast Gondor's armies out of their strongholds along the Anduin.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/5+	4	6	3	3	5	3	3	3

Wargear

Heavy armour.

Options

- Warg..... 10 points
- Shield..... 5 points

Special Rules

Master of Battle. If Gothmog is within 6"/14cm of an enemy Hero calling a heroic action, he can immediately call an action of the same type without expending a point of Might. He cannot use this ability to call a heroic shoot or heroic move action if he has already been engaged in combat that turn.



Shelob (Giant Spider, Monster)

Points value: 90



Shelob is an arachnid horror that has haunted Middle-earth for countless years. Her tremendous bulk is enough to crush the life out of even the greatest warriors and her sting excretes a venom powerful enough to overwhelm any foe. Above the pass of Cirith Ungol she makes her lair, feeding off those who are foolish enough to step into the caves in which she makes her foul nest.

Move	F	S	D	A	W	C	M	W	F
10"/24cm	7/6+	7	7	1	6	4	0	6	0

Special Rules

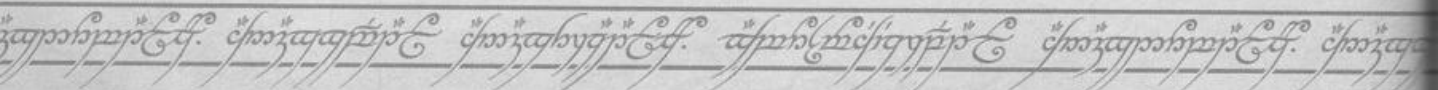
Movement. Shelob can move at full speed over any type of difficult terrain and ignores all obstacles except for water features and gaps such as chasms, ditches and other open spaces, which she has to jump as normal.

Terror. See main rules manual for details.

Venom. Shelob must re-roll any failed To Wound rolls.

Pounce. When charging, Shelob counts as a Monstrous Mount, and therefore gets both bonuses that cavalry models get (Extra Attack and Knock to the Ground). As usual with Monstrous Mounts, these bonuses are not lost if Shelob is engaged by enemy cavalry, but are lost if she is engaged by another Monstrous Mount.

Hunting Instinct. Every time Shelob suffers a Wound, she must take a Courage test. If the test is failed, she flees – the model is removed and counts as a casualty.



Shagrat, War Leader of Cirith Ungol (Uruk-hai)

Points value: 110

A savage yet canny Uruk-hai, Shagrat follows the Dark Lord's wishes to the letter, emerging victorious through sheer brute strength and force of will. Shagrat is no master orator, nor a great tactician – rather he is an unstoppable butcher who kills with little thought. At Osgiliath, Amon Barad, Cair Andros and a hundred others, Shagrat has led the charge, smashing aside weakling Men in the name of the Dark Lord.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	7	3	3	4	3	3	3

Wargear

Heavy armour and the Shield of Cirith Ungol.

Shield of Cirith Ungol. In any turn that he charges, Shagrat gains the Knock to the Ground special rule, exactly as if he was a cavalry model.



Shagrat, Captain of Cirith Ungol (Uruk-hai)

Points value: 55

At the time of the War of the Ring, Shagrat is old by the standards of Uruk-hai, but still strong enough to hold stewardship over the vital defences of Cirith Ungol. Here, Shagrat's steadfastness will constantly bring him into conflict with Gorbag, whose actions have everything to do with personal gain.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	5	2	2	4	3	1	1

Wargear

Armour.

Options

- Shield..... 5 points



Grishnákh, Orc Captain (Orc)

Points value: 45

Grishnákh is a conniving and ruthless Orc Captain. Years of ruthless raiding and seeming loyalty have left him in a position of relative power amongst the Orcish ranks, answerable only to Gothmog – and even then, only when he's looking...

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	2	2	3	3	1	1

Wargear

Armour.

Options

- Shield..... 5 points



Gorbag, Orc Captain (Orc)

Points value: 45

Gorbag is the leader of the contingent of Orcs from Minas Morgul stationed at Cirith Ungol. Gorbag forever has one eye on opportunity for personal gain, and the other on Shagrat, just to be sure that the Uruk-hai does not see him enriching himself at the cost of Mordor's wider goals.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	2	2	3	3	1	1

Wargear

Armour.

Options

- Shield..... 5 points



Orc Captain (Orc)

Points value: 40



Among every band of Orcs, there are a few who possess the brute strength and intellect required of a leader. These rare individuals swiftly become the captains of Mordor's armies. To Men or Elves, such an Orc Captain is barely distinguishable from the throng, perhaps a little broader at the shoulder and more dangerous in a fight – but a lowly Orc nonetheless. To the rank and file Orcs, though, an Orc Captain is the subject of jealousy, able to delegate the unenviable tasks and claim the best of the spoils.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	2	2	3	2	1	1

Wargear

Armour.

Options

- Warg..... 10 points
- Orc bow..... 5 points
- Shield..... 5 points

Kardûsh the Firecaller (Orc)

Points value: 60



Orc Shamans are a peculiar breed. They practise a primitive and brutish form of sorcery so distinct from the dread magics of the Nazgûl and the wonders of the Elves as to be unrecognisable as having common roots. The only exception is the magic employed by Kardûsh the Firecaller. The Wise believe Kardûsh of Barad-dûr to have been schooled in more learned sorceries by one of the Nazgûl – doubtless for the Ringwraith's own twisted ends. Rumour has it this shaman is capable of draining the life force from those around him before unleashing the stolen energies as a ball of fire.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	3/5+	3	4	2	1	3	1	3	1

Wargear

Armour and a spear.

Special Rules

Heart of Darkness. At the start of any Priority phase (before any dice are rolled), Kardûsh can drain the life essence from a nearby Orc to replenish his own sorcerous powers. Remove one of your Orc models, within 6"/14cm of Kardûsh, as a casualty. Kardûsh regains D3 Will points. This cannot take his total beyond 3.

Shadow Pawn. At the start of any Priority phase (before any dice are rolled), Kardûsh's controlling player can remove him as a casualty to restore D6 Will to a single Ringwraith within 6"/14cm. This cannot increase the Ringwraith's Will total beyond its starting value.

Magical Powers

	Range	Dice Score
Flameburst	6"/14cm	3+
Fury	6"/14cm	3+

Flameburst. Fire leaps from Kardûsh's outstretched palm to strike a nearby foe. The target suffers a Strength 6 hit.

Mordor Orc Shaman (Orc)

Points value: 50



Orc Shamans worship Sauron without a shade of doubt or hesitation. They direct the wrath of the Orcish hordes, commanding absolute loyalty to the Dark Lord of Mordor through superstition, deception and crude magic. The mere presence of a Shaman in the ranks can turn a cowardly rabble into a horde of Orcs willing to fight to their last breath and final drop of blood.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	3/5+	3	5	1	2	3	1	3	1

Wargear

Heavy armour and a spear.

Options

- Warg..... 10 points

Magical Powers

	Range	Dice Score
Fury	6"/14cm	3+
Transfix	12"/28cm	5+

Morannon Orc Captain (Orc)

Points value: 45

Morannon Orc Captains answer directly to Gothmog, the Lieutenant of Minas Morgul, and on the battlefield, they execute his commands without hesitation. It is these Captains who will spearhead the assault across the Pelennor Fields when the time comes to raze Minas Tirith to the ground.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	5	6	2	2	3	2	1	1

Wargear

Heavy armour.

Options

- Shield..... 5 points
- Two-handed weapon..... 5 points



Captain of the Black Guard (Uruk-hai)

Points value: 60

The Black Guard of Barad-dûr are considered the most fearsome of all the Orc breeds to march in Sauron's armies, and hence, their Captains are counted amongst the most dangerous warriors in the hordes of infantry at his disposal. Even stronger and more vicious than other Uruk-hai, when the Black Guard are led to war by their Captains, their loyalty to Sauron renders them almost insensate to fear.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	7	2	2	4	2	1	1

Wargear

Heavy armour and shield.

Special Rules

For the Dark Lord! Whilst at least one Ringwraith or Sauron himself is alive and on the battlefield, a Captain of the Black Guard is treated as being Courage 6.



Black Guard Drummer (Uruk-hai)

Points value: 45

The drummers of the Black Guard thump out a booming rhythm that dictates the speed of their brethren's advance. In their wake march ordered ranks of killers, hastened upon the road to war by the signal to advance. Some say that the thunder of their drums forms the heartbeat of Sauron's mightiest armies.

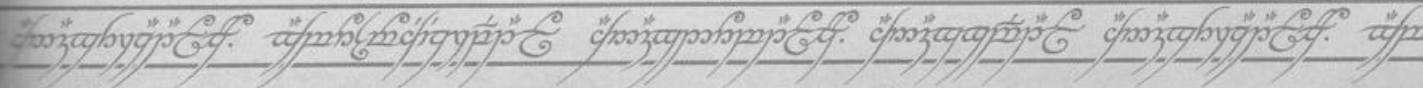
Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	5	5	1	1	4	0	0	1

Wargear

Heavy armour and a war drum.

Special Rules

War Drum (Uruk-hai). At the start of the Move phase (after any heroic actions have been called and executed), the Drummer can sound the advance. All Uruk-hai within 12"/28cm of one or more Drummers sounding the advance increase their Movement value by 3"/8cm for that turn, though they cannot charge.



Orc Drummer (Orc)

Points value: 40



As the armies of Mordor advance, they do so to the sonorous booming of war drums. An Orc war drummer's main role is to keep the Orcs moving forward. Only the strongest Orcs are chosen to carry the war drums of Mordor into battle. When the advance is sounded, they beat out a frenzied rhythm, causing their comrades to hurl themselves at the foe.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	1	1	3	0	0	1

Wargear

Armour and a war drum.

Special Rules

War Drum (Orcs). At the start of the Move phase (after any heroic actions have been called and executed), the Drummer can sound the advance. All Orcs (including Morannon Orcs, Warg Riders, etc) within 12"/28cm of one or more Drummers sounding the advance increase their Movement value by 3"/8cm for that turn, though they cannot charge.

Castellan of Dol Guldur (Spirit)

Points value: 40



Nameless and with no will of their own, the Castellans of Dol Guldur are but one facet of that cursed tower's sleepless malice. Formless, save for the armour that binds them, they stalk the paths of the Dark Lord's realm, slaying those they find. Each fell to Sauron's service in a different way; some sought to learn from him as an apprentice does from a master, others are the eternal remnants of those who have died in agony in Sauron's dungeons. They are all now bound to his curse and serve him absolutely. In times of war, Sauron summons them to fight for they are formidable warriors indeed.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	7	2	1	6	0	12	0

Wargear

Heavy armour.

Options

- Morgul blade (page 18) 5 points

Special Rules

Terror. See main rules manual.

The Will of the Necromancer. Castellans can use their Will in the same manner as Fate points. However, a Castellan must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that a Castellan in base contact with an enemy model must fight – they cannot choose not to fight! Once a Castellan suffers 1 Wound or has 0 Will remaining, it is banished and removed as a casualty.

Automatons. Castellans do not grant their Stand Fast! rule to nearby Warriors.

Black Númenórean Marshal (Man)

Points value: 60



There are many Black Númenóreans within the ranks of Minas Morgul, traitors granted unnatural life in payment of their services to Sauron. These corrupt souls are led by Marshals, wicked captains who have honed their skills and their cruelty on a thousand fields of battle. Even the presence of a single one of these unnatural warriors can instil a crippling fear into the hearts of those who oppose them, for all Black Númenóreans carry a fell reputation, and their captains most of all. Only the strongest and canniest can reach the rank of Marshal, for failure inevitably leads to a swift death.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	5	2	1	1

Wargear

Heavy armour.

Options

- Armoured horse 15 points
- Shield..... 5 points
- Two-handed weapon 5 points

Special Rules

Terror. See main rules manual.



Mordor Uruk-hai Captain (Uruk-hai)

Points value: 50

Of all the breeds of Orc that answer to the Black Tower, the Uruk-hai are the most fearsome, and those that dwell in Mordor are the true exemplars of their kind. Their captains enforce the orders of the Dark Lord and his lieutenants with pointed displays of violence. Each Mordor Uruk-hai Captain embodies the fierce loyalty and strength of his kind, reinforced by an unflagging brutality and a keen eye for an enemy's weakness. As the enemies of the Dark Lord have learnt to their cost upon the battlefield, this is a deadly combination.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	5	5	2	2	4	2	1	1

Wargear

Armour.

Options

- Orc bow..... 5 points
- Shield..... 5 points
- Two-handed weapon..... 5 points



Mordor Orc Taskmaster (Orc)

Points value: 60

Taskmasters are powerfully built Orcs who wield heavy whips with sharp strips of metal and bone woven into the cord. As the Orc army advances, the Taskmasters watch for any signs of shirking or dissent in the lines, punishing laggards with a lash from their cruel whips. Orders that are given in the presence of a Taskmaster are always obeyed quickly and efficiently, for even the most hardened Orc warrior feels a burst of pain at the crack of such a weapon.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/5+	4	5	2	2	3	2	1	1

Wargear

Armour and whip (throwing weapon with a Strength of 2 and a range of 2"/4cm).

Special Rules

Whip of the Masters. Each time the Taskmaster, or an Evil Hero within 6"/14cm of him, attempts a heroic action, roll a D6. On the score of a 4+, there is no need to expend a point of Might – the heroic action is free.



Spider Queen (Giant Spider, Monster)

Points value: 115

Greatest amongst the spiders of the Tawar Dúath (the southern regions of Mirkwood), the Queen is not only the largest, but also the most cruelly intelligent. Though she refuses to consider herself a servant of the Necromancer, their dark designs coincide frequently enough that they can make common cause.

Move	F	S	D	A	W	C	M	W	F
10"/24cm	6/6+	6	4	2	3	4	2	3	0

Special Rules

Terror. See main rules manual.

Movement. The Spider Queen moves at full speed over any type of difficult terrain and ignores all obstacles except for water features and gaps such as chasms, ditches and other spaces, which she has to jump as normal.

Venom. A Spider Queen must re-roll any failed To Wound rolls.

Pounce. In the turn in which a Spider Queen charges a model on foot or a cavalry model, she receives the Extra Attack and Knock to Ground rules exactly as if she were a monstrous mount.

Progeny. During any point in her move, a Spider Queen can expend a Will point to put a Broodling base into play anywhere within 3"/8cm. Broodlings have a Move of 6"/14cm and may move and charge on the turn they are summoned. A Spider Queen may summon multiple Broodlings in a single turn, provided she has sufficient Will remaining.

Broodlings (Spider)

Move	F	S	D	A	W	C
6"/14cm	2/6+	3	3	1	1	2



Middle-earth has many legends concerning Dragons. Frightening tales, told across the land, tell of the treasure hoard of Scatha the Worm, the Fall of Smaug and the destructive fire of Ancalagon the Black. Dragons fight with a fury that few creatures can match – a slash of their talons can break any shield wall and a snap of their terrible jaws can bite a Man in two. With fiery breath, they can burn their foes to death in flaming agony. A Dragon's hide is tough enough to turn aside arrows and blades with ease, and to look into their eyes or listen to their voice is to risk bewitchment.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	7/2+	7	7	4	7	4	3	3	3

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

Harbinger of Evil. All Good models within 12"/28cm of a Dragon suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).

Draconic Charge. If a Dragon charges into combat, it will knock enemy models to the ground, in the same way as a monstrous mount, if it wins the fight.

Survival Instinct. Each time a Dragon is wounded, it must take a Courage test. If the test is failed, he flees – the model is removed and counts as a casualty.

Options (up to 2 of the following)

- Breathe fire.....50 points
- Fly.....50 points
- Tough hide.....50 points
- Wyrmtongue.....50 points

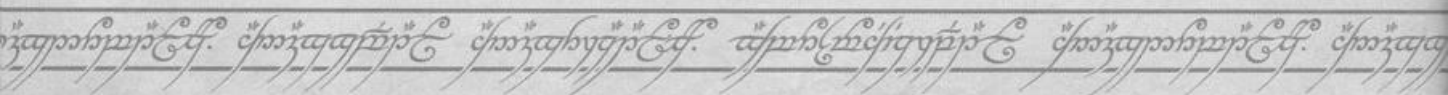
Breathe Fire. Each time a Dragon breathes fire, it expends a point of Will. Treat the Dragon's fiery breath as a bow with a range of 12"/28cm. If the shot hits, the target and any model (Good or Evil) within 2"/4cm suffers a Strength 10 hit (Fate rolls may be taken as normal). Any model that suffers a Wound caused by Dragon breath is automatically slain.

Fly. This Dragon has expansive and powerful wings. It can fly 12"/28cm as described in the main rules manual.

Wyrmtongue. A Dragon with this ability can cast a spell using one dice, without reducing his Will store. The controlling player can choose to increase the number of dice rolled by reducing the Dragon's Will store in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details):

	Range	Dice Score
Transfix	12"/28cm	3+
Compel	12"/28cm	4+
Sap Will	12"/28cm	4+

Tough Hide. The skin of this Dragon is almost impenetrably dense, or otherwise protected from harm. Its Wounds and Defence are 9, rather than 7.



Cave Drakes are subterranean predators who inhabit the cool, dark places deep within the bowels of the earth. Though natural enemies of the Dwarves, whose persistent delving often intrudes on their domains, Cave Drakes are quick to anger when their territory is threatened by interlopers of any ilk. With powerful jaws, they crush and tear at their foes, and with dagger-sharp claws, they can slice through even the finest armour. Possessed of a voracious appetite, Cave Drakes have been known to consume warriors in the midst of battle, gulping down their unfortunate victim before continuing their rampage.

Move	F	S	D	A	W	C	M	W	F
8"/20cm	6/5+	7	7	3	6	4	1	3	1

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

Cornered Beast. Cave Drakes are accustomed to fighting within narrow, dark caverns and passageways, and when cornered, they will flail about them with their lash-like tail and spined limbs.

If a Cave Drake is defeated in a fight, check to see if it is trapped (and so cannot back away a full 1"/2cm). If this is the case, roll To Wound the Cave Drake as normal. If it is not slain by the strikes, all models (both friend and foe) within 1"/2cm of the Cave Drake suffer a Strength 4 hit.

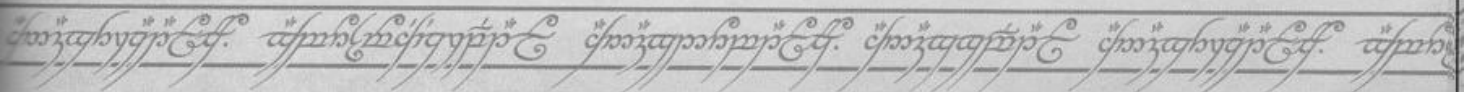
Draconic Charge. If a Cave Drake charges into combat, it knocks enemy models to the ground in the same way as a monstrous mount (see the rules manual for further details).

Swift and Lithe. The Cave Drake is incredibly agile, able to weave through rock-strewn caves and tunnels with unnerving ease, using the vibrissae extending from its head to guide the bulk of its body. A Cave Drake can move through difficult terrain of any sort without penalty.

Gaping Maw. Cave Drakes are almost continuously hungry and won't hesitate to consume a morsel of flesh in the midst of a battle. Using its powerful jaws, a Cave Drake can crunch armour and bone, choking down a man-sized victim in a matter of moments.

If you win a fight with your Cave Drake, you can either strike as normal or attempt to swallow a single man-sized (or smaller) model in the same fight, in which case, make a single roll To Wound against your target – if successful, the victim is gobbled up and very dead.

Fate rolls can be made against this special attack as normal. If the Fate roll is passed, the target survives and is unharmed. If the Fate roll is failed, the target model loses any remaining Wounds and is removed as a casualty.



The Necromancer (Spirit)

Points value: 250



For many years, long before the War of the Ring had truly begun, a darkness lurked in the southern reaches of Mirkwood. Slowly but surely the evil at its heart perverted that sylvan realm into a corrupt reflection of its former majesty, infested with spiders and verminous beasts. That evil was known only as the Necromancer, and none really understood the true provenance of his malfeasance. Eventually, the Free Peoples discovered that this being was none other than Sauron, the Lord of the Rings. Though his power was weakened by the loss of the Ruling Ring and his physical form was destroyed in the war of the Last Alliance, Sauron was still a force to be reckoned with, and his power was growing. If the forces of Good could not banish him once again, Middle-earth would be doomed to impenetrable darkness. Only a conclave of the Wise could truly hope to succeed, for of all the armies Sauron has commanded since the fall of Morgoth, the garrison of Dol Guldur was the most unnatural.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	7/4+	6	8	1	1	6	3	25	*

As the Necromancer is, in fact, Sauron, you cannot include both him and Sauron, the Dark Lord in your force.

Wargear

Armour.

Options

- If your army includes the Necromancer, you can upgrade any number of Orc Captains to Orc Captains of Dol Guldur at a cost of +5 points per model. Orc Captains of Dol Guldur are Fight 5/4+, rather than 4/5+.
- If your army includes the Necromancer, you can upgrade any number of Mordor Orc Shamans to Dol Guldur Orc Shamans at a cost of +5 points per model. Dol Guldur Orc Shamans have the Wither magical power instead of Transfix.

Wither. Range: 12"/28cm. Dice score to use: 5+. The victim immediately has its Strength reduced by 1 for the remainder of the game.

- If your army includes the Necromancer, you can upgrade any number of Orc Warriors to Orcs of Dol Guldur at a cost of +2 point per model. Orcs of Dol Guldur are Fight 4/4+, rather than 3/5+.

Special Rules

Terror. See the main rules manual.

Ancient Evil. All Good models within 18"/42cm of the Necromancer suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties).

The Will of Evil. During the game, this model must give up 1 point of Will at the end of the Fight phase if it has been in a fight. Note that if the model is touching an enemy, it must fight – it cannot choose not to fight! Once the model has 0 Will remaining, it is banished and removed as a casualty.

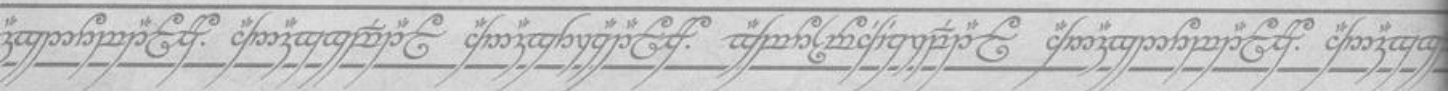
A Hero wearing the Ring is not invisible to this model as he is to others. Furthermore, this model does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemies are included as part of a multiple combat.

***He Cannot Yet Take Physical Form.** The Necromancer can use Will points as Fate points if he wishes.

Drain Soul. Any enemy that suffers a Wound from the Necromancer in close combat is automatically slain regardless of the number of Wounds on its profile. A Hero can use Fate to avoid Wounds suffered from the Necromancer, but if even a single Wound is not avoided, the Hero is slain and removed as a casualty.

Magical Powers

	Range	Dice Score
Drain Courage	12"/28cm	2+
Transfix	12"/28cm	2+
Compel	12"/28cm	3+
Sap Will	12"/28cm	4+
Chill Soul	12"/28cm	5+



Mordor Troll Chieftain (Troll, Monster)

Points value: 140

There are a small number of the Trolls of Mordor gifted with a strong sense of cunning and leadership. This primordial intellect not only makes them the natural leaders of their own race, but also perfect commanders within the armies of Mordor. As brave as an Uruk-hai Captain, as scheming as an Orc and deadlier than any other breed of Troll, Mordor Troll Chieftains easily obtain positions of prestige and maintain them through shows of wicked brutality and displays of sheer strength.

Wargear

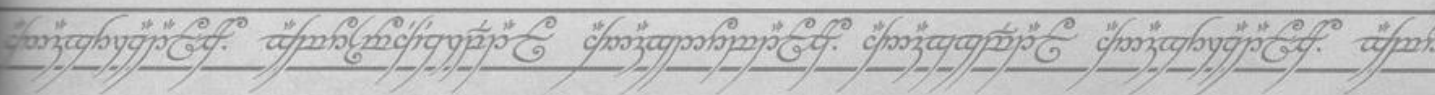
Armour.

Special Rules

Terror. See main rules manual.

Throw Stones. If the Troll does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	7/5+	7	8	3	3	4	2	1	1



Warriors of Mordor

Orc Warrior (Orc)

Points value: 5



Orcs are evil-hearted monsters that rejoice in slaughter and destruction. Even in the armies of Mordor, Orcs bear little loyalty even to their own kind, and will readily fight amongst themselves for the spoils of their conquests. The Orcs' cowardice and vicious nature make them the ideal tool of evil.

Move	F	S	D	A	W	C
6"/14cm	3/5+	3	4	1	1	2

Wargear

Armour.

Options

- Banner..... 25 points
- Orc bow..... 1 point
- Shield..... 1 point
- Spear..... 1 point
- Two-handed weapon..... 1 point

Orc Tracker (Orc)

Points value: 5



As their name implies, Orc Trackers are used to hunt down the enemy, often pursuing them over great distances. Once their prey is located, the Trackers provide a rare source of accurate archery, while the Dark Lord's army moves to engage the foe.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	3	1	1	2

Wargear

Orc bow.

Options

- Warg..... 6 points

Warg Rider (Orc, Cavalry)

Points value: 12



Wargs are massive, evil wolves with a cruel intelligence. Warg Riders scout far ahead of the hordes of Mordor, spying out the land and picking off stragglers. In battle, the Warg Riders swarm towards the foe in great packs, tearing and stabbing the flesh of their enemy with animalistic fury.

Move	F	S	D	A	W	C
6"/14cm	3/5+	3	4	1	1	2

Wargear

Armour and Warg.

Options

- Banner..... 25 points
- Throwing spears..... 2 points
- Orc bow..... 1 point
- Shield..... 1 point

Mordor Uruk-hai (Uruk-hai)

Points value: 8



Uruk-hai are the most dangerous perversion of the Orc breed. Where ordinary Orcs are crook limbed and cowardly, the Uruk-hai are strong, muscular and upright. Even in the serried armies of the Dark Lord, their reputation as hardened killers precedes them.

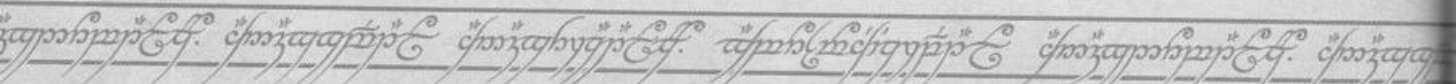
Move	F	S	D	A	W	C
6"/14cm	4/4+	4	4	1	1	3

Wargear

Armour.

Options

- Banner..... 25 points
- Orc bow..... 1 point
- Shield..... 1 point
- Two-handed weapon..... 1 point



Morannon Orc (Orc)

Points value: 7

A stronger strain of Orc has appeared within the armies of the Black Gate and Barad-dûr – the Morannon Orcs. Their armour is thick and strong, and this, coupled with their increased strength, makes them the ideal shock troops for Sauron's attack against Minas Tirith.

Move	F	S	D	A	W	C
6"/14cm	3/5+	4	5	1	1	2

Wargear

Heavy armour.

Options

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



Morgul Stalker (Orc)

Points value: 15

The twisted Morgul Stalkers came into being through the desire of the Witch-king to keep safe his domain from intruders. So stealthy are Morgul Stalkers that they can advance unseen and unheard upon the enemy, and slit throats before their presence is detected.

Move	F	S	D	A	W	C
6"/14cm	3/5+	4	4	2	1	3

Wargear

Armour.

Special Rules

Shadow Hunters. Morgul Stalkers always count as though they are equipped with Elven cloaks.



Morgul Knight (Man, Cavalry)

Points value: 20

The Morgul Knights are the embodiment of all the cruelty and hatred in Mordor. They are the elite of Sauron's armies, silent and forbidding horsemen who wield wicked lances from the saddles of their dark steeds. Each Morgul Knight is touched by a portion of Sauron's malice, and such is the aura of shadow that surrounds them, only the noblest of beings can summon courage enough to stand against them in battle.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	6	1	1	4

Wargear

Heavy armour, lance, shield and armoured horse.

Special Rules

Terror. See the main rules manual.

Options

- Banner..... 25 points
- War horn..... 20 points



Black Númenórean (Man)

Points value: 9

The Black Númenóreans are a race of Men who forged a foul alliance with the Dark Lord of Mordor many centuries ago. Some claim that the Black Númenóreans received immortality in exchange for their homage, and that those seen in the armies of Sauron in the Third Age are the self-same men who sided with Mordor all those years before.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	6	1	1	4

Wargear

Heavy armour and shield.

Options

- Banner..... 25 points
- War horn..... 20 points

Special Rules

Terror. See the main rules manual.



Giant Spider (Spider)

Points value: 20



The giant spiders that inhabit many of Middle-earth's dark places are frequently found in league with bands of Goblins, and those that dwell within the unhallowed realm of Mordor are no exception. These giant spiders are pressed into service, trapped in cages and tortured for sport before being unleashed upon the enemy. Usually, however, the alliance is a matter of convenience, for Goblins and spiders alike rejoice in evil acts, especially against those too weak to pose them a serious threat.

Move	F	S	D	A	W	C
10"/24cm	4/6+	5	3	2	2	3

Special Rules

Movement. Giant Spiders can climb on any surface, regardless of angle. Giant Spiders can therefore move at full speed over any type of difficult terrain and ignore all obstacles except for water features and gaps such as chasms, ditches and other spaces, which they have to jump as normal.

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

Black Guard of Barad-dûr (Uruk-hai)

Points value: 12



The most elite of all Orc regiments fighting in Sauron's armies, the Black Guard of Barad-dûr are disciplined and ferocious Uruk-hai. Heavily armoured and wielding brutal-looking swords, the Black Guard march to battle with the Eye of Sauron emblazoned upon their stout metal shields – as sure a sign of the Dark Lords' favour as the twisted might that flows through their veins.

Move	F	S	D	A	W	C
6"/14cm	4/4+	5	6	1	1	3

Wargear

Heavy armour and shield.

Options

- Banner..... 25 points

Spectre (Spirit)

Points value: 15



At the end of the First Age of the world, many malign creatures perished with the overthrow of Sauron's master. Most passed from this existence into whatever realm lies beyond, but a few refused to give up their grasp on the world of the living. Bodiless and insubstantial, many of these spectres have been summoned from their resting places and bound to Sauron's service. Hence, the darkened streets of Minas Morgul are haunted by things far fouler than Orcs alone, for shadow-bound souls known as Spectres tread the blackened cobblestones of that vile city. Men, Elves or even Orcs that have found their souls ensnared by the will of the Witch-king, these Spectres lure the unwitting to their deaths with beguiling lights and unearthly magic.

Move	F	S	D	A	W	C
6"/14cm	2/4+	3	5	1	1	6

Wargear

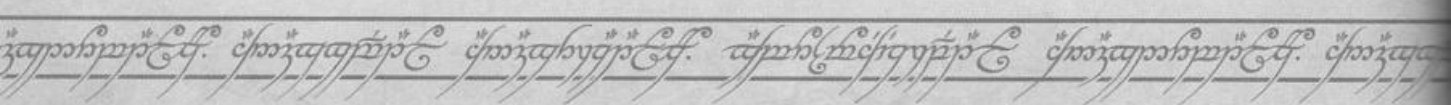
Heavy armour.

Special Rules

Terror. See the main rules manual.

Spectral Blades. When determining what number a Spectre needs to wound his opponents, use the opponent's Courage rather than its Defence on the Wound chart.

A Fell light is in them. At any point in its move, a Spectre can choose a single enemy model anywhere within 12"/28cm of the Spectre. This target must pass a Courage test or it will make a full move under the control of the Evil player, even if it has already moved. This move cannot be used to enter another model's control zone, or perform an action that would cause harm to the target (such as jumping down a cliff, etc). Affected models may not move further that turn.



The ash wastes of Gorgoroth are home to many blighted creatures pressed into Orcish service by cruelty. Few such beings are evil in their own right, but are pressed to wicked ends by their masters' malice. The Great Beast is one such monster, being brutish enough to serve both as a beast of burden and of war, and simple-minded enough that it surrenders quickly to the will of its Orcish masters.

Great Beasts are often pressed into service in Sauron's mines and forges, carrying great cargoes of lumpen ore and crude coal hither and yon. Elsewhere, some are employed dragging colossal war engines into position. Most, though, are outfitted with ramshackle battle platforms and goaded into the midst of the foe. As a Great Beast stomps and gores its way through the enemy ranks, Orc archers fire flurries of black-shafted arrows from the relative safety of the animal's back, jeering insults at any opponent skewered by their darts.

A Great Beast is incredibly difficult to kill, driven as it is by a simple, yet stubborn will. Its hide is thick enough to cheat blows from swords and axes, and only a determined assault will bring it down. Even then, the danger is not at an end, as the enormous corpse's crushing weight often proves fatal in its own right.

Move	F	S	D	A	W	C
8"/20cm	3/6+	6	7	3	4	2



COMPOSITION

A Great Beast of Gorgoroth consists of the Great Beast itself (which is a monstrous mount) an Orc Warrior rider with armour and spear (who controls his mount) and 9 Orc Warrior passengers with armour and Orc bows (who ride on the battle platform). See page 34 for the Orc Warrior profile.

Special Rules - Great Beast

Terror. See main rules manual for details.

Battle Platform. The battle platform holds nine Orc Warrior passengers (see the main rules manual). Orc Warriors on the battle platform can shoot even if the Great Beast has moved its full speed, and can shoot (and be shot at) if the Great Beast is engaged in a fight. If passengers are shot at, the firer doesn't need to randomise to see who is hit (as he would normally for passengers) but must treat the battle platform as being in the way. If the Great Beast's controller is slain, one of the passengers immediately takes his place, abandoning his bow as he does so. The Great Beast cannot carry any passengers other than those travelling on the battle platform and they cannot dismount while the Great Beast lives. Because the Orc Warriors on the battle platform are integral models, each time one is slain, use a marker or dice to remind you that there is one less passenger.

If the Great Beast is slain, roll on the Thrown Rider table for each Orc Warrior remaining on the battle platform.

Dead Weight. If the Great Beast is slain in a Fight, the remaining passengers and all models within 2" each suffer a Strength 6 hit on a roll of a 4+ (roll separately for each model).

Slam. If the Great Beast charges into combat with one or more enemy models, each foe contacted automatically suffers a Strength 6 hit. If these models are all slain, the Great Beast can continue to move – potentially charging and crushing more foes along its way.

Only Counts as One. The Great Beast of Gorgoroth and its crew count as a single model in a warband, and a single model for the purposes of working out the number of bows in your force.

Mordor Troll (Troll; Monster)

Points value: 100



The Trolls of Mordor have been bred by Sauron to withstand the light of the sun without turning into stone like normal Trolls. Standing more than ten feet tall, they are so massive in stature that they tower over even their subterranean kin that are found within the Misty Mountains. Such lumbering bulk is put to good use within Mordor's armies, where Mordor Trolls are used to spearhead attacks against determined defenders and fortress gates.

Move	F	S	D	A	W	C
6"/14cm	7/5+	7	7	3	3	3

Wargear

Armour.

Options

- War Drum 20 points

Special Rules

Terror. See main rules manual.

Throw Stones. If the Troll does not move at all, he can throw a stone in the subsequent Shoot phase. This works exactly like a crossbow with a range of 12"/28cm and a Strength of 8.

War Drum. At the start of the Move phase (after any heroic actions have been called and executed), the Drummer can sound the advance. All friendly models within 12"/28cm of one or more Drummers sounding the advance increase their Movement value by 3"/8cm for that turn, though they cannot charge.



Mordor Siege Bow (Siege engine)

Points value: 50

Siege Bows hurl massive spears into the ranks of the enemy, scything down even the most heavily armed warriors. When Good warriors learn that the legions of Mordor have a Siege Bow among their arsenal, even the bravest soldiers are wary, for neither armour nor dexterity is a match for the iron-tipped bolts that will soon be hurled their way.

	Strength	Defence	Batter	Points
Siege Bow	(9)	10		3

Crew

A Mordor Siege Bow is crewed by two Orc Warriors with armour.

Move	F	S	D	A	W	C
6"/14cm	3/5+	3	4	1	1	2



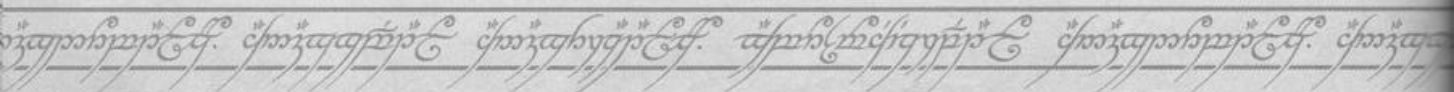
Options

- Orc Engineer Captain 65 points
- Flaming ammunition 15 points
- Additional Orc Warrior crew 5 points each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the Strength of the siege engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 hit upon it.

Accurate. When firing a Mordor Siege Bow at a Battlefield target, the shot will only Scatter 3"/8cm rather than 6"/14cm.



The War Catapults of Mordor are massive contraptions made of the strongest wood and bound in Mordor-forged iron. Wherever the armies of Sauron seek to penetrate a bastion or stronghold, these massive war machines will be wheeled to the front lines, launching destructive volleys at the defences of the enemy. Though the War Catapults of Mordor are designed to bring ruin to the citadels of the free people, they can be turned just as easily against the ranks of enemy warriors. So heavy are the boulders launched from the largest War Catapults that Mordor Trolls are enlisted to heave them into place whilst the Orc crew aim and fire their deadly artillery piece. The immense rocks hurled through the air by these machines come crashing down into the enemy soldiery, crushing flesh and bone and leaving a path of bloody devastation in their wake.

	Strength	Defence	Batter	Points
War Catapult	(10)	10		4

Crew

A Mordor War Catapult is crewed by three Orc Warriors with armour.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	3

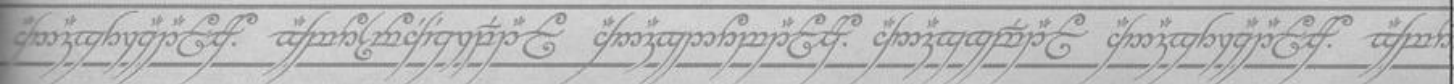
Options

- Troll 90 points
- Orc Engineer Captain 65 points
- Flaming ammunition 15 points
- Siege Veterans 15 points
- Severed heads 5 points
- Additional Orc Warrior crew 5 points each
- Replace any number of Orc Warrior crew with Black Númenórean crew equipped with heavy armour and shields (see page 35 for characteristic profile) ... 4 points each

Special Rules

Indirect Fire. A War Catapult always follows the rules for Volley Fire, giving it a range of 18-96"/42-224cm. When firing a War Catapult, follow the rules for siege engines in the main rules manual, with the following exceptions. A War Catapult hits the target on the roll of a 4+. If a hit is rolled and the target is a Siege target, the shot will hit it automatically (no scattering). If the target is a Battlefield target, roll on the siege engines' Scatter chart instead of following the normal rules for allocating hits with a volley.

Area Effect. If the catapult scores a hit against a Battlefield target, all models within 2"/4cm of the target take a hit of Strength 6 (this hit does not kill Battlefield targets outright).







THE SLOPES OF MOUNT DOOM

It is near the end of the Second Age, and the Last Alliance of Men and Elves has brought Sauron to the final battle upon the slopes of Mount Doom. There, the Dark Lord prepares to make his stand. The Heroes in this scenario are legendary – their success or failure on this battlefield will define an age of Middle-earth.

After years of arduous warfare, the Last Alliance has finally driven the armies of Mordor back to their very last refuge. Barad-dûr has fallen and now Sauron himself stands with his Orcish legions on the slopes of Mount Doom. Elendil, the King of Gondor and Arnor, and Gil-galad, the High King of the Elves, command the forces of the Last Alliance. Under their combined leadership, the Men and Elves have destroyed much of the Dark Lord's army and smashed his fortresses asunder. The cost has been great, and many of the noble and great from Gondor and the Elven Kingdoms lie dead upon the basalt fields of Mordor. Now comes the final battle. Sauron will be forced to confront the greatest warriors from the races of both Men and Elves and, after years of ceaseless bloodshed, the Last Alliance has a chance to put an end to his reign of evil. As the Men and Elves advance towards the base of the black, rock-strewn slopes of Mount Doom, Sauron gathers the last of his Orcs, and all of his might. At the very place where the One Ring was forged, the final battle of the Second Age will be fought and the fate of Middle-earth will be decided.

PARTICIPANTS – GOOD

Up to 500 points of warbands chosen from the Númenor army list (Kingdoms of Men sourcebook). The force must include Elendil and Isildur. These warbands are allied with up to 500 points of warbands chosen from the Eregion and Rivendell army list (Free Peoples sourcebook). This force must include Gil-galad and Elrond. No other named Heroes may be used.

PARTICIPANTS – EVIL

Up to 1,250 points of warbands chosen from the Mordor army list. The force must include the Dark Lord Sauron. No other named Heroes may be used.

LAYOUT

This scenario is played upon the plateau of Gorgoroth, leading up to the ravaged slopes of Mount Doom, represented by a board 48"/112cm by 48"/112cm. The board is strewn with broken rocks and the detritus of Mordor's foul industries (see map). The earth is split in several places with gaping chasms and lava flows.



'I beheld the last combat on the slopes of Orodruin, where Gil-galad died, and Elendil fell...'

- Elrond to his Council, the Fellowship of the Ring



STARTING POSITIONS

The Good player deploys his force within 12"/28cm of the western board edge. All Good Warriors must be positioned within 6"/14cm of a Good Hero at the start of the game. The Evil player then places all of his models, except Sauron, within 12"/28cm of the eastern board edge. Sauron is not deployed at the start of the game, but will be available later.

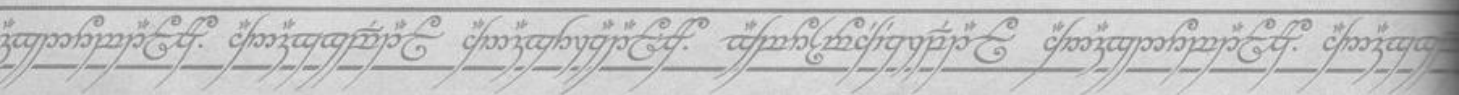
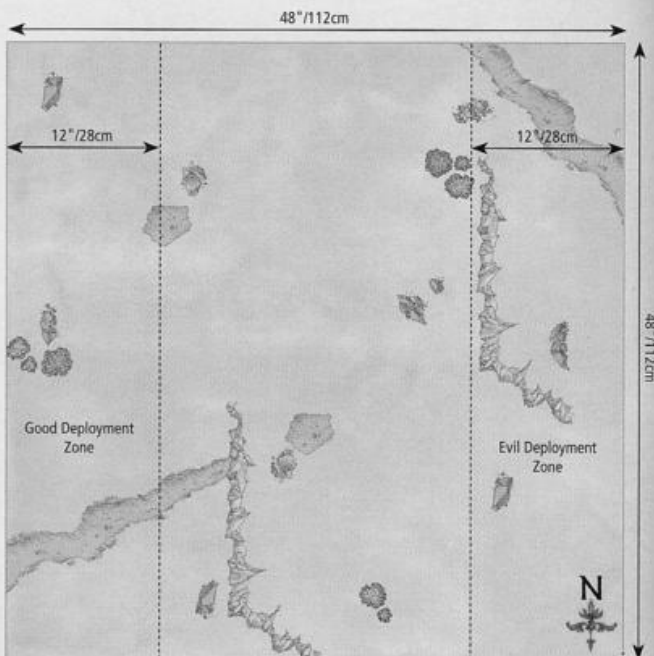
OBJECTIVES

The Good side must kill Sauron. As soon as they do so, they are victorious. In return, Sauron must crush the Last Alliance. The Evil side must kill Elendil, Isildur and Gil-galad to win.

SPECIAL RULES

The Dark Lord Cometh. Sauron has put off personally entering the fray, but now the Dark Lord can escape his fate no longer. Once a Good model moves within 12"/28cm of the eastern board edge, Sauron is ready to enter play. At the end of the following Evil turn, Sauron enters play from any point on the eastern board edge, he may not charge on the turn that he arrives, but may otherwise act normally.

The Final Battle: The valiant Men and Elves have sworn to see this terrible duty done, and will willingly lay down their lives to end the Dark Lord's madness. The Good side cannot be broken in this scenario.

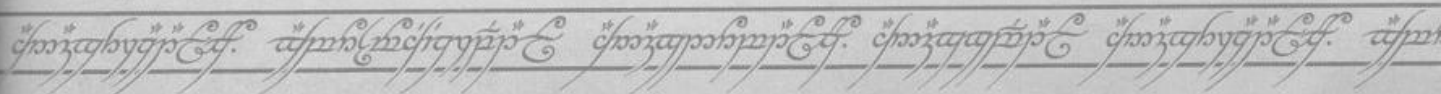




Volcanic Eruptions: At the heart of Mordor lies Mount Doom, a colossal volcano, and the only place where the One Ring can be destroyed. Some say that Sauron can control the will of this volcano, causing it to erupt at his command. Each turn, if the roll for priority is drawn, the volcano is suffering a minor eruption. Compare the number rolled with the following chart:

- 1 **Clouds of Ash:** Vast billowing clouds of volcanic ash are blasted across the battlefield, obscuring vision and causing confusion. All vision is reduced to 12"/28cm.
- 2 **Ground Tremors:** With a mighty rumbling, the lands groan and shift. All models (except fliers) count the distance they have moved as twice the actual distance.
- 3-5 **Falling Rock:** Chunks of volcanic rock are hurled high into the air and come crashing down onto the battlefield. The players must roll off and the winner may choose D3 target spots anywhere on the battlefield. Any model within 3"/8cm of a target spot suffers a Strength 3 hit and is knocked to the ground.
- 6 **Poisoned Air:** A noxious cloud of air is blown across the battlefield. The players roll off; the winner places a poisoned air marker anywhere on the table. All models within 6"/14cm of the marker, when it is placed and at the start of each subsequent turn, suffer a Strength 1 hit.

Lava Flows: From high in the mountains that ring Mordor, and from the towering presence of Mount Doom itself, flow blazing rivers of lava. The great furnaces and forges of Barad-dûr are powered by these glowing streams of magma. Lava flows cannot be crossed except by making a Jump test where the glowing river is wide enough, or by using a bridge (if there is one). Any model that is pushed, or falls, into a lava flow is killed – remove him from the game.



THE SACKING OF OSGILIATH

The overwhelming numbers of Mordor cannot be brought to bear on the city of Minas Tirith until the Anduin is crossed. The most likely ford, at the ruined city of Osgiliath, has so far been denied. The final assault on Osgiliath will be led by none other than Gothmog himself, for it must succeed.

In the dead of night, upon crudely built barges, Morannon Orcs form the crucial first wave. Packs of vile Morgul Stalkers have silently infiltrated the city to ensure that the assault does not fail. Only Faramir and his exhausted warriors can prevent the ruins of Osgiliath from being overwhelmed. Though they are surrounded, if the defenders of Osgiliath can slow Gothmog's advance, they may yet turn the tide of the War of the Ring.

PARTICIPANTS – GOOD

Up to 500 points of warbands chosen from the Minas Tirith army list (Kingdoms of Men sourcebook). The force must include Faramir. No other named Heroes may be used. The only Warriors that may be used are Rangers of Gondor and Osgiliath Veterans.

PARTICIPANTS – EVIL

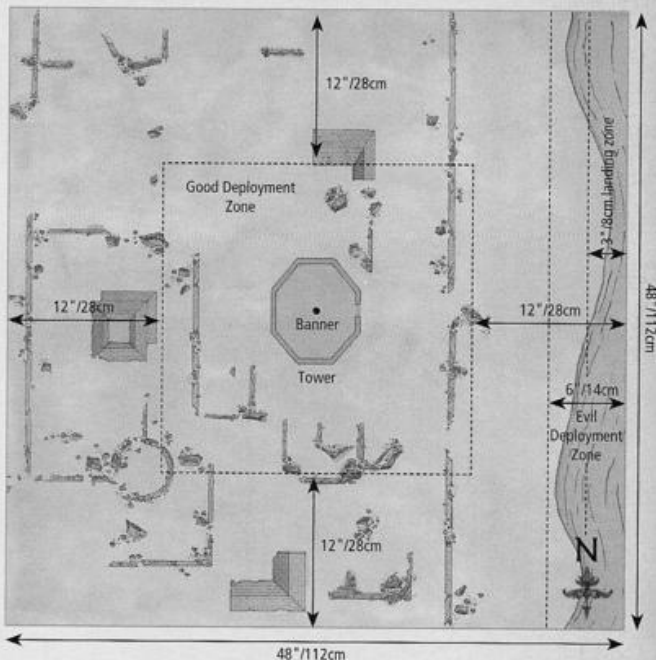
Up to 500 points of warbands chosen from the Mordor army. The force must include Gothmog. The only other Heroes that may be used are Morannon Orc Captains. The only Warriors that may be used are Morannon Orcs and Morgul Stalkers.

LAYOUT

This scenario is played on a board 48"/112cm x 48"/112cm. The eastern board edge features the shore of the River Anduin, and what remains of the fortress wall (see map). The remainder of the board is composed of ruined buildings, rubble and the detritus of a city at war. Roughly in the centre of the board is a large building with a tower (see map).

STARTING POSITIONS

The Good player deploys first, placing his defenders anywhere on the board but not within 12"/28cm of any table edge. The Evil player deploys up to 6"/14cm from the eastern board edge. If the Evil army includes any Morgul Stalkers, these may set up as normal or may move into play from any board edge in any game turn that the Evil player chooses. They may not charge in the turn in which they enter the board, but may otherwise act normally.



OBJECTIVES

In this battle, the two sides share three objectives. The winner is the player that claims the most objectives at the end of ten turns.

Objective 1: The Landing Zone. The landing zone is represented by the area within 3"/8cm of the eastern table edge. Whichever player has the most models within it claims this objective.

Objective 2: The Banner of the White Tower. From the top of the central tower flutters a banner of Minas Tirith, a symbol of resistance against Mordor.

An Evil model can destroy this banner by spending a complete Fight phase in base contact with it (and not fighting other models, or supporting with a spear). If the banner is destroyed, the Evil side claims the objective, if it is not, the Good side claims it.

Objective 3: Faramir. Faramir is the last son of Denethor, and so long as he remains alive, the forces of Gondor take heart. If Faramir is slain, the Evil side claims the objective, if he survives, the Good side claims it.

SPECIAL RULES

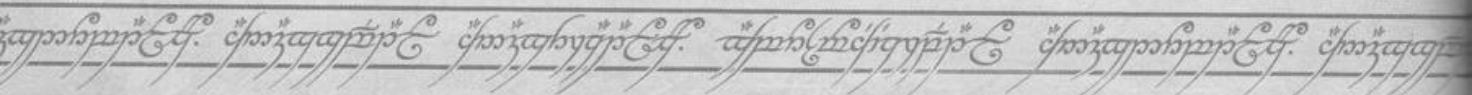
There are no special rules in this scenario.



Gothmog



Faramir



SHELOB'S LAIR

After leading Sam and Frodo safely through Ithilien and the Morgul Vale, Gollum finally springs his trap. In a mouldering cavern high in the mountain pass of Cirith Ungol, the Hobbits unwittingly enter the shadowy lair of Shelob, child of Ungoliant. A spider of incredible size and remarkable appetite, Shelob preys upon those that stray into her domain, be they Orcs, Men, Elves, or other less nourishing beasts.

An unnatural kinship has long existed between Gollum and Shelob, and now he leads the unwary Hobbits to their doom, content to retrieve his precious Ring from their desiccated husks once Shelob has eaten her fill. Can Sam and Frodo fight their way out of this trap, or will the quest of the One Ring end in Shelob's lair?

PARTICIPANTS – GOOD

Frodo and Samwise Gamgee from the Fellowship army list (Free Peoples sourcebook). Frodo has his Mithril Coat, Sting and an Elven cloak. Sam has an Elven cloak. No other options may be taken.

PARTICIPANTS – EVIL

Shelob from the Mordor army list.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing Shelob's lair. The board should be littered with boulders and areas of rocky difficult terrain.

STARTING POSITIONS

Shelob is placed in base contact with the centre of the north or south table edge. The Good player then places Sam in base contact with the centre of the west table edge, and Frodo in the centre of the table.

OBJECTIVES

To win, the Evil player must kill both of the Hobbits. (Note that Shelob does not actually kill her prey. Instead, when they fall, it is assumed that they have succumbed to Shelob's venom and are paralysed. Should both of the Hobbits fall in this manner, Shelob will be able consume them at her leisure.)

The Good player must either kill Shelob or, more likely, cause her enough pain to convince her to flee back to her lair (see Shelob's Hunting Instinct special rule). Alternatively, the Good player wins if Frodo succeeds in exiting the table from the eastern edge.

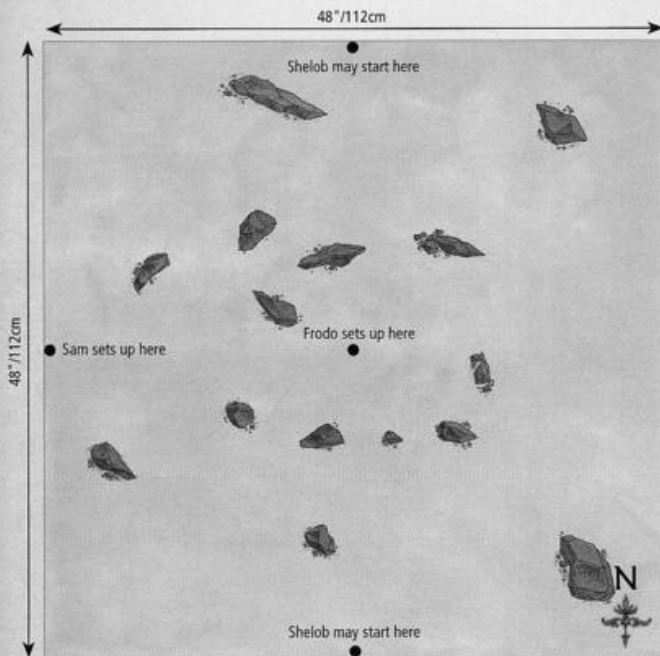
SPECIAL RULES

Samwise The Brave. Sam always passes Courage tests in this scenario.

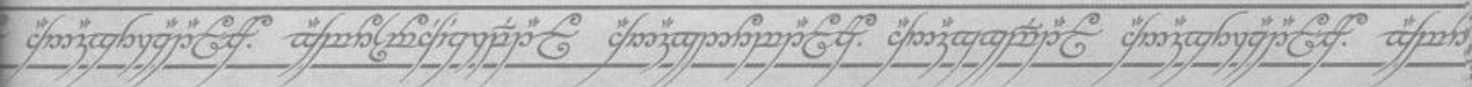
The Phial of Galadriel. In addition to his normal wargear, Sam also carries a glass phial Galadriel gifted to Frodo. The pure light of the Elven artefact means that Shelob treats Sam as having the Terror special rule.

Not here, not so close to the Eye! Frodo may not use the Ring in this scenario.

Sting. Blows from Sting will wound Shelob automatically. If Frodo is slain, Sam can pick up Sting by moving into base contact with the point where Frodo fell (place Frodo on his side to mark the spot).



Shelob



THE DEATH OF KINGS

Many great deeds have taken place before the walls of Minas Tirith, until finally the siege has been broken. Suladán and his bodyguard lie dead, and Théoden, king of Rohan, stands alone after many deeds of great valour. In the few bloody minutes since the charge of the Rohirrim, Théoden has earned a glorious reputation that will shine even in the presence of his mighty forbears. But the battle is not yet done.

The Witch-king of Angmar has abandoned his attack on Minas Tirith to face the new threat offered by the king of Rohan. Éowyn and Merry are close at hand, but can even their valour prevail against the black mantled Lord of Morgul?

PARTICIPANTS – GOOD

The following models from the Rohan army list (Kingdoms of Men sourcebook): Théoden King of Rohan, Éowyn, Shield Maiden of Rohan, and Meriadoc, Knight of the Mark. Théoden has an armoured horse and shield. Éowyn has a horse, armour, and throwing spears. Merry has a shield. No other options may be taken.

PARTICIPANTS – EVIL

The Witch King of Angmar from the Mordor army list. The Witch King has a Fell Beast and a flail. No other options may be taken.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the Pelennor. The ground is largely flat with occasional scrubby bushes and clusters of rocks.

STARTING POSITIONS

The Good player first places Théoden up to 18"/42cm from the Evil player's table edge. The Evil player then places the Witch-king up to 6"/14cm from his table edge and more than 10"/24cm away from Théoden. Finally, the Good player places Éowyn and Merry up to 6"/14cm from their own table edge.

OBJECTIVES

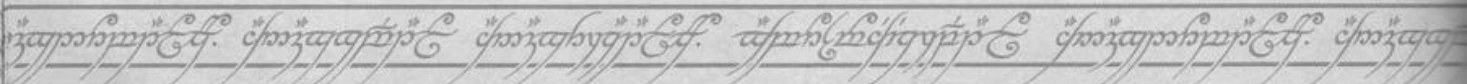
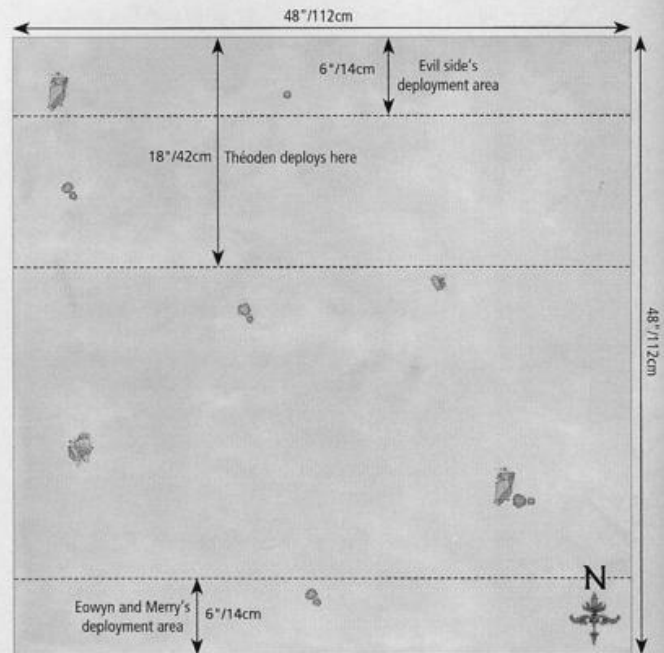
The Evil player wins if all of the Good Heroes are slain before the end of the twentieth game turn. The Good player wins by slaying the Witch-king or surviving more than twenty turns.

SPECIAL RULES

The King is attacked! Éowyn and Merry are so devoted to the King that they will give their lives for him. They automatically pass any Courage tests during this scenario.



No living man may hinder me! The Witch-king holds himself immune to the blades of Men, but has given no thought to those wielded by women or Hobbits. Éowyn and Merry may re-roll any failed attempt to wound the Witch-king.



THE BLACK GATE OPENS

Though the cost has been high, Gondor still stands in defiance of the Dark Lord. Yet, even as Frodo Baggins slowly journeys towards Mount Doom, Sauron marshals another great host within the mountainous walls of Mordor. It is clear that the Dark Lord's armies are too great to defeat upon the field of battle. It is only through the destruction of the One Ring that victory can be gained.

To this end, Aragorn and his allies elect to challenge the Dark Lord directly; to ride north to the Black Gate of Mordor and draw his eye from the Hobbit who may yet prove his downfall. For the first time in thousands of years, an alliance of the Free Peoples of Middle-earth stand against Sauron, united under Aragorn's leadership. The fate of the world hangs in the balance...

PARTICIPANTS – GOOD

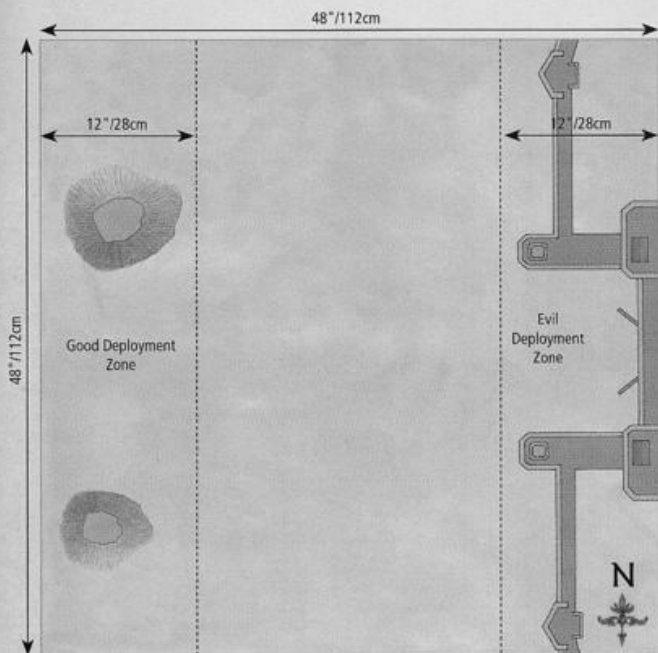
The following models from the Fellowship and the Wanderers in the Wild army lists (Free Peoples sourcebook): Gwaihir, Gandalf the White, Legolas, and Gimli son of Glóin.

Up to 650 points of warbands chosen from the Minas Tirith army list (Kingdoms of Men sourcebook). This force must include Aragorn, King Elessar, and Peregrin, Guard of the Citadel. Additionally, up to 400 points of warbands chosen from the Rohan army list (Kingdoms of Men sourcebook). This force must include Éomer, Knight of Pelennor, and Gamling, Captain of Rohan. No other named Heroes may be used.

Only models from the Rohan army list may be mounted.

PARTICIPANTS – EVIL

Up to 1,750 points of warbands chosen from the Mordor army list. This force must include the Mouth of Sauron and three named Ringwraiths mounted on Fell Beasts (any named Ringwraith may be chosen apart from the Witch-king). No other named Heroes may be used.



LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the bleak, flat ground in front of the Black Gate of Mordor. The Black Gate itself straddles the eastern board edge, guarding the gateway into Mordor. On the western edge of the board there are two small hills.

STARTING POSITIONS

The Good player deploys his force, with the exception of Gwaihir, who arrives later in the battle, within 12"/28cm of the western edge and splitting the remaining models equally between each hill. The Evil player then places his own force, with the exception of the Ringwraiths, who arrive later in the battle, anywhere within 12"/28cm of the eastern board edge.

OBJECTIVES

The game lasts for ten turns. The Evil player wins if four or more named Good Heroes are slain, or if Aragorn is slain. The Good player wins if he avoids these objectives happening for more than ten turns.

SPECIAL RULES

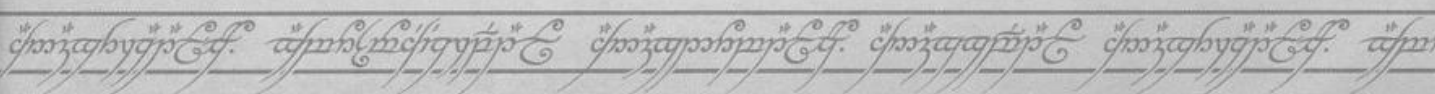
Weary with Much Toil. All Good Heroes, apart from Aragorn, start with one less point of Might, Will and Fate than on their profile, to a minimum of 0.

The Final Battle. Any unnamed Evil Heroes and all Evil Warriors that are slain in the first three turns of the battle will come back in the following turn by moving onto the table through the Black Gate. In addition, neither side needs to take Courage tests if their force is reduced to half its starting numbers.

The Eagles Are Coming! Both the Ringwraiths and Gwaihir come late to the battle. They enter play from any board edge at the end of their respective players' fourth Move phase. They may not charge in the turn they arrive, but may otherwise act normally.



Aragorn, King Elessar



Heroes of Mordor

	Move	F	S	D	A	W	C	M	W	F	Pg
Black Guard Drummer	6"/14cm	4/4+	5	5	1	1	4	0	0	1	27
Black Númenórean Marshal	6"/14cm	5/4+	4	6	2	2	5	2	1	1	28
Captain of the Black Guard	6"/14cm	5/4+	5	7	2	2	4	2	1	1	27
Castellan of Dol Guldur	6"/14cm	5/4+	5	7	2	1	6	0	12	0	28
Cave Drake	8"/20cm	6/5+	7	7	3	6	4	1	3	1	31
Dragon	6"/14cm	7/2+	7	7	4	7	4	3	3	3	30
Gollum	6"/14cm	4/5+	4	4	2	2	4	1	0	1	19
Gorbag, Orc Captain	6"/14cm	4/5+	4	5	2	2	3	3	1	1	25
Gothmog, Lieutenant of Morgul	6"/14cm	5/5+	4	6	3	3	5	3	3	3	24
Grishnákh, Orc Captain	6"/14cm	4/5+	4	5	2	2	3	3	1	1	25
Kardûsh the Firecaller	6"/14cm	3/5+	3	4	2	1	3	1	3	1	26
Khamûl the Easterling	6"/14cm	5/4+	4	8	1	1	6	2	12	2	21
Morannon Orc Captain	6"/14cm	4/5+	5	6	2	2	3	2	1	1	27
Mordor Orc Shaman	6"/14cm	3/5+	3	5	1	2	3	1	3	1	26
Mordor Orc Taskmaster	6"/14cm	4/5+	4	5	2	2	3	2	1	1	29
Mordor Troll Chieftain	6"/14cm	7/5+	7	8	3	3	4	2	1	1	33
Mordor Uruk-hai Captain	6"/14cm	5/4+	5	5	2	2	4	2	1	1	29
Orc Captain	6"/14cm	4/5+	4	5	2	2	3	2	1	1	26
Orc Drummer	6"/14cm	4/5+	4	5	1	1	3	0	0	1	28
Ringwraith	6"/14cm	5/4+	4	8	1	1	6	0-2/7-14/0-2			19
Shagrat, Captain of Cirith Ungol	6"/14cm	5/4+	5	5	2	2	4	3	1	1	25
Shagrat, War Leader of Cirith Ungol	6"/14cm	5/4+	5	7	3	3	4	3	3	3	25
Shelob	10"/24cm	7/6+	7	7	1	6	4	0	6	0	24
Spider Queen - Broodlings	10"/24cm	6/6+	6	4	2	3	4	2	3	0	29
The Betrayer	6"/14cm	5/4+	4	8	1	1	6	2	14	2	20
The Dark Lord Sauron	6"/14cm	9/4+	8	10	3	5	7	3	6**	**	17
The Dark Marshal	6"/14cm	6/4+	4	8	1	1	6	2	12	2	20

Heroes of Mordor *Continued*

	Move	F	S	D	A	W	C	M	W	F	Pg
The Dwimweller	6"/14cm	5/4+	4	8	1	1	6	0	16	2	21
The Knight of Umbar	6"/14cm	5/4+	4	8	1	1	6	3	14	2	22
The Mouth of Sauron	6"/14cm	4/4+	4	5	2	2	4	1	4	1	17
The Necromancer	6"/14cm	7/4+	6	8	1	1	6	3	25*		32
The Shadow Lord	6"/14cm	5/4+	4	8	1	1	5	2	14	2	22
The Tainted	6"/14cm	5/4+	4	8	1	1	6	1	12	1	23
The Undying	6"/14cm	5/4+	4	8	1	1	6	2	20	0	23
The Witch-king of Angmar	6"/14cm	5/4+	4	8	1	1	6	0-3/10-20/0-3			18

Warriors of Mordor

	Move	F	S	D	A	W	C	Pg
Black Guard of Barad-dûr	6"/14cm	4/4+	5	6	1	1	3	36
Black Númenórean	6"/14cm	4/4+	3	6	1	1	4	35
Giant Spider	10"/24cm	4/6+	5	3	2	2	3	36
Great Beast of Gorgoroth	8"/20cm	3/6+	6	7	3	4	2	37
Morannon Orc	6"/14cm	3/5+	4	5	1	1	2	35
Mordor Troll	6"/14cm	7/5+	7	7	3	3	3	38
Mordor Uruk-hai	6"/14cm	4/4+	4	4	1	1	3	34
Morgul Knight	6"/14cm	4/4+	3	6	1	1	4	35
Morgul Stalker	6"/14cm	3/5+	4	4	2	1	3	35
Orc Tracker	6"/14cm	3/4+	3	3	1	1	2	34
Orc Warrior	6"/14cm	3/5+	3	4	1	1	2	34
Spectre	6"/14cm	2/4+	3	5	1	1	6	36
Warg Rider	6"/14cm	3/5+	3	4	1	1	2	34

Siege Weapons of Mordor

	Strength	Defence	Batter Points	Pg
Mordor Siege Bow	(9)	10	3	38
Mordor War Catapult	(10)	10	4	39



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