

# THE LORD OF THE RINGS

WARGAMES RULES FOR TABLETOP ENCOUNTERS

MAGIC, SPELLS & SPECIAL RULES

&

CHARACTERS

THIRD AGE – YEAR 490 to 3021

**FINAL DRAFT**



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## USING MAGICAL POWERS

Some Heroes have the ability to use magic - this is shown clearly in their characteristic's entry, along with a list of the spell disciplines from which they can cast. Few of these abilities cause catastrophic harm to the foe. In Middle-earth, magic tends to be a subtle power, used to sap a foe's strength or bolster the resolve of friendly troops

A Hero can employ a magical power in the Move phase, when it is his Turn to move. A magical power can be used at any point during the Hero's movement – before moving, afterwards, or at any point in between

Unless otherwise stated, the target of the magical power must be within both range & arc of sight & visible to the casting Hero's company

When a Hero employs a magical power, the player declares which power he will use & the target of that power. The magical power is then cast. A dice is rolled to determine the effect, which is then immediately applied to the target (you'll notice that a roll of 1 has no effect). Some spellcasters can use more than one spell a Turn, depending on their Mastery, although these additional spells will not be cast automatically

## MAGICAL MASTERY

All spellcasting Heroes have a Mastery level to represent their proficiency in the mystical arts. The higher a Hero's Mastery level, the more spells he can cast each Turn. A spellcaster with only a rudimentary knowledge of magic, such as a Goblin Shaman, has a Mastery level of 1, whilst a powerful Wizard, such as Gandalf, has a Mastery level of 3. Each Mastery level allows a spellcaster to use one magical power each Turn. The Goblin Shaman, therefore, could only ever use one magical power each Turn, whilst Gandalf could use up to three. Note that a spellcaster may not cast the same spell more than once in the same Turn

## FOCUS

Using a magical power requires serious concentration - even the slightest wavering of mind can prevent a spell from being cast. To represent this, each spell has a Focus rating from 2 to 6, representing the amount of concentration a spell requires. A simple spell will have a low Focus, while a powerful spell will have a high Focus

We assume that a spellcaster will always have gathered himself sufficiently to cast one spell a Turn, which is why no dice roll is required for the first spell cast. However, if a spellcaster wishes to attempt a further spell, he must roll to see if he can maintain Focus. To do this, he must consult the Focus rating for the last spell he cast & roll a dice

If the result is equal to or greater than the Focus rating, the spellcaster's concentration has been successfully maintained. He can immediately cast a second spell &, if his Mastery level allows, attempt a third spell once the second spell has been resolved, & more besides, if he has enough Mastery. If the dice roll is lower than the Focus rating, the caster's concentration has lapsed - he cannot use further magical powers that Turn 3 or more Attacks each. **Monsters do not suffer casualties in the same way as other companies, so their Attacks value will not be reduced until they are slain**

## A NOTE ON SPELL ORDER

Because a magical power's Focus value increases in line with its effectiveness, players will want to think carefully about the order in which they wish to use magical powers. A destructive spell, such as Black Dart (Focus 6), has a high Focus rating, which means a spellcaster is much less likely to be able to cast another spell afterwards. Conversely, a caster who uses the Courage-sapping Sunder Spirit (Focus 3) is far more likely to be able to follow it up with another magical power. So, what do you do? Cast the Black Dart first, knowing that its success is guaranteed & that you might be able to follow it up with Sunder Spirit? Or do you cast Sunder Spirit first, knowing that you'll probably be able to follow up with Black Dart?

## COUNTERSPELLS

Some magical powers can directly counteract the effect of spells cast on the same target, as spellcasters vie with one another to influence the course of the battle. We call these counterspells. Sometimes this is obvious - a formation that has had its Courage drained by Sunder Courage (-1 Courage) & then boosted by Instil Valour (+1 Courage) will of course be left with no positive or negative effects as the two clearly cancel out

On other occasions, the counter-combinations are less straightforward, so they are specified in the spell's description. Call Winds disperses Pall of Night, for example - it's easy to imagine Gandalf summoning a gale to blow away a cloud of darkness that envelops his allies. This interaction represents magical duels, with one spellcaster cancelling a previously cast magical power with a spell of his own

When a magical power is successfully used on a target already under the effects of a spell it can counter, both the new spell & the existing spell cease to work & have no further effect that Turn. If a magical power is capable of acting as a counterspell to another magical power, it will state as much in the description - otherwise, the effects of both spells run concurrently

## SPELL DISCIPLINES

In War of The Ring, spells of a similar nature are organised into disciplines. Each spellcaster knows one or more spell discipline. For example, an Elven Stormcaller knows the Spells of the Wilderness. Conversely, the Nazgûl are learned in all the Spells of Dismay & Spells of Darkness. A spellcaster can only use spells from a discipline he knows

## **WILL OF IRON**

Being made of sterner stuff than lesser mortals, Heroes can attempt to resist the effects of even the most powerful spells. To resist a spell, nominate a Hero in the formation immediately as the formation is chosen as the target of a spell. That Hero must immediately spend a Might point. Roll a dice, on a 4 or more the spell dissipates & has no effect - further Might points can be spent to modify the roll. Any Hero in the formation may try to resist the spell, but only one attempt to resist may be made per spell

## **SPELLS OF DISMAY**

The **Spells of Dismay** attack the enemy's will to live, sapping their strength & valour in equal measure. Evil creatures make wide use of such magical powers, whilst beings of good heart do so only as a last resort

**Sunder Spirit (Focus 3)** - Valour is an ephemeral quality, easily dispersed at the whim of an accomplished sorcerer. Choose one enemy formation within **14 BW** of the caster & roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Courage for the remainder of the Turn. On a roll of 6, the target instead suffers a -3 penalty to its Courage. Sunder Spirit acts as a counterspell to Instil Valour

**Enfeeble (Focus 4)** - With an expansive gesture, the caster drains the strength of his chosen foe. Choose one enemy formation within 14 BW of the caster & roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Strength for the remainder of the Turn. On a roll of 6, the target instead suffers a -3 penalty to its Strength (to a minimum of 1). Enfeeble acts as a counterspell to Strength from Corruption

**Transfix (Focus 5)** - The caster bends his power upon the foe, sapping them even of the will to move. Choose one enemy formation within 10 BW of the caster & roll a D6. On a 2 to 5, the target must immediately pass a Courage test with a -1 penalty, or be unable to move, shoot or charge this Turn. On a roll of 6, the target must instead immediately pass a Courage test with a -3 penalty, or be unable to move, shoot, charge or cast spells this Turn

**Terrifying Aura (Focus 3)** - The caster & his companions suddenly seem to grow larger & more fearsome, instilling dread in even the bravest foe. This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation causes Terror until the end of the Turn. If the formation already caused Terror, any Terror tests caused by the formation will be taken with a -1 penalty to Courage. On a roll of 6, the formation causes Terror as described above & Terror tests caused by the formation are taken instead with a -2 penalty to Courage

**Visions of Woe (Focus 3)** - Reaching into their minds, the caster haunts his enemies with their greatest fears, freezing their hearts with panic. Choose one enemy formation within 6 BW of the caster & roll a D6. On a 2 to 5, the target must immediately pass a Courage test with a -2 penalty or suffer a number of automatic hits equal to the amount by which the test was failed. On a roll of 6 the target must instead pass a Courage test on a single dice with a -2 penalty or suffer a number of automatic hits equal to the amount by which the test was failed

## **SPELLS OF COMMAND**

**Spells of Command** subvert the body & will of other creatures, allowing the caster to hold them in place, or buttress their courage

**Aura of Blinding Light (Focus 3)** - The caster reveals his hidden power, dazzling nearby foes & confounding enemy archers. This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, any enemies shooting at the formation do so with a -1 penalty to their Shoot value (for example a formation with Shoot 4, would instead take the shot with Shoot 5). In addition, any enemies striking the caster's formation in close combat suffer a -1 penalty to their Fight value. On a roll of 6, these penalties are doubled. Aura of Blinding Light lasts until the end of the Turn

**Immobilise (Focus 5)** - Under the caster's influence, the enemy's limbs feel heavy & they must summon the greatest of effort to even move. Choose one enemy formation within **10 BW** of the caster & roll a D6. On a 2 to 5, whenever the target wishes to move or charge for the remainder of the Turn it must immediately roll equal to or under its Strength value on a D6 - if this test is failed, the formation may not move or charge (a roll of 6 is always a failure). If a 6 is rolled when casting the spell, the target formation must pass any such tests with a -1 penalty to its Strength

**Light of the Valar (Focus 2)** - The caster brings the full glory of wholesome white magic to bear on the foe, who shrink away from its cleansing power. Choose one enemy formation within **14 BW** of the caster & roll a D6. On a 2 to 5, the target suffers a -1 penalty to its Courage for the remainder of the Turn. In addition, if the target enemy are Spirits, they suffer D3 automatic hits. If a 6 is rolled when casting the spell, the target formation instead suffers a -2 penalty to its Courage. If the target enemy are Spirits, they suffer D6 automatic hits, rather than D3

**Instil Valour (Focus 3)** - Enfolding an ally's mind with protective sorcery, the caster banishes doubts & fears. Choose one friendly formation within **6 BW** of the caster & roll a D6. On a 2 to 5, the formation's Courage is increased by 1 for the remainder of the Turn. On a roll of 6, the formation's Courage is instead increased by 3 Instil Valour acts as a counterspell to Sunder Spirit

**Blessing of the Valar (Focus 6)** - Focusing all his power, the caster bestows a boon of renewal, healing wounds & rejuvenating flesh. This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation

replenishes up to D3 casualties suffered earlier in the battle. On a roll of 6, the formation replenishes up to D6 casualties suffered earlier in the battle. This power can only heal depleted companies - it cannot restore companies that have been removed from the game

### **EPIC HEROES & SPELL INTERACTION**

A magical power that is targeted against a formation will also affect any Epic Heroes that have joined that formation. However, should the Epic Hero leave to join a different formation he does not take the spell effect with him - it remains in play on the first formation

### **SPELLS OF THE WILDERNESS**

Spells of the Wilderness are spells of survival, of controlling wild nature & roaming beasts. They are subtle but **still** effective when used at the proper time

**Call Winds (Focus 3)** - The caster implores the four winds of Middle-earth to do his bidding & drive the foe from his sight. Choose one formation (friendly or enemy) within **10 BW** of the caster & roll a D6. On a 2 to 5, the onslaught of the summoned winds drives the formation **D3 + ½ BW** directly away from the caster in the same manner as being driven back by a shooting attack. If the roll is a 6, the target is instead driven back **D6 + 1 BW**. Remember that a formation that is being driven back will stop immediately if it comes to within an inch of another formation or an occupied terrain feature. Call Winds acts as a counterspell to Pall of Night

**Entangle (Focus 3)** - Focusing his will, the caster rouses the slumbering vegetation of the battlefield, committing it to bind his foe & hinder their movement. Choose one enemy formation within **14 BW** of the caster & roll a D6. On a 2 to 5, the target is impeded by entangling vines, roots & branches - any further movement it makes this Turn will be as if through difficult terrain (if the formation is already in difficult terrain, or elects to move through difficult terrain, there is no further effect). If a 6 is rolled, the target is not merely hindered but held fast & may not move further this Turn. Entangle acts as a counterspell to Wings of Terror

**Panic Beast (Focus 4)** - The caster reaches into a monstrous mind, inducing a stark terror that drives it to flight. Choose one enemy cavalry or flying monster formation within **14 BW** of the caster & roll a D6. On a 2 to 5, the target must pass a Courage test or immediately be driven back **D6 + 2 BW** as if it had suffered casualties from shooting. If a 6 is rolled, the target must pass the Courage test with a penalty of -3

**Guide Arrows (Focus 3)** - Binding the fickle winds to his bidding, the caster directs an archery volley to its mark. This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation's Shoot value improves by 1 for the remainder of the Turn (a formation with a Shoot value of 4+ would have a Shoot value of 3+ for example). If a 6 is rolled, the formation's Shoot value improves by 2 for the remainder of the Turn

**Nature's Wrath (Focus 4)** - Trees lash out, boulders tumble & rivers roil with fury as the caster exhorts the natural world to assail the foe. Choose one enemy formation within **14 BW** of the caster & roll a D6. On a 2 to 5, the target immediately suffers D6+3 Strength 4 hits if on clear terrain, D6+3 Strength 6 hits if in difficult terrain, or D6+3 Strength 9 hits if occupying a defensible terrain feature. If a 6 is rolled, the target instead suffers 2D6+3 hits at the aforementioned Strength. Note a formation targeted by this spell does not receive a Defence bonus for being in a defensible terrain feature

### **SPELLS OF RUIN**

**Combining Spells** - As you become more practiced in the arcane arts of sorcery, you'll notice that it's possible to cast your spells in a particular order to increase the devastation they inflict. Why not attempt to Shatter Shields on an enemy formation before striking them with a Bolt of Fire? If you're going to assail the foe with Visions of Woe, why not cast Sunder Spirit on them first? In truth, the only limit is your imagination - & the ability to pass Focus rolls

**Magic & Might** - As they are Heroes, all spellcasters start with Might. This opens up new opportunities for Might expenditure. A timely point of Might can be used to modify the Focus roll, either to stop a spell-failing roll of a 1, or to boost the result to get the super-effective 6 result

**Exsiccate (Focus 2)** - As the caster utters the five terrible words of withering, flesh grows brittle & vegetation perishes. Choose one formation within **10 BW** of the caster & roll a D6. On a 2 to 5, the target immediately suffers D6 Strength 1 hits for every company in the formation (Ents instead suffer D6 Strength 6 hits), If a 6 is rolled, the target instead suffers D6 Strength 3 hits for every company in the formation (Ents instead suffer D6 Strength 8 hits). Exsiccate acts as a counterspell to Entangle

**Tremor (Focus 3)** - At the caster's command, the earth bellows with rage, throwing fragments of jagged rock into the air. This magical power affects all formations (friendly & enemy) within **2 BW** of the caster. Roll a D6. On a 2 to 5, every formation within range suffers D6+3 Strength 6 hits. If a 6 is rolled, every formation within **2 BW** instead suffers D6+3 Strength 8 hits

**Bolt of Fire (Focus 4)** - The caster's anger coalesces into a roiling ball of flame that hurtles towards the foe. Choose one formation within **10 BW** of the caster & roll a D6. On a 2 to 5, the target immediately suffers D6+3 Strength 5 hits (Ents instead suffer D6+3 Strength 6 hits). If a 6 is rolled, every formation instead takes D6+3 Strength 7 hits (Ents instead suffer D6+3 Strength 9 hits)

**Dark Fury (Focus 2)** - Bellowing forgotten curses in the blackest of tongues, the caster awakens a terrible anger that acknowledges neither fear nor pain. This magical power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation must re-roll 1s & 2s when rolling To Hit in close combat. On a roll of 6, they must re-roll all failures, not just 1s & 2s

**Shatter Shields (Focus 4)** - With a sweeping gesture, the caster causes the foe's shields to splinter & break apart. Choose one formation within **10 BW** of the caster & roll a D6. On a 2 to 5, the target receives no Defence bonus for their shields for the remainder of the Turn (although they are assumed to have managed sufficient repairs by the start of the following Turn). On a roll of 6, the target's shields are destroyed - they receive no benefit for their shields for the rest of the game

### **SPELLS OF DARKNESS**

The Spells of Darkness are synonymous with evil, with the smothering of hope & the slaughter of innocence. There is no blacker magic in all of Middle-earth

**Wings of Terror (Focus 3)** - The caster binds the unquiet spirits of the land to his will. Desperate to escape these terrors, the caster's formation close with the enemy at incredible speed. This power can only be used on the caster's formation. Roll a D6. On a 2 to 5, the formation has its Move value increased to 12 & its Charge value increased to D6 + 4 BW until the end of the Turn. If a 6 is rolled, the target also causes Terror until the end of the Turn - if they already caused Terror, any Terror tests caused by the formation will be taken with a -1 penalty to Courage. Wings of Terror acts as a counterspell to Immobilise

**Pall of Night (Focus 4)** - The caster envelops his foe in a cloud of deathly darkness, as impenetrable & cloying as the void beyond the stars. Choose one formation within **14 BW** of the caster & roll a D6. On a 2 to 5, the formation is swallowed by the darkness & has its Shoot value reduced to 6 (companies with the artillery special rule instead suffer a -1 to their artillery table) & may not charge. On a roll of 6, the formation must also pass a Courage test or suffer a number of automatic hits equal to the amount the test was failed by. Pall of Night acts as a counterspell to Aura of Blinding Light

**Black Dart (Focus 6)** - Harnessing the blackest of sorceries, the caster sends a chill bolt directly into the heart of his foe. Choose one enemy Hero within **2 BW** of the caster & roll a D6. On a 2 to 5, the Hero suffers D6-3 automatic hits (to a minimum of 1) & loses D3-2 Might (to a minimum of 1). On a roll of 6, the Hero instead suffers D6-2 automatic hits (to a minimum of 1) & loses D3-1 Might (to a minimum of 1)

**Strength from Corruption (Focus 3)** - The caster channels dark sorcery through his minions, increasing their raw strength at a terrible cost. Choose one formation (friendly or enemy) within **6 BW** of the caster & roll a D6. On a 2 to 5, the formation's Strength is increased by 2 for the remainder of the Turn but immediately suffers D6 automatic hits. On a roll of 6, the formation's Strength is instead increased by 4 but immediately suffers D6 automatic hits. Strength from Corruption acts as a counterspell to Enfeeble

**Black Death (Focus 4)** - The dread nature of the caster is channelled into a poisonous fume, sending a nearby foe into a fugue state. Choose one enemy Hero within 6" of the caster & roll a D6. On a 2 to 5, the Hero is all but paralysed for the remainder of the Turn - his Fight & Courage are reduced to 1. On a roll of 6, the target Hero also suffers D3 automatic hits

### **SPECIAL RULES**

The creatures of Middle-earth are many & varied. Some have extraordinary abilities & skills that cannot be represented by a characteristics profile. A company or Epic Hero may have one or more of the following special rules. It may even have one or more special rules that are unique to it. If this is the case, the effects of the special rule will be detailed in the company's or Epic Hero's bestiary entry. Unless otherwise noted, all effects from special rules, Wargear etc. are cumulative

**Ambushers** - Some fighters lurk in concealment, revealing themselves only when the enemy is vulnerable & the moment to strike has come. If a formation has the Ambushers special rule it can be deployed as normal or be held on one side as reinforcements. If the latter is chosen, in reality the Ambushers have hidden themselves somewhere on the battlefield & are just waiting for the moment to strike

Ambushers can only hide in defensible terrain features. The controlling player must make a secret note of which feature his Ambushers are hiding in during deployment. If a player has more than one formation of Ambushers, each must be allocated to a different defensible terrain feature. Ambushers cannot be assigned to a defensible terrain feature with a Capacity lower than the size of their formation

A player can reveal his Ambushers at the start of any Move phase in the second Turn or later, before any Heroic actions are declared. If the defensible terrain feature the Ambushers are assigned to is unoccupied, the Ambushers automatically occupy it - place them in the defensible terrain feature. If the defensible terrain feature is occupied the Ambushers are instead placed as if they had just exited the defensible terrain feature (see page 53) & then shuffled 1\* away from the feature - if this cannot be done, any companies that cannot be placed are destroyed

Epic Heroes may join a formation of ambushers during deployment. If there is more than one formation of Ambushers, the controlling player must declare which formation each Epic Hero has joined

**Artillery** - Artillery is capable of hurling massive iron-shafted bolts or boulders across the battlefield with devastating effect. Artillery is deadly at range, but the relatively small number of trained warriors amongst the crew makes them vulnerable to melee. Siege engines are enormously heavy & cannot easily be moved once deployed. Artillery can therefore neither move nor charge once deployed

Artillery companies consist of a siege engine & three crew - only the crew can be removed as casualties. An artillery company is not removed from play when it goes below half strength; however, if all the crew are removed as casualties, the siege engine is rendered useless & the company is removed from play. If an Artillery company falls back, the enemy are assumed to wreck the siege engine, rendering the crew insignificant - remove the company from play

Artillery companies can shoot but do so in a different manner to other companies. When one of your Artillery formations shoots, choose a target as normal. Then roll a D6 on the Artillery table for each company in the firing formation that has the target in line of fire, range & arc of sight & apply the result. Artillery does not suffer the -1 Strength penalty for firing at targets at long range

#### **Artillery Table**

**1 or less - Friendly Fire!** - Something goes horribly wrong & the shot goes dramatically off-course. Your opponent can immediately choose a formation within 6\* of the initial target - that formation suffers D6 hits at the siege engine's Strength. Otherwise he can choose for the shot to be treated as a miss

**2 - Miss** - The shot spatters the target with mud but otherwise causes no damage

**3-5 - On target** - The payload thumps home in the enemy ranks. The target formation suffers D6 hits at the siege engine's Strength

**6 - Dead Aim** - The shot is gauged with incredible precision, inflicting immense damage. The target formation suffers D6+4 hits at the siege engine's Strength

**7+ - Devastation!** - With a well-aimed shot, the siege engine inflicts terrible carnage on its luckless target. The target formation suffers 2D6+4 hits at the siege engine's Strength

Siege engines are more effective when fired at large formations. When shooting at single companies, the dice roll suffers a -1 penalty. If the target formation consists of more than 4 companies, the roll on the Artillery table receives a +1 bonus. If the target formation has more than 8 companies, the roll on the Artillery table instead has a +2 modifier. If shooting at a formation in a building, the dice roll receives a further +2 modifier. However, it should be noted that a roll of a 1 will always produce a Friendly Fire! result

**Bane** - Over the course of Middle-earth's countless wars, some weapons were enchanted to increase their potency against certain foes. Most famous of these are the sunken swords of Gondolin, whose keen edges are all the more deadly when wielded against Orcs. Bane weapons are always crafted to wound a particular race

This is clearly noted in their name - Trollbane weapons are enchanted to wound Trolls, for example, whilst Elfbane weapons are crafted to wound Elves. A company armed with the Bane special rule always receives a +1 bonus to dice results when rolling To Hit against the target race, in addition to any other modifiers it may have

**Berserk** - Some warriors work themselves into a black rage, throwing themselves at the enemy in a terrible fury that can only be sated by the spilling of blood. At the start of the Fight phase, after Heroic Fights have been declared, roll a D6 for each formation with this special rule that successfully charged this Turn & consult the table

#### **Berserk Table**

**1 - Madness** - The berserkers' enraged state causes them to lash out at their fellows - the berserk formation suffers D6 hits resolved at its own Strength +2

**2-5 - Berserk Charge!** - The berserkers strike at their foes with redoubled might - the Berserk formation's Strength increases by +2 until the end of the Turn

**6 - Carnage Unbound!** - With a great roar, the berserkers smite the enemy with incredible force - the Berserk formation's Strength increases by +4 until the end of the Turn

**Counsellor** - When a Counsellor speaks, others pay heed. Through his words, vigour is renewed & fresh strategies unfold. A Counsellor may choose to expend any number of Might points at the start of the Priority phase, before any dice are rolled. For each point of Might the Counsellor expends, he may nominate another friendly Hero within 2 BW & roll a D6. On a roll of 1-5, the nominated Hero immediately gains a point of Might. On a roll of a 6, the nominated Hero instead gains 3 Might points. Might gained this way can take the chosen Hero's Might point reserve beyond its initial level

**Expert Riders** - The members of this company are amongst the most accomplished riders in Middle-earth, having spent much of their lives in the saddle. Expert Riders may move at full speed & shoot in the same Turn & can even charge in the same Turn. This does not apply if the formation moves (or attempts to move) 'At the Double!'

**Hard to Kill!** - If a model with this rule suffers hits equal to its Resilience characteristic, do not remove it as a casualty. Instead, the opponent rolls a D6 on the following table, adding one to the result for each wound counter the monster has accrued

#### **Hard to Kill! Table**

**1 - No Effect.** The blow hits home, but the monster seems blithely unaware of the injury

**2-3 Flesh Wound.** The attack cuts deep into the monster's flesh. The monster gains a wound counter (use a coin or other suitable marker to represent this)

**4-5 Debilitating Strike.** The strike inflicts terrible damage. The monster gains two wound counters

**6 Death Blow.** The monster is slain outright - remove it from the game. If the monster suffers enough hits to equal its Resilience several times over roll a D6 for each. In addition, a model with the Hard to Kill! rule that is shot at, but not slain, is driven back D3\* for every wound counter it gains as the result of the attack

**Indomitable** - Only the most determined or crazed warriors fight on to the last man. A company with this special rule is not removed once it reaches half strength, but will fight on until all the models are removed

**Inspiring Leader** - Some Heroes are so noble (or intimidating) that their influence extends not only to the formation that they lead, but also to any allies close by. If an Epic Hero has the Inspiring Leader special rule, he can inspire nearby formations of a particular race - which race this applies to is shown in brackets. All friendly formations of the appropriate race within 6 BW of the Hero must use his Courage value if it is higher. If the Hero has Inspiring Leader (Master) all races can use his Courage

**Pathfinders** - There are many beings in Middle-earth whose life in the wilderness has taught them how to move through dense terrain with ease. For example, the Rangers of Arnor & Gondor are adept at moving through woodlands, whilst Goblins are skilled at negotiating mountainous terrain. A company with the Pathfinders special rule can move through some types of difficult terrain without penalty - which type this applies to is shown in brackets

There are three types of **Pathfinder: Woodland, Mountain & Master...**

**Pathfinder (Woodland)** allows the company to ignore all penalties from moving through areas of scrubland, woods, swamps, underbrush & so on that have been identified as difficult terrain

**Pathfinder (Mountain)** allows a company to ignore penalties for moving through scree, rubble, ruins, boulder-strewn slopes & other areas of mountainous terrain

**Pathfinder (Master)** as the name suggests, means that the company can ignore all difficult terrain penalties. Note that the Pathfinder special rule does not allow a company to enter impassable terrain

**Prowlers** - Not all warriors prefer a face-to-face clash of swords & shields. Some, especially the more vicious & cowardly creatures, save their full effort for the moment when the foe's back is turned. A company with the Prowlers special rule receives a + 1 to dice results when rolling To Hit in close combat, providing that it is attacking the enemy in the side or rear

**Skilled Riders** - Skilled Riders are masters at taming & controlling ridden beasts. These riders control & guide their mounts by instinct more than conscious thought, leaving themselves free to shoot at the foe. Skilled Riders may move at full rate & shoot in the same Turn if their controlling player wishes, This does not apply if the formation moves (or attempts to move) At the Double!'. Skilled Riders may not shoot & charge in the same Turn

**Spirit Grasp** - Armour is of scant use against the chill grasp of Ringwraiths & other ghostly creatures. Their chief weapon is pure fear & it can freeze the hearts of all but the boldest fighters. When a company with the Spirit Grasp special rule attempts to hit an enemy (with shooting or close combat attacks), the controlling player uses the opponent's Courage, rather than its Defence, on the To Hit chart

**Spirit Walk** - No earthly barrier can block the passage of spirit-creatures - they can move through friend & foe with equal ease. Companies with Spirit Walk suffer no penalties for moving through difficult terrain. Companies with Spirit Walk may also move through friendly formations, enemy formations & defensible terrain features, providing that the move is not ended on top of such things. Spirit Walk even allows a company to move through impassable terrain, although it may not end its move within the impassable terrain

**Stalwart** - Some fighters fall back from the enemy in only the direst circumstances. Such warriors will press on through even the heaviest archery or artillery fire without pause or fear. Companies with the Stalwart special rule are never driven back by shooting attack.

**Terror** - Some creatures provoke fear in even the bravest fighter. Whether it is caused by the otherworldly aura of an Elf Lord or the brutish might of a Mordor Troll, the effects of Terror can stop a charging formation in its tracks or leave it frozen with fright. If a formation wishes to charge a Terror-causing creature, it must first pass a Courage test. If the test is failed, the unit does not summon enough bravery & the charge automatically stalls. If a formation is successfully charged by one or more Terror-causing creatures, it must immediately take a Courage test. If it passes, there is no effect. If the formation fails the

Courage test, its warriors are terrified & the formation's Fight value is reduced to 0 for the remainder of the phase. Note that the formation only takes one Courage test in this fashion, even if charged by several Terror-causing creatures

**Touched to Destiny** - Some participants in the War of The Ring stand at the forefront of their own personal fate. Win or lose, this is their hour to prove their worth or sink forever beneath the onrushing waters of history. A model with this rule may call a single Epic action each Turn without expending a Might point. Further actions may be called at the usual cost

**Very Hard to Kill** - Creatures that are Very Hard to Kill! are even tougher than those that are Hard to Kill! Models with this special rule follow all the rules for Hard to Kill! However, all rolls on the Hard to Kill! table suffer a -1 penalty

**We Stand Alone** - These warriors are so mighty or unsettling that they are never led to battle, save by those of their own kind. A company with this rule cannot be joined by Epic Heroes

**Enchanted Cloaks** - A cunningly woven enchanted cloak can conceal the wearer from view. He appears to melt into the background making it harder for the enemy to shoot him. Enemies wishing to shoot at an infantry formation equipped with enchanted cloaks cannot do so if the target is more than 6BW away

**MISSING – Overlord, Voice of Command, Inspiring Hero (Elves), Orcbane, Flock of Doom, Master of Battle, Treacherous Snake, For Vengeance - NICK, OLI CAN YOU COMMENT ON THIS?**

### **EPIC HERO SPECIAL RULES**

Finally, some Heroes are so powerful that their abilities even exceed the limitations of Epic actions. Such individuals have one or more abilities represented by these powerful special rules - use them wisely

**MISSING – Defence, Renewal, Channelling, Shot, Challenge, Strike, Journey, Duel, Sacrifice, Ruination, Strength - NICK, OLI CAN YOU COMMENT ON THIS?**

**Counsellor** - When a Counsellor speaks, others pay heed. Through his words, vigour is renewed & fresh strategies unfold. A Counsellor may choose to expend any number of Might points at the start of the Priority phase, before any dice are rolled. For each point of Might the Counsellor expends, he may nominate another friendly Hero within 2BW & roll a D6. On a roll of 1-5, the nominated Hero immediately gains a point of Might. On a roll of a 6, the nominated Hero instead gains 3 Might points. Might gained this way can take the chosen Hero's Might point reserve beyond its initial level

**Inspiring Leader** - Some Heroes are so noble (or intimidating) that their influence extends not only to the formation that they lead, but also to any allies close by. If a n Epic Hero has the Inspiring Leader special rule, he can inspire nearby formations of a particular race - which race this applies to is shown in brackets. All friendly formations of the appropriate race within 6BW of the Hero must use his Courage value if it is higher. If the Hero has Inspiring Leader (Master) all races can use his Courage

**Overlord** - Sauron & many of his chief lieutenant's rule through fear & intimidation - even their merest glance can cause their minions to double effort. A friendly formation within 14BW of a model with the Overlord rule can use the Overlord's Might to call a Heroic action, rather than their own

**Touched by Destiny** - Some participants in the War of The Ring stand at the forefront of their own personal fate. Win or lose, this is their hour to prove their worth or sink forever beneath the onrushing waters of history. A model with this rule may call a single Epic action each Turn without expending a Might point. Further actions may be called at the usual cost

**Epic Heroes & Special Rules** - As the game progresses, an Epic Hero can find himself in a company that has one or more special rules that the Hero himself does not have. In this situation, the Epic Hero gains any special rules the company benefits from for as long as he remains part of the company. Likewise, a company can find itself joined by an Epic Hero who has one or more special rules. Unless explicitly stated otherwise, an Epic Hero's special rules are not shared by companies in the formation he has joined

### **FORTUNES & FATES - NICK RECOMMENDED WE LEAVE THESE SECTIONS OUT FOR NOW**

**Unsure whether to add these, as they are Points related? Can these just be used if they are part of one of the Battles & we introduce them just at the time? In which case no need to publish them in an A5 Booklet, but just take them from the Original Rule set at the time?**

**Fortunes** - Athelas, Indomitable Defiance, Seat of Ancient Power, Orcbane Weapons, Steeds of Pure Blood, Trollbane Weapons, Fate Smiles Upon you, Galahrim Longbows, Hero of the Hour, Mithril Coat, Unattained Palantir, Banner of the Free Peoples, Desperate Heroics, Inner Glory, Song of Elbereth, The Blessing of Galadriel, Wise Council, Ancient Lore, Counterspell, Forgotten Fortifications

**Fates** - Morgul Blades, Dark Shrine, Dwarfbane Weapons, Greed for Glory, Cursed Armour of Udun, Tainted Palantir, Banner of Barad-dur, Faltering Nerve, Sigil of Fallen Kings, The Crown of Carn Dum, There Will be no Dawn, Evil Reputation, Tormented Steeds, Balefire Arrows, Black-Heated Trees, Curse of Morgoth, Tokens of Terror, Haunted Wasteland, Infestation, Watcher in the Shadows

## **CHARACTERISTICS**

To represent the various abilities & skill levels of the different types of Warriors found in War of The Ring each company of models has a profile listing the characteristics that make up their physical and mental demeanour. Each company has the following characteristics

**Race** - What kind of creature the model is

**Type** - Classification of either **Infantry**, **Cavalry**, **Monster**, **Flying Monster** or **Hero**. A company's Type is used for several other things. It determines the stage at which it strikes in close combat, as well as the bonuses it receives. It can also affect how the company interacts with terrain, magical powers or special rules

**Move (M)** – How far the models can move (measured in Base Widths - BW)

**Fight (F)** - This number represents martial skill

**Shoot (S)** - This is used to work out the number of bonus dice the company will get when it shoots

**Strength (S)** - This characteristic represents the force of the company's attacks & how powerfully it can strike its enemies

**Defence (D)** - How tough or well-armoured the company is. The second number in brackets (if any) accounts for shields (e.g. 5 (7))

**Attacks (A)** - The number of dice a company rolls when attacking & how many shots it can fire

**Resilience (R)** - This represents how many hits the company can sustain before removing a model as a casualty. Tick off any 'hits' in the Wounds table on the Army List. Once over 50% of the cells have been ticked the Formation is Disordered & once all Wound table cells have been ticked, remove the base from the battlefield

**Courage (C)** - The bravery & determination of the company. Sometimes, a formation is called upon to take a Courage test. Here, two dice are rolled and added together & the formation's Courage value is added to the total. If the total is 10 or more, the test is passed - the formation's leaders manage to hold their troops together. If there is more than one Courage value in the formation, always use the highest

**Might (Mt)** - Allows Heroes to perform Special Actions or modify dice rolls. Might will allow Heroes to perform incredible feats of leadership and combat. It can be used to modify dice rolls & call Heroic actions that can drastically change the shape of a battle

**Absolute Zero** - Some magical powers or special abilities can alter characteristics. It should be noted, however, that a characteristic cannot be reduced below 0 & can never be raised above 10

**Special Rules** - Some companies also have special rules. These cover any unusual abilities that a company has that are not covered by the main rules

## EVIL CHARACTER SHEETS

### SAURON THE DARK LORD

Move (BW)	Fight	Shoot	Strength	Defence	Attack
4	6	-	6	9	6
Resilience	Courage	Intelligence	Might	Will	Fate
2	6	-	3	-	-

- **Race** – Spirit
- **Faction** – Mordor
- **Unit Type** – **Mighty Hero**, Infantry, Monster, Unique
- **Mighty Hero** - Sauron may expend a single point of Might each turn without depleting his own store

#### **Epic Actions** – ALL Epic Actions require the expenditure of 1 Might Point

**Epic Channelling.** Sauron may call an Epic Channelling at the start. Sauron may re-roll failed Focus tests for the remainder of the turn of his Move

**Epic Ruination.** Sauron may call an Epic Ruination at the start of his Move. For the remainder of the turn, any magical power Sauron casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination

**Epic Strength.** Sauron may call an Epic Strength at the start of the Fight phase. Until the end of the phase, Sauron's Strength is increased to 10

#### **Magic** - Sauron has a **Mastery level of 5**, so can use **5 magical powers** each turn

Sauron knows all the...

**Spells of Ruin** – See page 5 above

**Spells of Dismay** – See page 4 above

**Spells of Darkness** – See page 6 above

#### **Special Rules**

**Inspiring Leader (Master)** – See Page 9 above

**Terror** – See Page 8 above

**Touched by Destiny** – See page 9 above

**Very Hard to Kill!** – See page 9 above

### AZOG THE DEFILER

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2/4	5	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	5	-	4	-	-

- **Race** – Orc
- **Faction** – Gundabad
- **Unit Type** – **Hero**, Infantry, Unique

#### **Epic Actions** – ALL Epic Actions require the expenditure of 1 Might Point

**Epic Strike** - If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the Phase

**Epic Defence** - If a Hero declares an Epic Defence before his formation fights, his formation's Defence is increased by 2 until the end of the phase

#### **Special Rules**

**Master of Battle** - Whenever an enemy Hero calls a Heroic or Epic action within 6BW. Azog may immediately call an identical action without expending a Might point. In this manner, Azog can even call an Epic action he would not otherwise be capable of. Note that this rule does not allow Azog to duplicate other abilities triggered by Might points

## SNAGA OF MORDOR

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	5	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
2	4	-	2	-	-

- **Race** – Uruk-hai
- **Faction** – Mordor
- **Unit Type** – Hero, Infantry, Unique

**Special Rules** - **Treacherous Snake**. Snaga is not assigned to a friendly formation, but an enemy one! He is deployed after all other formations have been placed on the table. Snaga's formation always suffers penalties to its Fight and Courage, as shown above. If, however, Snaga's formation ever passes or fails a Courage test on the roll of a double, he is discovered to be a traitor & slinks off before justice can be meted out upon him. Remove Snaga from play as a casualty & disperse his Mordor Orc Formation

## TROLL OF MORDOR

Move (BW)	Fight	Shoot	Strength	Defence	Attack
4	7	-	7	7	3
Resilience	Courage	Intelligence	Might	Will	Fate
2	4	-	-	-	-

- **Race** – Troll
- **Faction** – Moria
- **Unit Type** – Warrior, Infantry, Monster

### **Special Rules**

**Hard to Kill** – See page 8 above

**Can fight in Sunlight**

## BATS

Move (BW)	Fight	Shoot	Strength	Defence	Attack
6	5	-	2	2	2
Resilience	Courage	Intelligence	Might	Will	Fate
2	5	-	-	-	-

- **Race** – Bat
- **Faction** – Moria
- **Unit Type** – Warrior, Infantry, Beast, Swarm

### **Wargear**

Claws & Teeth (Hand Weapon)

### **Special Rules**

**Terror** – See Page 8 above

**Swoop Attack** – The Bats may make a **Swoop Attack** during the **Charge & Shoot Phase**. During this Phase they **MUST** move up to 6BW in a straight line (this move can be in any direction). The single enemy Company that the Bats **Swoop Attack** upon, suffer a D6/2 dice score in Hits. If their target is under 6 BW, the Bats move the remainder of their move. During the **Swoop Attack**, any enemy missiles can be Shot at them. See the Charge & Shoot Phase for details

## SARUMAN THE WHITE HAND

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	4	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	6	-	3	-	-

- **Race** – Spirit
- **Faction** – Isengard
- **Unit Type** – Epic Hero

### Epic Actions

**Epic Channelling** - Saruman may call an Epic Channelling at the start of his move. Saruman may re-roll failed Focus tests for the remainder of the Turn

**Epic Ruination** - Saruman may call an Epic Ruination at the start of his move. For the remainder of the Turn, any magical power Saruman casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination

**Magic** - Saruman knows all the **Spells of Ruin, Dismay & Command**. Saruman has a **Mastery level of 3** so can use **3 magical powers each turn**

**Voice of Saruman** - Any enemy formation wishing to charge Saruman's formation must first roll a D6. On a roll of 1-3 the charge automatically stalls – Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal

## GRIMA WORM TONGUE

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	1	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
1	-2	-	-	-	-

- **Race** – Man
- **Faction** – Isengard
- **Unit Type** – Hero, Infantry, Unique

**Special Rules - Treacherous Snake**. Grima is not assigned to a friendly formation, but an enemy one! He is deployed after all other formations have been placed on the table Grima's formation always suffers penalties to its Fight and Courage, as shown above. If, however, Grima's formation ever passes or fails a Courage test on the dice roll of a double, he is discovered to be a traitor & slinks off before justice can be meted out upon him. Remove Grima from play as a casualty

## OATH BREAKER OF DUNLAND

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	4	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
2	3	-	2	-	-

- **Race** – Man
- **Faction** – Dunland
- **Unit Type** – Infantry

**Wargear** - 2HCW & Armour

**Special Rules - For Vengeance!** During a turn in which the Dunlendings Warriors made a successful charge, their Strength value is counted as being 5

## WULF OF DUNLAND – GRIMA will run this Hero

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	4	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
2	3	-	2	-	-

- **Race** – Man
- **Faction** – Dunland
- **Unit Type** – Infantry

**Wargear** - 2HCW & Armour

**Special Rules - For Vengeance!** During a turn in which the Dunlendings Warriors made a successful charge, their Strength value is counted as being 5

## GOOD CHARACTER SHEETS

### SARUMAN THE WHITE

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	4	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	7	-	3	-	-

- **Race** – Spirit
- **Faction** – Isengard
- **Unit Type** – Epic Hero

#### Epic Actions

**Epic Renewal.** Saruman may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 6BW - that Hero immediately regains a single point of Might spent earlier in the game

**Epic Channelling** - Saruman may call an Epic Channelling at the start of his move. Saruman may re-roll failed Focus tests for the remainder of the Turn

**Epic Ruination** - Saruman may call an Epic Ruination at the start of his move. For the remainder of the Turn, any magical power Saruman casts from the Spells of Ruin has its Strength increased by 2. Magical powers that do not have a Strength value are not affected by Epic Ruination

**Magic** - Saruman knows all the **Spells of Ruin, Dismay & Command**. Saruman has a **Mastery level of 3** so can use **3 magical powers** each turn

**Voice of Saruman** - Any enemy formation wishing to charge Saruman's formation must first roll a D6. On a roll of 1-3 the charge automatically stalls – Saruman weaves a tapestry of lies that beguiles his foe. On a 4 or more, the charge proceeds as normal

### GANDALF THE GREY

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	4	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	6	-	3	-	-

- **Race** – Spirit
- **Faction** – Maia
- **Unit Type** – Epic Hero, Infantry, Unique

#### Epic Actions

**Epic Defence** - If a Hero declares an Epic Defence before his formation fights, his formation's Defence is increased by 2 until the end of the phase

**Epic Renewal.** Gandalf may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 6BW - that Hero immediately regains a single point of Might spent earlier in the game

**Epic Channelling.** Gandalf may call an Epic Channelling at the start of his move. Gandalf may re-roll failed Focus tests for the remainder of the turn

**Magic** - Gandalf knows all the **Spells of Dismay** & all the **Spells of Command**. He also has the unique magical power "**Blinding Light**". Gandalf has a **Mastery level of 3** so can use **3 magical powers** each turn

**Blinding Light (Focus 5).** Gandalf projects a beam of dazzling white light at one enemy formation within 10BW. The target must immediately take a Courage test. If the test is passed, all companies in the target formation are reduced to Fight 0 for the remainder of the turn. If the test is failed, the formation additionally retreats D6. A formation of Spirits targeted by Blinding Light will also suffer D3 automatic hits in addition to any other effects suffered

#### Special Rules

**Counsellor** – See page 7 above

**Inspiring Leader (Master)** – See page 9 above

**Touched by Destiny** – See page 9 above

## GANDALF THE WHITE

### **Additional Special Rules**

**Overlord** – See page 9 above

**Terror** – See page 8 above

**Voice of Command** - All friendly formations within 2BW of Gandalf the White have +1 Courage

## GWAIHIR LORD OF EAGLES

Move (BW)	Fight	Shoot	Strength	Defence	Attack
8	7	-	7	7	4
Resilience	Courage	Intelligence	Might	Will	Fate
2	5	-	3	-	-

- **Race** – Eagle
- **Faction** – Misty Mountains
- **Unit Type** – Hero, Infantry, Flying Monster

**Wargear** - Claws & Beak (Hand Weapon)

### **Special Rules**

**Hard to Kill** – See page 8 above

**Terror** – See page 8 above

**Swoop Attack** – Gwaihir may make a **Swoop Attack** during the **Charge & Shoot Phase**. During this Phase he **MUST** move up to 8 BW in a straight line (this move can be in any direction). The single enemy Company that Gwaihir **Swoop Attack** upon, suffer a D6 dice score in Hits. If his target is under 8 BW, he moves the remainder of his move. During the **Swoop Attack**, any enemy missiles can be Shot at him. See the **Charge & Shoot Phase** for details

## BEORN THE BEAR – NEED UPDATED STATS FOR THIS CHARACTER

Move (BW)	Fight	Shoot	Strength	Defence	Attack
3	7	-	8	8	3
Resilience	Courage	Intelligence	Might	Will	Fate
3	3	-	-	-	-

- **Race** – Bear
- **Faction** – Beorning
- **Unit Type** – Hero, Infantry, Monster

**Wargear** - Claws & Teeth (Hand Weapon)

### **Heroic Actions**

**Defence** – **Oli can you advise here**

**Strength** – **Oli can you advise here**

**Strike** – **Oli can you advise here**

### **Special Rules**

**Burly** – **Oli can you advise here**

**Dominant (5)** – **Oli can you advise here**

**Fearless** – **Oli can you advise here**

**Monstrous Charge** – **Oli can you advise here**

**Resistant to Magic** – **Oli can you advise here**

**Terror** – See page 8 above

**Woodland Creature** – **Oli can you advise here**

**Skin-Changer (Active)** – When activated he change can change his form from Bear to Man. He then continues using the same factors as above

**Crushing Strength (Brutal Power Attack)** – If he wins the Duel Roll he can use this rule. His opponent suffers a Strength 10 hit & so on until Beorn fails to Wound or the enemy is killed

## ELROND HALF ELEVEN

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2/4	8	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	6	-	3	-	-

- **Race** – Elf
- **Faction** – Rivendell
- **Unit Type** – **Epic Hero**, Infantry, Unique

### Epic Actions

**Epic Renewal.** Elrond may call an Epic Renewal at the start of any phase. Nominate a friendly Hero within 6BW - that Hero immediately regains a single point of Might spent earlier in the game

**Epic Restoration.** Elrond may call an Epic Restoration at the start of any phase. Nominate a friendly formation within 6BW. If that formation has a depleted company, that company immediately recovers D3 models lost earlier in the game

**Magic** - Elrond knows all the **Spells of the Wilderness** & all the **Spells of Command** . **Elrond has a Mastery level of 3 so can use 3 magical powers each turn**

### Special Rules

**Inspiring Hero (Elves)** – See page 8 above

**Orcbane** – See page 9 above

**Pathfinder (Master)** – See page 8 above

**Terror** – See page 8 above

## LEGOLAS GREENLEAF

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2/4	6	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
2	6	-	3	-	-

- **Race** – Elf
- **Faction** – Mirkwood
- **Unit Type** – **Epic Hero**, Infantry

### Epic Actions

**Epic Defence** - If a Hero declares an Epic Defence before his formation fights, his formation's Defence is increased by 2 until the end of the phase

**Epic Shot** – **Oli can you advise here**

### Special Rules

**Terror** – See page 8 above

**Pathfinder (Master)** - See page 8 above

**Crippling Shot.** Legolas can use Crippling Shot at any point during his Move phase. Nominate an enemy monster or flying monster within 14BW and roll a D6 - on a 4+ that model's Resilience is reduced by 1 for the remainder of the turn. This is a special kind of attack & does not prevent Legolas from moving at full speed or charging

**Swift Strike.** If Legolas is in an infantry formation, that formation strikes at the same time as cavalry. If Legolas is in a cavalry formation, that formation strikes at the same time as monsters

## ARAGORN

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2/4	7	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	6	-	3	-	-

- **Race** – Man
- **Faction** – Gondor
- **Unit Type** – Epic Hero, Infantry

### Epic Actions

**Challenge** – See page 9 above

**Debilitating Strike** – see page 8 above

**Epic Journey.** Aragorn leads his companions along secret paths and hidden ways unknown to the enemy. An Epic Journey costs two Might points for every three companies in Aragorn's formation (rounding up) and can be called when Aragorn's formation moves. Move Aragorn's formation anywhere on the board irrespective of distance or terrain etc. Aragorn's formation may not charge, shoot or enter a defensible terrain feature in the same turn it goes on an Epic Journey

**Epic Duel.** This Epic action works exactly like a Heroic Duel, save for the fact that Aragorn rolls two dice, rather than one & uses the highest result

**Special Rules - Inspiring Leader (Men)** – See page 9 above

**Mighty Hero.** Aragorn may expend a single point of Might each turn without reducing his store

**Anduril.** Forged in the days of old as Narsil, and reforged for a new age as Anduril, this blade contains great power. In close combat, Aragorn's company has a + 2 bonus to their rolls To Hit

## KING OF THE DEAD

Move (BW)	Fight	Shoot	Strength	Defence	Attack
3	-	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
-	-	-	-	-	-

- **Race** – Spirit
- **Faction** – Dunharrow
- **Unit Type** – Infantry, Unique

The bases of this army will never be in a Movement Tray but will always follow & surround the King of the Dead's base. They can **ONLY** appear in **ONE** battle, that being the **Battle of Pelargir on March 13 3019 TA**, when they were used by Aragorn to frighten away the Corsairs of Umbar, so Aragorn could use their ships to ferry his army, made up of the Grey Company & the men of South Gondor to fight at the Battle of the Pelennor Fields. They were then released from their Oath & disappeared from Middle Earth

Once any base from the Army of the Dead touches an enemy base, that enemy base will rout. The base is not removed but will rout off the table, in the same direction as the Army of the Dead moves

The effect is that the Army of the Dead bases will 'sweep' over the enemy & swirl around until all the enemies of Aragorn are fleeing, until Aragorn is killed & removed from the table. Then they will disappear from the battlefield & all bases will be removed

## BOROMIR OF GONDOR

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2/4	6	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	5	-	6	-	-

- **Race** – Man
- **Faction** – Gondor
- **Unit Type** – Epic Hero, Infantry

### Epic Actions

**Epic Challenge** - **Oli can you advise here**

**Epic Strike** - If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the Phase

**Epic Sacrifice** - **Oli can you advise here**

**Epic Duel.** This Epic action works exactly like a Heroic Duel, save for the fact that Boromir rolls two dice, rather than one & uses the highest result

**Special Rules - Inspiring Leader (Men)** – See page 9 above

**Mighty Blow.** Boromir can choose to expend a Might point at the start of any Fight phase, If he does so, each hit he makes will cause a casualty, regardless of the foe's Resilience

## FARAMIR OF GONDOR

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2/4	5	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	5	-	4	-	-

- **Race** – Man
- **Faction** – Gondor
- **Unit Type** – Epic Hero, Infantry, Unique

### Epic Actions

**Epic Strike** - If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the Phase

**Epic Sacrifice** - **Oli can you advise here**

**Special Rules – Inspiring Leader (Men)** – See page 9 above

**Valour Unbound.** This ability can be used when a friendly formation within 2Bi is called upon to take a Courage test. If the controlling player chooses to employ this ability, the test is passed automatically. Valour Unbound may be used once per turn

## UGLUK & MAUHIR OF ISENGARD

Move (BW)	Fight	Shoot	Strength	Defence	Attack
3	4	4	4	4	8
Resilience	Courage	Intelligence	Might	Will	Fate
6	4	-	3	-	-

- **Race** – Uruk-hai
- **Faction** – Isengard
- **Unit Type** – Infantry

**Special Rules – Pathfinders (Woodland)** – See page 8 above

**Furious Charge** - Ugluk & Mauhir can choose to expend a Might point at the start of any Charge phase. If they do, they will charge D6+1 BW & receive a Charge bonus of +2

**Forward, You Maggots!** - If they fail a Terror test, they immediately inflicts D6 automatic hits on their own formation - the test is then treated as having been passed

## WITCH KING OF ANGMAR - NAZGUL

Move (BW)	Fight	Shoot	Strength	Defence	Attack
4/2/6	6	-	4	8	9
Resilience	Courage	Intelligence	Might	Will	Fate
6	5	-	9	-	-

- **Race** – Spirit
- **Faction** – Mordor
- **Unit Type** – Hero, Infantry

### **Magic**

The Witch King knows all the **Spells of Dismay & Darkness**. The Witch King is treated as a spellcaster with a **Mastery level of 10, so can use 10 magical powers each turn**. Each time a magical power is used the controlling player nominates one of the models in the formation to be the caster for the purposes of range

### **Special Rules**

**Terror** - See page 8 above

**Spirit Grasp** - See page 8 above

**Spirit Walk** - See page 8 above

**Indomitable** - See page 8 above

**We Stand Alone** - See page 9 above

## SHELOB & HER DAUGHTER SPIDERS

Move (BW)	Fight	Shoot	Strength	Defence	Attack
4	7	5+	7	8	4
Resilience	Courage	Intelligence	Might	Will	Fate
6	5	-	3	-	-

- **Race** – Monster
- **Faction** – Mordor
- **Unit Type** – Spider

### **Special Rules**

**Ambusher** – See page 6 above

**Hard to Kill** – See page 8 above

**Pathfinder (All)** – See page 8 above

**Prowler** – See page 8 above

**Terror** – See page 8 above

**Envenomed Bite** – The Spiders may re-roll all failed **To Hit** rolls with close combat attacks

**Hunter's Pounce** – The Spiders receives +1 D6 attacks on the charge

**BOLG SON OF AZOG – Need details for this Character – Oil can you assist please**

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2/4	5	-	-	-	-
Resilience	Courage	Intelligence	Might	Will	Fate
3	5	-	4	-	-

- **Race** – Orc
- **Faction** – Gundabad
- **Unit Type** – Hero, Infantry, Unique

**Epic Actions** – ALL Epic Actions require the expenditure of 1 Might Point

**Epic Strike** - If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the Phase

**Epic Defence** - If a Hero declares an Epic Defence before his formation fights, his formation's Defence is increased by 2 until the end of the phase

**Special Rules**

**Master of Battle** - Whenever an enemy Hero calls a Heroic or Epic action within 6BW. *Azog* may immediately call an identical action without expending a Might point. In this manner, *Azog* can even call an Epic action he would not otherwise be capable of. Note that this rule does not allow *Azog* to duplicate other abilities triggered by Might points

## LANDROVAL BROTHER OF GWAIHIR – Need details for this Character – Oil can you assist please

Move (BW)	Fight	Shoot	Strength	Defence	Attack
8	7	-	7	7	4
Resilience	Courage	Intelligence	Might	Will	Fate
2	5	-	3	-	-

- **Race** – Eagle
- **Faction** – Misty Mountains
- **Unit Type** – Hero, Infantry, Flying Monster

**Wargear** - Claws & Beak (Hand Weapon)

### Special Rules

**Hard to Kill** – See page 8 above

**Terror** – See page 8 above

**Swoop Attack** – *Gwaihir* may make a **Swoop Attack** during the **Charge & Shoot Phase**. During this Phase he **MUST** move up to 8 BW in a straight line (this move can be in any direction). The single enemy Company that *Gwaihir* **Swoop Attack** upon, suffer a D6 dice score in Hits. If his target is under 8 BW, he moves the remainder of his move. During the **Swoop Attack**, any enemy missiles can be Shot at him. See the **Charge & Shoot Phase** for details

## TREEBEARD & THE ENTS

Move (BW)	Fight	Shoot	Strength	Defence	Attack
5	9	4+	9	10	3
Resilience	Courage	Intelligence	Might	Will	Fate
6	5	-	3	-	-

- **Race** – Ent
- **Faction** – Fangorn Forest
- **Unit Type** – Epic Hero, Infantry, Monster

**Wargear** – Roots, Branches & Rocks (Hand Weapon)

### Special Rules

**Very Hard to Kill** – See page 9 above

**Terror** – See page 8 above

**Pathfinder (Woodland)** - See page 8 above

**Tree Slumber** - Treebeard can use the Ambushers special rule, but can only do so in woods and forests

**Ent Charge** - During a turn in which Treebeard calls a Heroic Charge, all friendly Ents within 2 BW (whether they are Heroes or not) must declare a Heroic Charge. These extra Heroic Charges do not cost any Might

## HUORNS FOREST

Move (BW)	Fight	Shoot	Strength	Defence	Attack
1	9	-	9	10	3
Resilience	Courage	Intelligence	Might	Will	Fate
15	5	-	-	-	-

- **Race** – Trees
- **Faction** – Fangorn Forest
- **Unit Type** – Monster

**Wargear** – Roots, Branches (Hand Weapon)

### Special Rules

Once any creature, except Wizards, Elves or Sauron that enter the Huorns Forest will never leave

## GIMLI THE DWARF

Move (BW)	Fight	Shoot	Strength	Defence	Attack
2	6	-	5	7	8
Resilience	Courage	Intelligence	Might	Will	Fate
6	6	-	4	-	-

- **Race** – Dwarf
- **Faction** – Line of Durin
- **Unit Type** – Epic Hero, Infantry

### Epic Actions

**Epic Strike** – If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the Phase

**Epic Rage** – **Need details for this Character – Oil can you assist please**

**Epic Rampage** - Gimli may call an Epic Rampage at the start of any Fight phase. For the remainder of that turn, each time Gimli's company scores a hit in close combat, they immediately make another attack. This continues until all of Gimli's company's attacks miss, or the enemy are slain

### Special Rules

**Inspiring Hero (Dwarves)** – See page 9 above

**Orcbane** – See page 9 above

**Pathfinders (Mountains)** – See page 9 above

**Baruk Khazâd!** - During the Shooting phase, Gimli's formation can choose to hurl him into the ranks of a nearby enemy. There he will wreak havoc for a few moments, before picking his way back over the slain to join his companions once more. Performing Baruk Khazad does not prevent Gimli's formation from charging that Turn. This special Shooting attack does has the following profile...

**Range** – 2 BW

**Strength** - Baruk Khazad! always inflicts automatic D3 hits

## EOMER PRINCE OF ROHAN

Move (BW)	Fight	Shoot	Strength	Defence	Attack
4/2	6	4+	4	5 (6)	4
Resilience	Courage	Intelligence	Might	Will	Fate
6	5	-	3	-	-

- **Race** – Man
- **Faction** – Rohan
- **Unit Type** – Hero, Infantry

### Epic Actions

**Epic Challenge** – **Oli can you advise here**

**Epic Strike** – If a Hero declares an Epic Strike before he fights, his Fight value is increased to 10 until the end of the Phase

**Epic Rage** – **Oli can you advise here**

### Special Rules

**Ride to Ruin** - If Théoden or Eowyn are slain, then for the rest of the game, Eomer and his formation must charge an enemy if possible in the Charge phase (expending Might where needed to extend his charge range). If there is more than one eligible target, Eomer's controlling player may choose which to charge. In addition, Eomer must call an Epic Rage each turn but does so for free – he need not expend any Might

## EOWYN OF ROHAN

Move (BW)	Fight	Shoot	Strength	Defence	Attack
4/2	5	4+	4	5 (6)	4
Resilience	Courage	Intelligence	Might	Will	Fate
6	5	-	2	-	-

- **Race** – Man
- **Faction** – Rohan
- **Unit Type** – Hero, Infantry

### **Epic Actions**

**Epic Challenge** – **Oli can you advise here**

### **Special Rules**

**Disguise** - Eowyn has disguised herself to avoid being recognised by her friends & family. She is not deployed in a formation at the start of the game. Instead, secretly record which formation Eowyn has joined. You may reveal Eowyn's presence at any point in the game, immediately placing her in that formation's command company

**By My Hand Shall You Fall** - In a Heroic Duel, Eowyn rolls two dice, rather than one, and always uses the highest result. However, if Eowyn fails to slay her opponent, remove her as a casualty