

ARMY OF ISENGARD; SARUMAN THE WHITE; BATTLE NAME; MONTH YEAR – V7

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
TURN																				
FIRING																				
OTHER																				

STATUS COLUMN: EITHER PERIOD TROOP TYPE and/or SELECTED STRATEGY (Place letters in Status column) - Ambush (A); Disloyal (D); Experienced Warlord (EW); Fanatic (F); Impetuous (I); Imposing Horsemen (IH); Javelins (J); Loyal Troops (L); Levy (LE); Militia Troops (M); Regular Troops (R); Religious Symbol (RS); Shieldwall (S); Veteran (V); Warrior (W)

	Title	Class Cohesion Points						Order	Body Armour	Weapons	Status	LP	Melee 1st Add	Fire Range	D6 for firing	Move	Bravery	Aggression	Defence	Men 50:1
		A 6	B 5	C 4	D 3	E 2	E 1													
Saruman the White	Saruman							Open	Magic	Staff	Istari					3	10	6	6	1
Servant 1	Grima							Open	LI	Sword	Servant					3	7	4	4	1
Servant 2	Snaga							Open	LI	Sword	Servant					3	7	4	4	1
Orc carrying Bomb 1	Gazmog							Open	LI	Firebomb	Servant					3	7	4	4	1
Black Uruk-hai 1	Ugluk							Loose	HI	Swd, B, Sh	Servant		+1 D6	4	1	3	10	6	5	750
Black Uruk-hai 2	Guard							Loose	HI	Swd, B, Sh			+1 D6	4	1	3	9	6	5	750
Black Uruk-hai 3	Guard							Loose	HI	Swd, B, Sh			+1 D6	4	1	3	9	6	5	750
Black Uruk-hai 4	Guard							Loose	HI	Swd, B, Sh			+1 D6	4	1	3	9	6	5	750
Uruk-hai 1	Isengard							Loose	MI	Pike, Sh						3	8	5	5	1000
Uruk-hai 2	Isengard							Loose	MI	Pike, Sh						3	8	5	5	1000
Uruk-hai 3	Isengard							Loose	MI	Pike, Sh						3	8	5	5	1000
Uruk-hai 4	Isengard							Loose	MI	Pike, Sh						3	8	5	5	1000
Uruk-hai 5	Isengard							Loose	MI	Pike, Sh						3	8	5	5	1000
Uruk-hai 6	Isengard							Loose	MI	Pike, Sh						3	8	5	5	1000
Uruk-hai 7	Isengard							Loose	MI	Sword, Sh						3	8	5	5	750
Uruk-hai 8	Isengard							Loose	MI	Sword, Sh						3	8	5	5	750
Uruk-hai 9	Isengard							Loose	LMI	Bow, Sword			+1 D6	4	2	3	8	6	4	200
Uruk-hai 10	Isengard							Loose	LMI	Bow, Sword			+1 D6	4	2	3	8	6	4	200
Warg Riders 1	Isengard							Loose	LC	Sword			+1 D6			4	7	5	5	200
Warg Riders 2	Isengard							Loose	LC	Sword, Bow			+1 D6	4	1	4	7	5	5	200
Warg Riders 3	Isengard							Loose	LC	Sword			+1 D6			4	7	5	5	200
Warg Pack 1	Isengard							Open	LC	Teeth			+1 D6			4	7	6	4	200
TOTAL																				11704
STRENGTH WEAKNESS																				

The Warg Pack 1 are the younger Wargs that MUST be obeyed by the Warg Riders 1. They can be sent on their own attacks, within 12 BW of the Warg Riders 1 base. Once they move outside that 12 BW distance, they will retire off the nearest edge of the table, unless they pass within 4 BW of Warg Riders 1, whom they will then rejoin.

All these troops are 'driven' by the 'Will' of Saruman. Once that 'Will' is either broken or absent, these troops will attack any other creature not from within its own Realm, within 12 BW of their position or begin to retire back to their home of Orthanc.