

ARMY OF THE DEAD; **RIOC KING OF THE DEAD**; *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 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													
King of the Dead	RIOC									FEAR										50
Dead Nobles 1	Oathbreakers									FEAR										50
Dead Warriors 1	Oathbreakers									FEAR										50
Dead Nobles 2	Oathbreakers									FEAR										50
Dead Warriors 2	Oathbreakers									FEAR										50
Dead Warriors 3	Oathbreakers									FEAR										50
Dead Nobles 3	Oathbreakers									FEAR										50
Dead Warriors 4	Oathbreakers									FEAR										50
Dead Warriors 5	Oathbreakers									FEAR										50
Dead Nobles 4	Oathbreakers									FEAR										50
Dead Warriors 6	Oathbreakers									FEAR										50
Dead Warriors 7	Oathbreakers									FEAR										50
TOTAL																				600
STRENGTH WEAKNESS																				

The Oathbreakers can ONLY be summoned & controlled by Isidur's Heir, which is Aragorn. He then sets them an Objective. Once that Objective is complete, they will disappear from any battlefield for the rest of the 3rd Age.