

THE LORD OF THE RINGS STRATEGY BATTLE GAME WARHOSTS

Gaming in Middle-earth



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A WARHOST SUPPLEMENT

What's It All About?

We've presented quite a few ways to play "points match" games of The Lord of The Rings over the years. Each method or idea has spawned more ideas and methods. This supplement presents the way you're likely to play pick-up games in our U.S. Games Workshop Hobby Centers and at Games Workshop events.

When The Lord of The Rings Strategy Battle Game was first released, it was played primarily as story-driven tactical game between two sides consisting of, at most, 10 or 20 models each. The game continues to play well on this small-scenario level, and thousands of gamers the world over enjoy these types of narrative games.

However, an increasing number of hobbyists and gamers have found that The Lord of The Rings Game also functions well as a larger-scale battle game in which two armies take to the field for a pitched battle in which clever maneuvers and turn-by-turn tactical decisions are most often the deciding factors, rather than initial army composition and deployment.

With visions of large battles like Pelennor Fields, the siege of Helm's Deep, and the Black Gate of Mordor in mind, gamers and games designers have devised guidelines and rule sets for playing The Lord of The Rings Game as a larger battle game in which both sides build a force to a pre-established points value. These systems have included things like Points-Match games, the "In a Flash" rules, Battle Companies, and Battle Scenarios. All of these different systems are

fun to play and offer interesting tactical variations for players to try. However, having so many ways to play larger battle games of The Lord of The Rings has proved confusing for some (certainly for us!) and also made it difficult for gamers to collect and build a universally accepted battle force appropriate for tournaments, in-store play, and pick-up games. It is for this reason that you are holding this supplement in your hands.

Players can use this supplement to help them collect, build, and organize warhosts for The Lord of The Rings Game. The warhost guidelines described herein will become the standard system for GW-sponsored tournaments of The Lord of The Rings in the U.S. and for regular gaming in all U.S. Hobby Centers. We also hope that the warhost system will become the customary way for players to collect and play battle games of The Lord of The Rings at home, in game shops, at club meetings – in short, everywhere.

Make sure to hold onto this supplement, as we will refer to it often in *White Dwarf*, the GW web site, tournament rules, and the like. Muster your warhost, for there are battles afoot in Middle-earth.



WARHOST GAMING RULES

These rules are drawn from p. 186 of The Lord of The Rings rulebook. Some of the guidelines have been adapted to represent the standard way we'll be gaming with warhosts in our U.S. Hobby Centers.

It is important to note that individual events like Tournaments, Gaming Leagues, and Campaigns may all have variations on or additions to these guidelines.

THE FORCES

Players first need to agree how big a force they want to use in the game. Size normally depends on how long a game they are prepared to commit to. As a rough average, every 100 points equals to around 10 models, but this size can vary enormously if the force includes very powerful heroes, which are worth hundreds of points on their own. A game with 500 points a side takes normally a couple of hours to resolve, and of course, generally speaking, the more models you have to move the longer the game will take. Moving a lot of models one by one takes a lot of time. That means that the opponent has to wait before he gets to move his own troops, resulting in a very slow game. To reduce this problem, we've arbitrarily set a maximum number of models for each force.

In the next column, you will find the U.S. guidelines for warhost games.

In a recent campaign in our U.S. headquarters, we applied two additional guidelines.

1. Only one named character (except Hobbits) could be included in each warhost.
2. No two warhosts in the campaign could use the same named character.

- Forces can include between 200 and 600 points of either Good or Evil models. Exact points values are set by the players.
- Each force can include a maximum of 50 models.
- Each force must include at least one hero to lead it into battle. No more than 50% of a force's points may be spent on heroes.
- Evil Forces cannot include Gollum. Good forces cannot include Tom Bombadil or Goldberry.
- No more than a third (33%) of each force's models can be armed with bows/crossbows. (IMPORTANT: only the Riders of Rohan and Haradrim Raiders models that are actually firing a bow count as being armed with bows. All the Riders and Raiders that are carrying bows on their backs do not count as being armed with bows. Note that their points costs remain the same).
- Named heroes (e.g., Gandalf, Lurtz, the Witch-king, and the other eight Ringwraiths) can be taken only once.
- Whenever a rule is repeated in several publications, the most recent version takes precedence.

SCENARIOS

The Lord of The Rings rulebook includes four Battle Scenarios (pp. 186-191), which make for interesting games for warhosts. Warhost players can either come to an agreement as to which scenario they will play or may roll a die and consult the following chart to determine the scenario randomly.

D6	Scenario
1	Scenario 1 – The Relief Force
2	Scenario 2 – Take and Hold
3	Scenario 3 – Cornered!
4	Scenario 4 – Pitched Battle
5	The player controlling the Evil force chooses the scenario.
6	The player controlling the Good force chooses the scenario.

Of course, players are free to create their own battle scenarios, to change the guidelines regarding the selection of the forces, to experiment, to adapt the game to their needs and tastes, and to find new ways to have fun with The Lord of The Rings Strategy Battle Game!



Adrian Champion explains how to get the most from a warhost of Elven warriors, deadly archers, and highly mobile troops who require a subtle commander to lead them.

THE LONG DEFEAT

Tactics for High Elves

Throughout the many ages of Middle-earth, the High Elves have stood firm against the legions of darkness. Their nobility, grace, and deadliness on the battlefield make them the most valued of allies and the most feared of opponents. However, the world is changing. The numbers of High Elves in Middle-earth are gradually dwindling, as they head in ever greater numbers to the Grey Havens, where they seek to return to the Undying Lands in the West. For those few High Elves who remain, it is only a matter of time before they must follow. Until then, they continue to fight what Galadriel describes as “the long defeat.”

THE FINEST WARRIORS OF MIDDLE-EARTH

If you have the privilege of commanding a force of High Elves, you can be confident in the knowledge that there are no finer troops in the game. All High Elves are supreme warriors. Their Fight value of 6 is enough to decide a tied combat against all but the most fearsome of foes. Not even the fighting Uruk-hai can match the martial prowess of the Elves! Never underestimate the importance of having a higher Fight value. A solitary Elf surrounded by five Uruk-hai has a 26% chance of winning the combat, thanks to the fact that he automatically wins any ties! In

combat against superior numbers, you will always have this advantage to help counteract the extra dice your opponent gets to roll.

Even more crucial in a longer game is the sheer bravery of the High Elves. With a Courage value of 5, they will fight on long after any other army would have disintegrated. An Elf warrior is as brave as many of the heroes of other races, a trait that keeps a High Elf army fighting as a cohesive unit even once it is down to half strength.

ARCHERS

Archers are both the greatest asset and the weakest link of any High Elf force. Let us be absolutely clear – Elven archers are the finest in the game. The Elf bow has a 24" range, hits on a 3+, and strikes with a very respectable Strength 3. Massed Elven bowfire can devastate an opposing force before it even gets into charge range. Your first step to building a High Elf army should be to take the maximum number of these missile-armed troops you are permitted. All your other warrior models are there to support and defend the archers, as the bowmen will win you the game. Move them into a good firing position and unleash as many shots a turn as you possibly can. Don't be afraid to fall back each turn while firing. If it means you get to kill more enemy models before close combat

starts, then it is all to your benefit to do so.

The downside is that the High Elf archers do not come equipped with a hand weapon. Consequently, they suffer a -1 to their die roll in combat. This drawback makes High Elf archers the most obvious targets for your opponents to assault. As archers are the weak link in your battle line, they will need support from either spearmen or swordsmen in close combat. You must also ensure that your archers' flanks are not exposed to enemy charges.

ARMOR

All High Elves come equipped with a suit of Elven heavy armor of extraordinary quality, which gives them a base Defense of 5. This value can be increased to a 6 if they are equipped with a shield too. Generally, the difference between Defense 5 and 6 is only significant in close combat. If your opponent's force includes missile weapons, they will most likely be either Strength 2 Orc bows or Strength 4 crossbows. In both cases, the weapons need the same die score to wound regardless of whether your warrior is equipped with a shield or not. Only in close combat against Strength 3 enemies does the shield make it any harder for your Elves to be wounded. Thus, you are not restricted to erecting a shield wall around your warriors





without shields. You can place any troops you wish into the firing line without offering your opponent softer targets. In close combat against Orcs and Moria Goblins, your shield-equipped warriors will form a strongpoint in your lines that will prove very difficult to kill.

MOVEMENT

A minor point, but one that should not be overlooked, is that High Elves are capable of moving 6"/14 cm in the Movement Phase. Against the slower-moving Orcs and Moria Goblins, this small yet vital advantage will allow you to control who gets to charge who in close combat. By moving your troops to a point 6"/14 cm away from the enemy lines, you force your opponent either to close the

gap and leave themselves open for your charge next turn or to hold off and wait for the priority roll to swing in his favor, which gives you more time to soften up the opposition with your archer units. Your enemy's ability to outnumber your troops is decreased if you take advantage of your superior speed. Think carefully before charging straight in. If you have priority, then your opponent can use his supporting troops to countercharge and surround your troops.

ELF BLADES

Elven blades can be wielded as either one OR two-handed weapons. This flexibility to switch between regular strikes and slower but stronger hits enables Elven swordsmen to adapt to the tactical situation better than any other warriors on the battlefield.

The most obvious use for swordsmen is to deploy them in pairs. One warrior uses the faster blow to increase the chance of winning the fight; the other uses the stronger blow to increase the chance of killing the enemy. In this way, a balance can be achieved between the two options that will give you the best of both worlds. Your best chance of defeating high-Defense creatures such as the mighty Balrog is to surround them with as many swordsmen as you can and use their +1 to wound ability. If you require a die roll of 6/6 to wound, the +1 modifier conveyed by the sword counts for BOTH die rolls (in the same way as using a Might Point). With this advantage, your chance of wounding a Balrog drops from a 1 in 36 chance to 1 in 9!

SPEARMEN

Elven spearmen come equipped with shields, giving them a higher Defense in close combat and the ability to use the shielding rule. The spears themselves allow you to "fight through" a friendly model, allowing even more Attack dice to be rolled in combat. Even if you lose, the spearman cannot be struck! It's a win/win situation and should be exploited whenever possible.

There are two ways to use spearmen in combination with your swordsmen: fight

WARHOST FORCE GUIDELINES

Heroes

Elrond, Glorfindel, Arwen Evenstar, Elladan and Elrohir, Gil-galad, Elven Captain

Warriors

Elf Warriors

through them and fight alongside them. If an Elf blade is being used as a normal sword, then a spearman can add his die roll to the combat by fighting through without risk to himself. However, what can often be of more use would be to fight alongside the swordsmen, which allows the swordsman to use the double-handed strike while the spearman's faster blow could win the fight for the Elves. Fighting alongside also helps to trap a foe, leading to double strikes if you can block them from backing away from you. You can even combine both methods by having two swordsmen in base contact with an enemy and a spearman fighting through one of them.

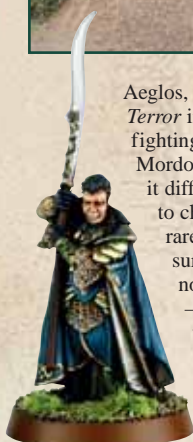
HEROES

In the same way that the High Elven warriors are the finest available, so are the heroes that lead them. Let's take a closer look at how best to use them in the game.

GIL-GALAD

The last High King of the Elves, Gil-galad is an awe-inspiring sight in close combat. With a Fight value that exceeds all but the Dark Lord Sauron and the Balrog, Gil-galad can be relied upon to win most of the combats he ever takes part in. His *Fearless* ability means that you can trust him to engage terrifying foes without exception. I'm sure many of us have tried to send a hero up against Sauron only to fail the Courage test by rolling snake-eyes at some point. Gil-galad is made of much sterner stuff.





Gil-galad

benefit from all 3 of his Attacks instead of the 1 he could use by fighting through.

ELROND

Gil-galad's herald is only slightly less mighty than the King he serves. Equipped with his Elf blade, even if he uses it as a double-handed weapon, he can still use his Might store to bump his die roll to a 6 if needed. Against the tougher foes like Sauron, Elrond is the perfect choice to accompany Gil-galad (as it should be of course!). Gil-galad can concentrate on winning the fight, and Elrond can deal the killing blow with his two-handed weapon.



Elrond



Elladan and Elrohir

ELLADAN AND ELROHIR

If you are already planning on fielding two Elven Captains, you could do far worse than to field the twin sons of Elrond. For only 10 points more than two captains equipped with only Elven blades, these brothers bring a higher Strength and Defense, as well as more Might, Will, and Fate Points. Their use of two Elven blades makes for great tactical flexibility, and they can deal with a wider variety of foes more effectively. Elladan and Elrohir are well used when leading separate contingents of spearmen and swordsmen. Remember to support them in combats, as the loss of one brother will cause the frenzy of the other, possibly thwarting your well-laid plans.

GLORFINDOL

Glorfindel is rather rare among the existing High Elf heroes in that he can lead the army from the back of his trusty steed. His exceptional abilities in close combat are magnified when combined with the usual cavalry bonuses of *Extra Attack* and *Knock Down*. Care must be exercised though, as it is all too tempting to use the extra speed afforded by the horse to go charging off into combat all alone. If the enemy draws Glorfindel out alone, he will be swiftly surrounded and brought down. They will also attempt to shoot his horse from under him at

the first opportunity. A far better way to use this mighty Elf lord is to keep him behind the main Elf lines, which will keep him shielded from harm until battle is joined. Once close combat has begun, the 10"/24-cm move of the mounted hero will allow him to redeploy quickly to shore up weak spots in the line.



Glorfindel, mounted and on foot

IDEAS FOR THEMED WARHOSTS

- **Second Age Last Alliance**
Gil-galad, Archers, Spearmen, Swordsmen
- **Second Age Standard of the Elves**
Elrond, Archers, Spearmen, Swordsmen
- **Renewing Broken Bonds**
Elladan and Elrohir, Archers, Swordsmen
- **Once There Was an Alliance Between Elves and Men**
Haldir, Archers, Swordsmen

WARHOSTS OF THE ELVEN HAVENS



GIL-GALAD'S BODYGUARD

The 300-point warhost shown above really needs to close into combat quickly. The heavily armored Elven Warriors will cause problems for most opposing warhosts and could be effectively split into two groups to achieve scenario objectives.

Gil-galad	140
8 Elf Warriors	80
Elven blades, heavy armor	
7 Elf Warriors	77
Spears, shields, heavy armor	
Total	297

STANDARD OF THE ELVES

Adrian York's 500-point warhost shown below has a variety of tactical options to deal with many different opponents. Against horde-style warhosts, the archers can thin out the ranks with their skilled, Strength 3 bowfire. Against tougher opponents like Uruk-hai and Dwarves, the Elven blades of the swordsmen come into play. The important thing to remember with this warhost is mutual support. Swordsmen will be more effective when supported by spearmen. Elrond's Might Points are to be used to enhance your combat troops.

Concentrating your fire on the appropriate targets can bring down even Trolls and Monstrous Mounts.

Elrond	170
8 Elf Warriors	80
Elven blades, heavy armor	
10 Elf Warriors	110
Spears, shields, heavy armor	
12 Elf Warriors	132
Elf bows, heavy armor	
Total	492



The time is right to teach your opponents to be fearful of the dark places under the mountain. Master of strategy and tactics Adrian Champion explains why.

The basic Moria Goblin profile is fairly uninspiring at first glance. If you are commanding a force of these creatures, you will quickly notice that they are the worst fighters and archers in the game, that they are physically unimpressive, and that they exemplify cowardice. At this point, you might well be wishing for the armor-clad reliability of the fighting Uruk-hai, but wait! It's not all bad news. In fact, these vicious little monsters have a lot going for them.

As one of the cheapest troop choices in the game at 4 points each, Moria Goblins are going to outnumber every opposing army they ever face. Aside from the obvious benefits – such as the ability to surround and trap your foes or to roll more dice in combat – never underestimate the sheer psychological impact of seeing a massive wave of Goblins being deployed. No player likes to start a battle outnumbered 2 to 1!

MOVEMENT

Moria Goblins have a disadvantage in the Movement Phase. As they can only move a maximum of 5" per turn, most of the Free Peoples' forces, be they Elves or Men, will outpace them even without the use of cavalry.

If you venture beyond the safety of the roots of the mountains, you will have to get used to your opponents choosing when and where they fight. In scenarios that involve your opponent escaping from the table or breaking through your lines, think very carefully when deploying your troops. Any redeployments to shore up the weak points in your lines will take time. Needless to say, mastering the art of the countercharge will be key to your successes in above-ground battles.

It is a different story in the dusty ruins of Dwarrowdelf, however. Moria Goblins have three major advantages that can turn battles in their favor. First, their main enemies, the Dwarves, also move only 5" a turn, which puts them on an equal footing in the Move Phase.

If you keep a careful watch on the Priority rolls, you will have the privilege of selecting who and when to attack for a change. Heroic Movement will help you here and is an added bonus, as Goblin captains and heroes (with their precious Might Points) are so much cheaper than their Dwarven counterparts.

The second major advantage the Moria Goblins have in the Movement Phase is their incredible jumping skills. Gaps up to 2" across can be traversed without the risk of falling, and chasms and pits can be used to block pursuing enemies that will have to decide whether or not to gamble on leaping across to follow your troops. Knowing that

DENIZENS OF THE DARK

Tactics for Moria Goblins



there is a 1 in 6 chance of a fatal fall is enough to put fear in the stoutest heart! Even if your foes make it across safely, most of the time they will be slowed in their progress, which will allow you to make good your escape.

Last and not least, don't forget the all-important climbing ability of the Moria Goblins. The vertiginous staircases and many-leveled walkways of Khazad-Dûm can make for an extremely three-dimensional battlefield. Such a battleground is the best thing a Goblin general could ever hope for. While troops of other races must trek along a ledge, then wind their way down a stairway in order to join the fight on another level, Moria Goblins can simply climb straight down the wall! Sending reinforcements quickly from one part of the battle to another is a key part of why the Goblins are now rulers of the eternal night under the Misty Mountains.

FORMATIONS

There are only a few basic rules you need to follow to maximize the Goblin's potential. First, keep a line of shield-armed models to the front. Their higher Defense value will mean that more Moria Goblins make it into close combat, and your opponent will be looking to target your weaker spearmen and archer Goblins. Keep a line of spearmen just behind the front line. When combat is joined, the extra attacks will greatly increase your chances of winning. Outnumbering your opponents is the fundamental strategy of the Goblins after all!

ARCHERS

Goblin archers are, without a shadow of a doubt, the worst bowmen in the game. Their Orc bows have a range of only 18", hit on a 5+, and are a lowly Strength 2! To add insult to injury, the lack of a shield makes these Goblins very tempting targets to enemy archers who will invariably win any long-distance duel.

So should you include some Moria Goblin archers in your force? Absolutely! Even Goblins can rack up the kills if they fire enough shots at the enemy, an easy task when you have twice as many bow-armed troops as your opponent.

With the Goblins' terrain-climbing and jumping abilities, it is also very easy for your troops to take up positions on the top of walls and ledges where they can rain down black-fletched arrows with impunity.

Just remember not to try this tactic against enemy archers though; you are probably better off engaging them in close combat.

WARHOST FORCE GUIDELINES

Heroes

Durbûrz, Moria Goblin Shaman, Moria Goblin Captain

Warriors

Moria Goblin Warriors, Cave Trolls, Moria Goblin Drums

A note for all commanders out there: an old adage states, "know thy enemy." Target the weakest of your opponents when shooting. Most likely, they will be the opposing archers. When shooting at a Dwarf armed with a bow for example, you will need to roll a 6 to wound. However, when shooting at a Dwarf with an axe and shield, you will need a 6 followed by a 4. Thus, you're half as likely to succeed! Your overall chance of hitting and wounding drops from 1 in 18 to 1 in 36!

DURBÜRZ

Durbürz, the dark ruler of the Goblins, is king of the underground realm. Now, at last, your Goblin army has a leader worthy of the name. He is the strongest, toughest, and bravest fighter the Goblins can field. His high Courage value will hold the force together when the critical 50% casualty point is reached. Combined with the motivational effects of the Goblin Drum, you will find that your troops keep on fighting to the bitter end.

Durbürz is as unsubtle as you would expect from one of his kind. Keep him shielded from harm while closing with the foe. Once combat is joined, he will provide one of the toughest challenges for your opponent with his 3 Might Points and 2 Attacks, which will turn the combats to his advantage. His only major weakness is that, like all Goblins, his Fight value leaves much to be desired. As I will describe a little later, teaming him up with a Cave Troll can counter this problem.

GOBLIN DRUM

Drums, drums in the deep. With the ceaseless pounding of the Goblin Drum, your warriors will fight much more aggressively. The Courage modifiers count across the entire battlefield, but the all important rerolls take place only within 18" of the Drum itself. In the first few turns, therefore, before battle is joined, move the Drum as far forward as possible. This way, you will receive the greatest benefit in the coming fight.

Remember to place the Drum in a position that allows you to move it forward easily, and make sure the enemy does not get a clear shot

at your irreplaceable Drummers. Without them, the Drum is useless!

SHAMAN

The Goblin Shaman is perhaps the most difficult of the new troops to use effectively on the tabletop. You have to balance the need to get him as close to the action as possible with the need to prevent him from engaging the enemy. Don't be tempted to use his Might Points in combat. The Shaman is there purely and simply to keep the Goblins from running away or taking Wounds thanks to his Fury spell (which should be cast at the earliest opportunity).

Remember that the spell's effects are cancelled if he loses a fight or suffers a wound from shooting, so keep plenty of Goblins between the Shaman and the enemy. Make sure that the Fury spell's area of effect covers the front-line troops, as this protection will keep a lot of Goblins alive. Used in combination with the effects of the Goblin Drum, the spell will make combats a lot more deadly for your foes, as it makes the Moria Goblins fight harder and longer.

CAVE TROLLS

It is now practically a tradition for your opponent to say, "They have a Cave Troll," when you place your model on the table. To which, of course, your response should be, "Actually, I have TWO Cave Trolls." (I even know of someone who fields seven!) These monsters represent the real muscle of a Moria force, and they make excellent linebreakers.

Three Strength 6 Attacks can go a long way towards carving a hole through even the toughest of opponents. With 3 Wounds each and a Defense of 6, Cave Trolls can withstand a lot of punishment before being brought down. They will need to though. Such is the fear these creatures instill in opponents that they tend to attract a lot of bowfire.

The only real trick in using Trolls is keeping them alive long enough to reach combat. Try and deploy them in such a way that any terrain features will block line of sight to

your Trolls as they close with your foe. Either that or be sure to keep a few Goblins in front of the Trolls to soak up some of the incoming fire. When you get them into range, your Trolls will go through normal troops like a hot knife through butter.

If you are facing enemy heroes, then teaming up a Troll with a Goblin character such as a Captain makes for an excellent combination. The Goblin Captain has Might Points for making Heroic Actions and altering his die rolls, and the Troll contributes his massive 6 Fight value in addition to his other skills. Even Aragorn could only equal this close combat punch, a fact that gives both sides an even chance of winning the combat in a roll off.

The captain can increase only his own die roll in order to try and win the combat. However, if he can only increase his result to match that of his opponent, the Fight value of the Troll will settle the tie. The captain effectively has the Troll's Fight value of 6 for the duration of the combat! Keep a Troll close to Durbürz, and together, they'll make life very difficult for your opponents.

And there you have it, victory is now yours for the taking. It will have to be a very determined foe that wrests the halls of Moria from your clutches. If things ever do start to go against you, there is always the mighty Balrog to call upon.

IDEAS FOR THEMED WARHOSTS

- **Scouting the Tunnels**
Only Goblin Captains, Goblins
- **Defending the King**
Durbürz, a Drum, Goblins, at least two Cave Trolls
- **Shadow and Flame**
Durbürz, two Goblin Shamans, lots of Goblins

WARHOST OF MORIA



COURT OF THE GOBLIN KING

John Alton has decided to do away with massed Goblin forces in his 500-point warhost and instead decided to concentrate on power and rerolls.

Durbürz, the Goblin King of Moria	60
Moria Goblin Captain	40
Shield	
8 Moria Goblin Warriors	40
Shields	
8 Moria Goblin Warriors	40
Spears	
10 Moria Goblin Warriors	50
Bows	
2 Cave Trolls	166
One with Troll Chain, one with spear	
Moria Goblin Drum	100
Total	496

Jeff Brooks, master of all things mounted and shooty, kindly obliged us by writing this article on some strategic and tactical advice and options for the speedy Riders of Rohan. Ride forth Eorlingas!

Rohan. The sons of Eorl are one of my personal favorite armies in The Lord of the Rings. A themed force chosen to represent the Rohirrim is both visually striking and powerful on the battlefield. As a player of Rohan, you will have a great deal of flexibility with your force composition that is not necessarily present in other themed armies such as Elves or Dwarves. With several named heroes as options, as well as varied troops types, Rohan has something to offer everyone. However, a true warrior of Rohan will rely on the strength and speed of his cavalry.

CAVALRY

One of the most potent choices available in The Lord of the Rings, cavalry forms the backbone of almost any Rohan warhost. Rohan cavalry in particular offers a great deal to the clever commander. Their *Expert Rider* ability allows them to use a shield while also being armed with a bow. This ability, along with armor, makes Rohirrim cavalry Defense 5 – a nice step up from other cavalry models such as Wargs or Haradrim Raiders. Take heavy armor for your heroes, and their Defense goes up to 7, the “magic number” against most bows (i.e., your opponent will need to roll 6’s AND 4’s to wound you with

Strength 2 bows). Rohirrim cavalry models also have the option of being armed with throwing spears. In any force I build, I always make sure all my riders are equipped with these weapons. The ability to kill an enemy model and then move into a new enemy in the same turn can really help turn the tide.

Taking a force that consists predominantly of cavalry also will help you dictate the flow of the battle. If your opponent doesn’t have a lot of speedy troops in his warhost, you’ll be able to ride rings around his forces and shoot arrows into his models the entire time. Rohan warhosts excel at hit-and-run tactics and have the strength to finish things off when it comes time to make the final charge. This maneuver advantage can be game-winning if properly used. Make sure you get a lot of practice with it and make changes as necessary.

Don’t forget that when you charge models on foot with cavalry and win the combat, you knock them to the ground and get to make double strikes against them (typically 4 for a Rider of Rohan). This ability is great, especially against models with high Defense like Dwarves and Isengard Uruk-hai. However, sometimes, you may find that you’re consistently outnumbered by your

opponent, especially against Moria or Haradrim warhosts. That’s where the infantry comes in.

INFANTRY

By taking infantry such as Warriors of Rohan, you’ll increase the size of your force by spending fewer points per model. Numbers are going to help you in several ways. First, having more models gives you more options during deployment and subsequent movements during the game. Having enough models to leave yourself a reserve can be a big help when things get rough. Having a higher model count also helps prevent your warhost from becoming broken. Many scenarios end when your force is broken, and anything you can do to avoid THAT is a good thing! Another advantage of taking more models is that you’ll be able to take more missile-armed troops. Being able to fire 14-16 times a turn in the Shooting Phase will make an impact on your chances for victory, especially against armies with low average Defenses like Haradrim or Hobbits.

HEROES

Now that we have some basic tactics for Rohan in mind, let’s take a close look at all of the hero choices that are available to the

RIDE FORTH EORLINGAS!

Tactics for the Forces of Rohan





aspiring Rohirrim Commander, including one you may not have considered! They all have something to offer and can be very powerful when used together properly.

THEODEN

Though Theoden is not as popular a choice as, say, Eomer, the King of Rohan actually comes into his own in small games in which

Theoden's low point cost is an advantage. His Might and Fate scores are decent, and it's just wrong to not take him if you're planning on playing out the battles for Minas Tirith!

EOMER

Theoden might be King, but Eomer is the single most powerful hero of Rohan you can take! For only 5 points more than a

comparably equipped Theoden, you get another point of Might and 2 points of Will that can be used to help resist magical attacks and make Courage tests. That's a bargain if you ask me! It almost goes without saying that you should definitely put him on a horse to increase his utility. He's a great hero choice, and it's a rare Rohan warhost I build that does not include him.

GAMLING

Gamling is another fantastic hero choice for Rohan but not because of his fighting prowess. When equipped with the Rohan Royal Standard, Gamling makes one of the best supporting characters in the entire game of The Lord of The Rings! In addition to the usual benefits the banner provides, its ability to confer a free point of Might to any hero of Rohan that is within 3" and has no Might is HUGE! One tactic I've used with success is the "Gamling Hit Squad" (hereafter referred to as the GHS). I keep at least three heroes of Rohan nearby, and I freely use Might to perform Heroic Actions as often as possible. When I get to the middle of the game and all the Might is gone, that banner ends up giving me 3 or 4 free Might Points a turn! It's almost



WARHOST FORCE GUIDELINES

Heroes

Theoden, Eomer, Eowyn, Gamling, Captain of Rohan, Gandalf, Strider/Aragorn, Legolas, Gimli, Meriadoc/Knight of the Mark

Warriors

Warrior of Rohan, Rider of Rohan, Rohan Royal Guard



as good as Aragorn's special ability, except that you get it with multiple heroes! Sit back and think about the possibilities. Add this model to your collection and start kicking some serious butt!

EOWYN

Point for point, she is one of the best heroes in the game. Just compare her stat line to that of a Captain of Rohan, and you'll see what I mean. Yes, I know she has only 1 Attack, but she has 2 points of Might, Will, and Fate and costs only 30 points! I mean really, that's awesome! Remember that heroes do more than just hack up enemy models. A timely Heroic Move can really help her and anyone within 6" of her win a combat. Her low point cost also helps if you're trying to create a GHS. Think about it!

CAPTAIN OF ROHAN

He's a good, solid, reasonably priced hero that also works well with the GHS. Don't forget to give him heavy armor and a shield, and watch your Uruk-hai opponent's face when you tell him that his Strength 4 warriors need 6's to wound you. Good times!

MERIADOC, KNIGHT OF THE MARK

"Hey, what's HE doing here?" you ask.

This is the hero you might not have expected. Yes, you are right. He is listed in the Shire section. However, if you read closely, it says that he counts as a hero of Rohan. Thus, this 25-point hero model can join the GHS and get a free Might Point every turn. Beats a

poke in the eye with a sharp stick! I agree he's not the greatest hero, but remember what I said before about Eowyn. Think cost versus benefits and give him a try.

MOUNT UP!

Well, that about covers all of the hero choices available to the themed Rohan warhost. The only other thing I wanted to quickly mention are the Rohan Royal Guard. These guys are great for a couple of reasons. First off, they benefit from the *Bodyguard* rule, which can be a big help if and when your warhost is Broken. Fight skill 4 is a nice step up as well and can help you win some ties against most enemies. However, Royal Guard models can't take bows. As such, you'll need to approach your warhost design a little differently if you decide to use them.

That's it from me, folks! I hope these tips were helpful and have given you some ideas for your own Rohan force. Good luck, and defend the Riddermark well!



Eomer, Marshal of the Riddermark

Eowyn, Shield Maiden of Rohan



Gamling, Captain of Rohan

IDEAS FOR THEMED WARHOSTS

- **Eomer's Eored**
Eomer, all mounted models
- **The King Rides Forth**
Theoden, Gamling, one-third Royal Guard, all mounted models
- **Defense of the Westfold**
Eomer or a Captain, mix of mounted and unmounted models
- **Look to Our People**
Eowyn, all on foot

WARHOSTS OF ROHAN



FROM THE WESTFOLD

Dave Taylor's 300-point warhost shown above can get into combat quickly but has the maneuverability to choose its fights carefully.

Captain of Rohan	70
Heavy armor, shield, horse	
3 Rohan Royal Guard	54
Throwing spears, horses	
10 Riders of Rohan	167
6 with spears, 1 with banner	
Total	291

FORTH EORLINGAS!

Dave can expand his warhost to 500 points (shown below) by adding a few heroes and infantry models. The infantry provide a cheaper alternative for capturing and holding objectives, while the additional characters provide valuable Might Points.

Theoden, King of Rohan	70
Horse	
Gamling, Captain of Rohan	110
Horse, Royal Standard of Rohan	

Captain of Rohan	60
Heavy armor, shield	
3 Rohan Royal Guard	54
Throwing spears, horses	
9 Riders of Rohan	129
6 spears	
5 Warriors of Rohan	35
Bows	
6 Warriors of Rohan	42
Shields	
Total	500



Matthew Ward confirms his allegiance to the evil forces of Sauron and shares with us his thoughts and tactics for getting the best from the varied dark forces of Isengard.

Whether you're building a warhost for a tournament or for one of the alternative "points match" scenarios, there are plenty of options available to you as a general of the White Hand. As there is such a large range of troops on hand for an Isengard general, I've also tried to look at the army from a "characterful" perspective and look at the force on its own merits, rather than as part of the forces of Evil as a whole. Generally speaking, the army of Isengard can be quite versatile, and it does really depend on your own personal preference as to how a force should fight. If you enjoy the freedom and flexibility of a fast cavalry force, you can concentrate on fielding Warg Riders. If you prefer a swarm of infantry, you can instead field a mostly Orc or Dunlending force or go to the other extreme and marshal an elite band of Uruk-hai. However you choose to assemble your force, you'll find that the forces of the White Hand are more than capable of leading you to victory!

As with all the forces in *The Lord of the Rings*, the denizens of Isengard can be split into two main categories: heroes and Warriors. Let's start by taking a look at the heroes available to you.

SARUMAN

Saruman, the White Hand, is the power of Isengard. Fallen wizard and former head of the coalition against Sauron, Saruman is the key behind most Isengard armies. Although he has a relatively limited repertoire of magical powers, he is still a powerful spellcaster and is an incredibly valuable support for your main army. His Sorcerous Blast is a useful way of walloping inconvenient enemies, while the slightly subtler Immobilize can be used to great effect in weakening the enemy force at key moments. Better still, at 3 Wounds and Defense 5, he is fairly robust for a non-combat character and can be trusted to shake off the majority of enemy attacks.

LURTZ AND SHARKU

Lurtz and Sharku both fulfill pretty much the same role in your Isengard force. It really becomes a question of where you want your focus to be. As with many named Evil characters, the only real difference between this unlovely pair and a captain of the same race is the extra point of Might. However, even if you don't consider the extra point of Might enough of a reason to choose these gentlemen, there is something to be said for having named characters over generic captains. If you're looking to choose between them, the best thing to do is to take a look at the force you are assembling. If you're looking to field a mobile, Warg-Rider-based

THE HOUR IS LATER THAN YOU THINK

Tactics for the Forces of Isengard

force, then Sharku is probably the Orc for you. Alternatively, if you're looking for a character who can provide a lot of extra muscle behind a mostly infantry force, then Lurtz is almost a must. One final point worth mentioning is that Lurtz is the only Uruk-hai who comes with heavy armor, which allows him to remain Defense 6 while using both a bow and shield, which makes Lurtz a very flexible character.

CAPTAINS

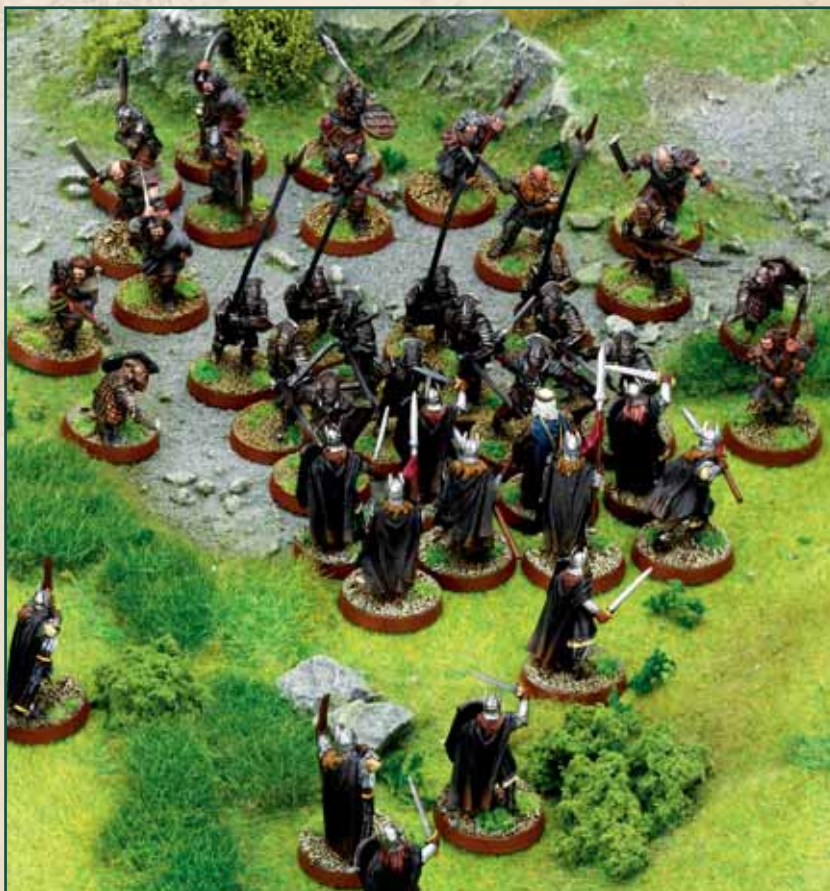
There are three kinds of captains available to a thematic Isengard force: Uruk-hai, Orc, and Dunlending. Although there are various pros and cons as to which you choose for your force, personally I would always stay with the theme you have chosen. If your army is heavily Uruk-hai based, field Uruk-hai captains, and so on. Although not as glamorous as named heroes, captains can be daunting opponents for regular troops and can nicely strengthen your force. As with all heroes, it can be tempting to use your Might to influence die rolls. Fight the temptation!

Heroic Moves win games and are the reason your captains are useful.

WORMTONGUE

A final mention should go to the devious Grima Wormtongue. While not a combat character, you should not underestimate the effect he can have on your opponent. Because enemy heroes must expend twice as much Might to influence dice or initiate Heroic Actions within 6" of Grima, he can get very annoying, very quickly. The best use I've found for Grima is to keep him as close to your main attack as possible. Your opponent will have to think very carefully about how he spends Might. Heroic Actions can change the course of the game, and using Grima to make them pay double for every action can give you the edge in maneuvering.

With your characters chosen and arrayed for battle, it's time to think about their warriors. Isengard is blessed with a fairly wide variety of warriors and can draw from Uruk-hai, Orcs, and Dunlendings.





URUK-HAI

Uruk-hai are among the toughest and strongest creatures in Middle-earth. Consequently, they are quite expensive to field, weighing in at 11 points for each warrior equipped with a shield, pike, or crossbow. However, Uruk-hai do repay your investment. Men are no match for them in combat, and only the martial skills of the Elves can defeat them blade against blade. The equipment options available to the Uruk-hai enable you to use them in large, ordered groups (shields or crossbows backed up by pikes) or as a more flexible skirmish-line (bows and shields). I find that a mixture of the two is generally the most effective. As Uruk-hai are currently the only troops that may be equipped with pikes, you can, with some careful maneuvering, bring three or more Uruk-hai to bear on a single enemy. Even mighty heroes such as Aragorn can be taken out in this way.

Special mention should be given to the Uruk-hai Berserkers. Armed with long swords that they can use as either single-handed or two-

handed weapons and with a mighty 2 Attacks, Berserkers are your weapons of choice for breaking enemy resistance. With their Strength of 4 and Defense of 6, Berserkers are just a bit harder than your regular Uruk-hai. It's tempting to use your Berserkers to hunt characters, but Berserkers are better used against regular troops first. When the enemy has been thinned, your Berserkers can gang up on an unsuspecting hero. By using a mix of single-handed and two-handed attacks, you can easily dispatch the enemy hero from the battlefield.

ORCS

Though not as numerous as the Uruk-hai in the forces of Isengard, Orcs do have their role to play. Coming somewhere between Dunlendings and Uruk-hai in terms of resilience and strength, Orcs do not immediately appear to add anything of any real value to your Isengard force. However, because Orcs can have quite a high Defense for considerably less cost than Uruk-hai, they can be used to increase the size of your force without compromising its survivability. Where Orcs really come into their own though is when they are fielded as Warg Riders. Warg Riders are almost an essential for your army of Isengard, as they provide fast, hard-hitting troops. It is always worth fielding a few of these feral creatures.

DUNLENDINGS

Last, but not least, we come to the Dunlendings. Poorly armed and armored, these warriors are often shunned by Isengard generals, but the truth is that Dunlendings are worth their weight in gold! Unfortunately, because of their low Defense and relatively high points cost, Dunlendings do not make an efficient arrow screen (they generally only

stop one arrow before expiring). Instead, I've found the best way to use Dunlendings is to keep them in reserve and throw them into combat wherever an Uruk-hai needs backup or a hero can be trapped. Alternatively, when you get to grips with your enemy, you can use the Dunlendings to neutralize any control zones that prevent your Uruk-hai from charging your real targets, such as enemy heroes. I always attempt to pair an Uruk-hai with one or more Dunlendings, just for the extra dice the partnership yields in combat.

TACTICS OF THE WHITE HAND

We've taken a look at the forces available to you in your goal of crushing the world of Men. Now, let's take a look at some of your options for fielding them.

Column

A good tactic for a mixed Isengard force, the Column consists chiefly of pike-armed and shield-carrying Uruk-hai. Troops are ranked up with shields to the front and two ranks of pikes behind. The back ranks of the Column are filled up with Dunlendings and Orcs that lap around the sides of the enemy once the Column is engaged.

The Orcs and Dunlendings don't have to win their combats but merely prevent enemy spearmen from supporting their friends. With three Uruk-hai on each enemy, it's highly unlikely that you can lose. By using the odd Warg Rider or Saruman's spells to deal with stray enemies, you'll find that the Column can quite happily plow through anything in its path. In some scenarios, you may find that the Column doesn't have the maneuverability to be truly effective, but bear in mind that you can alter the formation into something more suitable whenever you like.



WARHOST FORCE GUIDELINES

Heroes

Saruman, Lurtz, Grima Wormtongue, Uruk-hai Shaman, Sharku, Uruk-hai Captain, Wild Men Chieftain

Warriors

Uruk-hai Scout, Uruk-hai Warrior, Uruk-hai Berserker, Orc Warrior, Wild Men of Dunland, Warg Rider, Uruk-hai Demolition Team, Uruk-hai Siege Assault Ballista

SKIRMISH CHAIN

A Skirmish Chain is possibly the most straightforward tactic to use. By keeping a loose formation for your troops while making sure that they are close enough to each other to give support (I've found that 2-3" is ideal), you can cover an awful lot of ground and keep your tactical options open. Once more, because of the wide variety of troops you can field, the army of Isengard comes into its own in a Skirmish Chain. By taking mostly Orcs and Dunlendings, you can field enough troops to make either a very long chain or a chain with two "ranks." You can then intersperse Uruk-hai and Berserkers along the length of the line to give the weaklings an extra push in combat. Against Elves, you'll generally find you have more troops. Thus, you can nullify their high Fight by outnumbering them. Against Men, you'll have roughly the same numbers and can use the high Fight of your Uruk-hai to cut the odds down to your liking!

ENVELOPING SKIRMISH CHAIN

A more interesting form of the Skirmish Chain involves using Warg Riders instead of Uruk-hai. You can, of course, use the Wargs in the same way you would the Uruk-hai to adding extra weight to your line. However, a very effective thing to do, especially against a less numerous Skirmish Chain or an Infantry Square, is to send your Wargs around the flanks and rear when your attack closes. Once more, you rob your opponent of his spears and hopefully trap his models to give you double strikes. An added bonus to this formation is that your Warg Riders can protect your flanks and keep those wretched enemy cavalry at bay.

PINCUSHION

The final tactic I like to use with my Isengard forces is the Pincushion. Not surprisingly, this formation consists almost entirely of crossbowmen and pikes, the crossbowmen at the front and the pikes behind. Although effective, the pincushion is an almost entirely defensive formation, which relies on reducing the enemy numbers as much as possible with



crossbow fire before they charge in. Using a Pincushion can be risky business. None of the troops can have shields. Thus, your warriors are limited to Defense 5 – which can make all the difference against Elven bow fire. Also, because crossbow-armed troops cannot move and fire, you give away a lot of your tactical flexibility by committing to this formation. If you later change your mind and have to redeploy, those crossbows are just so much firewood until you have finished redeploying. One final point to bear in mind when using a Pincushion is enemy flank attacks. If the enemy robs you of your pikes, you're likely to be in trouble. Even weakling Men only need 5's to kill an Uruk-hai crossbowman or pikeman.

A FINAL THOUGHT

With the range of troops and character options available to you as a general of the White Hand, you'll probably already be thinking of different ways to combine them to the detriment of your foe. Ultimately, as with any force (or any game for that matter) it is important to assemble a force that suits you. You don't need to dive into something entirely new. Start with a force and a tactic you are comfortable with and try new ideas over time. For example, begin with a boxed set of Uruk-hai Warriors. Once you're comfortable with them, add a few Warg Riders to the mix to give some speed and flexibility. Later on, you may want to bulk out your force by adding a few Orcs and Dunlendings. Whether you want to field a tight, elite force or a sprawling horde, Saruman will provide.



IDEAS FOR THEMED WARHOSTS

- **You Will Taste Manflesh**
Lurtz, Uruk-hai Scouts, Orcs
- **Burn Their Lands**
Sharku, Scouts, Uruk-hai Warriors, Orcs, Wild Men, Warg Riders
- **No Dawn for Man**
Captains, Uruk-hai Warriors, Berserkers, Siege Equipment
- **Conquer Them All**
Saruman, any models with emphasis on heavy troops

WARHOSTS OF ISENGARD



HUNT THE HOBBITS

Joe O'Neill's 300-point warhost shown above really packs a punch in small games.

Lurtz, Uruk-hai Captain	60
Uruk-hai Captain	55
Shield	
14 Uruk-hai Scouts	126
Shields	
6 Uruk-hai Scouts	54
6 with Ore bows	
Total	295

NO DAWN FOR MANKIND

Joe O'Neill's 500-point warhost shown below presents a number of tough nuts to crack for any opponent. The captains can provide much needed support with their multiple attacks and Might Points, often used to call Heroic Moves when Joe loses Priority. His bristling hedge of pikemen can also form a dangerous block if they can anchor the ends of their line between two terrain features.

Uruk-hai Captain	55
Shield	

Uruk-hai Captain	55
Shield	
12 Uruk-hai Warriors	120
Shields	
10 Uruk-hai Warriors	100
Pikes	
4 Uruk-hai Warriors	44
Crossbows	
2 Uruk-hai Warriors	78
Banners	
3 Uruk-hai Berserkers	45
Total	497



Adrian Champion takes a look at the forces available to Gondorian-themed Good warhosts. He then runs through some of the tactics the forces of Gondor can employ effectively on the battlefield.

The land of Gondor is the first and last line of defense against evil in Middle-earth. Facing the constant threat of attack from Sauron's forces, the proud warriors of this once-great nation safeguard the lands and freedom of the Free Peoples of the world. However, Gondor accomplishes its mission at a terrible cost, as the lives of many brave warriors have fallen to the growing Shadow in the East.

It is now a time of total war. In a land under siege, the Men of Gondor must steel themselves to weather the storm of the coming assault. If Gondor falls, then none shall be spared the wrath of Sauron the Deceiver.

WARRIORS OF MINAS TIRITH

The basic soldiery of Gondor are typical of the race of Men. Neither as brave nor as skilled in combat as the Elves and lacking the toughness and resilience of the Dwarves, Men do have one of the advantages of the younger races – their numbers are many. The swarming tides of Orcs (and worse) will not outnumber them by too great a degree.

While Men are certainly braver than the craven forces of Sauron, their "average" Courage value of 3 makes it a necessity to deploy a spread of captains, heroes, and Banners to keep the morale up. The deciding factor of many battles is who runs first – make sure it isn't you!

The defenders of Minas Tirith have access to the finest wargear and armor in the whole of Gondor. Even the rank and file of the city's defenders are clad in heavy armor bearing the design of the White Tree. The extra

BY THE BLOOD OF OUR PEOPLE

Tactics for the Forces of Gondor

survivability provided by this higher level of Defense ensures that even a lost combat may not necessarily mean a lost man and makes the warriors of Minas Tirith the immovable heart of your army.

THE RANGERS

The Rangers are expert skirmish and ambush troops and have the highest shooting skills in your force. Their highly accurate bowfire, when brought to bear en masse, can be key for opening up a hole in the enemy line. The extra chance of hitting the target makes up for the comparative weakness of human bows. A deadly shower of arrows from these marksmen is a very handy way of removing significant threats before they can engage your troops. Even the Witch-king is less terrifying once his Fell Beast has been shot out from under him!

While the nature of their hit-and-run tactics forces them to forsake the use of items like shields and heavy armor, the Rangers are still excellent fighters in close combat. With the Rangers' increased Fight value, Orcs will lose out to these elite warriors on a tied die roll, and even Uruk-hai will only equal the Rangers! While Rangers may be less able to survive a blow, they are also less likely to be hit in the first place.

KNIGHTS OF MINAS TIRITH

The Knights are the shining jewel in the army of Gondor. Clad in heavy armor, the Knights derive their true power from the devastating effect of their lances. On the charge, these weapons deliver a crushingly powerful blow. This charge bonus is not lost in combat against enemy cavalry, making the Knights the most feared horsemen on the battlefield!

To make the most of your Knights, you need to understand the importance of Priority. It is vital that you get to charge, as all the benefits of fielding Knights depend upon it. Therefore, your captains must save their Might Points for Heroic Moves, which will allow you to counter the effect of any Priority rolls that may go against you.

There will be times when you find it necessary to charge a densely packed and numerically superior force of enemy. In such a situation, the potential for your Knights to be surrounded and brought down is a very real danger. The times for striking an enemy formation that outnumbers you are the turns in which you have lost the Priority roll. Thus, you will have a full turn in which the only combats that take place are the ones that you choose to initiate. In the subsequent turn, as

WARHOST FORCE GUIDELINES

Heroes

Aragorn/King Elessar, Boromir/Captain of the White Tower, Strider/Aragorn, Boromir of Gondor, Denethor, Faramir, Gandalf the White, Beregond, Prince Imrahil, Captain of Minas Tirith, Damrod, King of Men, Captain of Dol Amroth, Peregrin/Guard of the Citadel, Legolas, Gimli, King of the Dead

Warriors

Warriors of Minas Tirith, Ranger of Gondor, Knight of Minas Tirith, Citadel Guard, Knight of Dol Amroth, Avenger Bolt Thrower, Battlecry Trebuchet, Army of the Dead



you will be more likely to win the Priority roll, you should have the option of disengaging and reforming for another charge before the enemy has a chance to retaliate. If you fail this roll, a Heroic Move called by your captains will still allow you to escape the wrath of your foe.

GUARD OF THE FOUNTAIN COURT

The Guards of the Fountain Court, like the Rangers, are the best hand-to-hand fighters in the Gondor army. Backed up by their phenomenally strong armor, Fountain Guardsmen are a classic example of elite front-line troops. While the hero they have sworn to defend still lives, these hand-picked guardians can be relied on to pass any Courage tests they are required to take. Never underestimate the value of this ability. There are many creatures in the service of the Dark Lord that inspire *Terror*. While others may quail before the horrors of Mordor, the Guard of the Fountain Court will willingly confront the most feared of Sauron's servants, even at the expense of their own lives, should the situation call for it.

THE HEROES OF GONDOR

No matter how mighty or numerous an army may be, its true worth can only be measured by how well its leaders can inspire their troops to glory. Let's now look closely at the heroes of Gondor.

DENETHOR

By the end of the Third Age, the line of kings had been lost, and custodianship of the nation had fallen to the troubled mind of the Steward Denethor. While still capable of wielding a sword like a true leader of Men, the strain of many years can lead him to

attack warriors on his own side occasionally! Denethor's low points cost makes him a good value, especially because of his high Courage, which will keep your troops fighting until the end. You may wish to assign him a couple of bodyguards from the Guard of the Fountain Court. If Denethor does suffer a bout of madness, they can use the shielding ability to protect themselves and others from harm. With their high Defense, they should be safe from his attacks. The rest of the time, these bodyguards can concentrate on their usual task of defending the Steward.

BOROMIR OF GONDOR

The mightiest warrior of the Fellowship, Boromir of Gondor is capable of causing devastation to the foes of the White City. With an incredible 6 Points of Might in addition to his phenomenal combat skills, Boromir can dominate an area of the battlefield. The Horn of Gondor means that Boromir actually benefits most from charging multiple enemies at once, a suitably heroic deed for the son of the Steward!

The lack of Fate Points makes Boromir quite vulnerable in drawn-out combats. While his store of Might allows him to turn many losses into victories, his Might Points will not last forever. Might also cannot protect Boromir from missile attacks, a fact that became all too clear at Amon Hen. Your opponent will be rightly fearful of Boromir's close combat skills and will try to shoot him from a distance when possible. Prepare for this eventuality and make sure that there are always a couple of warriors assigned to screen Boromir from the enemy archers.

FARAMIR

Faramir, the younger son of the Steward, can fulfill one of two distinct roles on the

battlefield. Leading the Rangers, he can employ his skill with the bow to harass the enemy from a distance. Alternatively, he can lead a charge of the Knights. With the option of heavy armor and a lance, Faramir can lend his skills to ensure that the hammer blow of the Knights' charge is driven home.



*Aragorn,
the King
Elessar*

ARAGORN, THE KING ELESSAR

There is little that needs to be said about Aragorn that you do not already know. His skills are incomparable, and his ascension to the throne of Gondor as its returning king is the turning point of the fortunes of the besieged nation. Now with the added protection of his royal heavy armor, Aragorn is deadlier than ever. He also carries with him Anduril, the reforged sword of his ancestors. Wounding on a 4+, this Sword of Kings can cut down a Mordor Troll as easily as it can an Orc. As befits a true hero, Aragorn's role is to seek out the toughest enemies on the board.





TACTICS OF THE WHITE CITY

Now that we've reviewed the forces of Gondor, let's take a look at some advanced tactical formations suitable for the Gondor army.

THE SHIELD WALL

The prime defensive formation of Gondor troops since the time of the Last Alliance has been the shield wall. The initial deployment of the troops should be in two wide ranks, with the rear rank armed with spears. Any enemy troops attempting to assault the front of the formation will then face the prospect of fighting well-supported troops that cannot be outflanked individually.

Your opponent will attempt to move some troops around to the ends and rear of the line. If your enemies can attack your supporting spearmen, then they remove your advantage and can trap your warriors. To prevent the enemy from flanking you, simply curve the ends of your formation backward (i.e., refuse your flanks) as the enemy begins his flanking maneuver. If need be, you can continue to bend your line until the ends meet to form a hollow circle of two ranks. This circular formation, known as a shiltron, will have equal protection from all sides. With space inside the shiltron for your troops to be pushed back, the integrity of the shield wall can be maintained without the inner troops trapping the front rank.

THE SPEARHEAD

When it is your turn to go on the offensive, an effective method of breaking through the

opposing lines is to form your troops into a wedge shape. This traditional attack pattern can easily push its way through a group of enemy troops. Form up into a triangular formation like the shape of a spearhead. Choose your most powerful hero to form the point of the spear and have an inner core of spearmen to maximize the number of Attack dice you can roll in combat.

This formation works best against an unprepared force that is still fairly spread. Arrange your troops and launch them into the heart of the enemy. This tactic should serve you well for scenarios that require you to break through to the opponent's side of the board.

COMBINED WEAPONS TACTICS

Use a bit of caution when attacking with cavalry. When fielding a hard-hitting, fast-moving unit like the elite Knights of Minas Tirith, it is tempting to send them charging off toward the enemy at the start of the game. You must restrain this impulse. Your unsupported cavalry may well have a very impressive kill ratio on the charge, but in the following turn, your riders can be outnumbered and overwhelmed by the rest of the enemy troops.

Keep your cavalry to the flanks of your army and push your infantry steadily forward. Do not let any units become isolated; they will be pounced upon by your opponent. While the cavalry with their lances prevent your flanks being attacked by enemy Warg Riders, your infantry can form a solid battle line. When this line reaches the opposing force, your

fast-moving Knights can swing around the flanks and hit the enemy hard from the rear. Trapped between both elements of your army, there will be few that will escape to threaten the safety of Gondor.

As the end of the Third Age draws nigh, the fate of the world rests with the nation of Gondor. During the darkest hour of the darkest day, it is time for King Elessar to lead Gondor in its struggles. So gather your forces, form your battle lines, and prepare yourself for the greatest battle of the Age!

IDEAS FOR THEMED WARHOSTS

- **The Wilds of Ithilien**
Faramir or Damrod, Rangers of Gondor
- **Defenders of Osgiliath**
Faramir or Boromir, Warriors, Knights, Rangers
- **On the Fields of Pelennor**
Faramir, Imrahil, or Gandalf the White, Knights, Knights of Dol Amroth
- **To the Walls**
Gandalf or Faramir, Beregond, Warriors, Citadel Guard
- **Fulfilling an Oath**
Aragorn, King of the Dead, Army of the Dead
- **To the Black Gates**
Aragorn/King Elessar, any Gondorian troops except Army of the Dead and Fountain Guard

WARHOSTS OF GONDOR



GUARDING THE WHITE CITY

Dave Taylor's 500-point warhost shown above combines the numbers of Men with the armor of Minas Tirith.

Faramir, Captain of Gondor	70
Captain of Minas Tirith	50
2 Citadel Guards	18
Spears	
3 Guards of the Fountain Court	30

8 Warriors of Minas Tirith
Shields, 1 with banner

8 Warriors of Minas Tirith
Shields, spears

8 Warriors of Minas Tirith
Bows

6 Knights of Minas Tirith
1 with banner

Total

89 PATH OF THE DEAD

John Shaffer's 500-point warhost shown below contains the *Terrifying Army of the Dead*.

64 Aragorn/Strider	190
Elven cloak, bow	
103 King of the Dead	75
15 Army of the Dead	225
500 Total	490



A long-time fan of the lure of Darkness and trusted lieutenant of Sauron himself, Dan Odoms has penned this treatise on the strategies and tactics of the warhosts of Mordor.

I began playing The Lord of The Rings with the release of The Fellowship of The Ring boxed game. Since that first installment, I have become a loyal and ruthless lieutenant to the Dark Lord Sauron! I have smiled as the hosts of Mordor grow stronger and stronger with each passing edition, the Orcs becoming more and more ruthless as part of Sauron's quest to conquer Middle-earth!

To help wipe the stain of Man and Elf from the land, I have split the forces available to Mordor into the following categories: foot soldiers, the bulk of your force; supporting units, which you can field depending on your whim; elite troops, adding punch to the power of the foot soldiers; and finally, the heroes and captains to help you beat the enemy into submission!

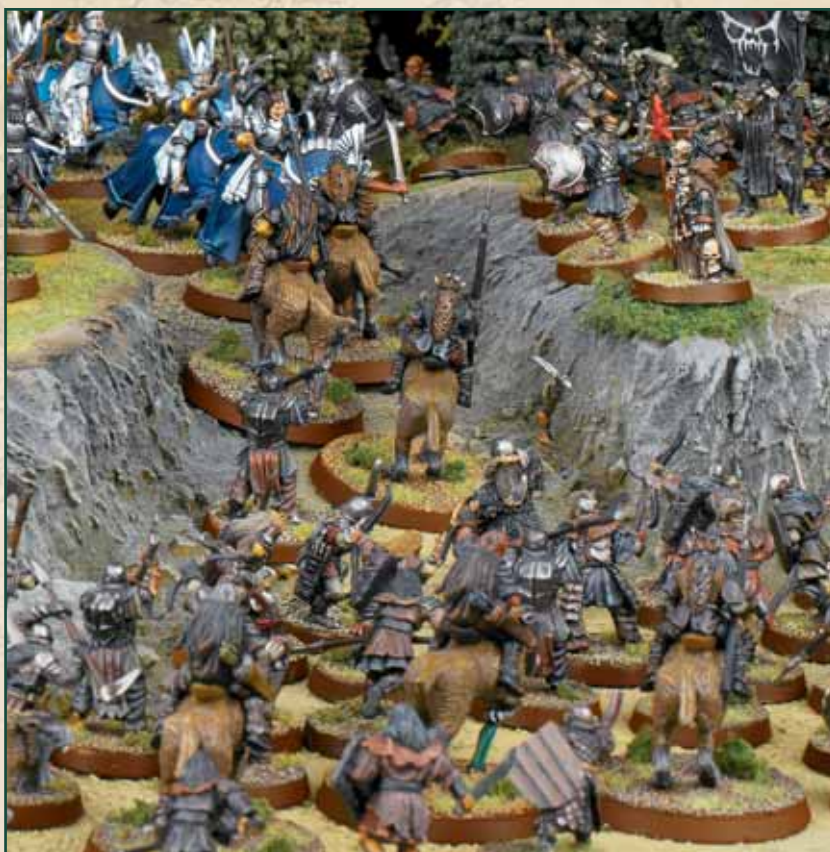
FOOT SOLDIERS OF THE DARK LORD

Let's start with your infantry, the back bone of the Mordor warhost. When you think of the forces of Mordor, you can envision hordes of Orcs swarming threw the White City, burning, and pillaging! It is these troops that must form the basis of any Mordor warhost, the Mordor Orcs and Morannon Orcs. At least half of your force should consist of these savage warriors! Your basic Orc is very cheap, and their low point costs allow you to use numbers and still be able to have room for supporting and elite groups. Add a shield, and your basic Orc can form a solid line with a Defense of 5. The down side is that Orcs have low courage and could run off if they are forced to make a Courage tests. However, you can spread a few captains across your lines to counter this problem. Anyway, if the Orcs do run, there are more where they came from!

You can arm your Orcs in a variety of ways. You may give the Orcs spears for supporting

LEGIONS OF THE EYE!

Tactics for the Forces of Mordor



other models in combat or two-handed weapons for that added punch (remember to team up Orcs with two-handed weapons with Orcs wielding hand weapons, so that the -1 penalty does not become a disadvantage!). You may even equip them with Orc bows, although I suggest that you save your ranged support for Orc Trackers! Orc warriors hit very rarely and will slow down your force.

Banners are very important, and you should distribute them throughout your army if you can. These tools allow you to reroll a single die during the Fight Phase when determining who wins the combat. This advantage is crucial when fighting armies with high Fight values such as the Elves and Men of Numenor. Here is a word of warning, however. Don't isolate your banners by hiding them in the back ranks of your Orc warriors. Place them in the middle of the horde so that all may benefit from the bonuses. Maximize your model count within the 3" radius of the banner.

Morannon Orcs are a stronger breed of Orc warrior! They are 2 points more than your

average Orc warrior, but when given a shield, these Orcs have a hefty Defense of 6! Thus, your average opponents (at Strength 3) like Elven warriors, Men of Gondor, Rohirrim, and even the stalwart Dwarves need a 6 to kill Morannon Orcs. Even the dreaded Elven bow needs a 6 to take down these beasts! This fact allows your troops to march across the battlefield relatively unharmed. Once these Orcs reach combat, they have Strength of 4. I really can't say enough about the power of Morannon Orcs.

SUPPORTING TROOPS

Let's talk about supporting troops. I like to use my supporting units to distract and outmaneuver my opponent! The supporting units are Orc Trackers, Warg Riders, War Catapult, and the Siege Bow. These models are included to distract your opponent and force him to move his supporting models (like Knights of Minas Tirith and so on) away from the wall of Orcs streaming toward him!

Orc Trackers offer their superior shooting abilities (they hit on a 4+). When mounted on

WARHOST FORCE GUIDELINES

Heroes

The Mouth of Sauron, Gothmog, Witch-king of Angmar, Ringwraiths, Shelob, Orc Shaman, Grishnakh, Shagrat, Gorbag, Orc Captain, Mordor Uruk-hai Captain, Mordor Troll Chieftain

Warriors

Orc Warriors, Morannon Orcs, Warg Riders, Orc Trackers, Mordor Uruk-hai, Mordor Troll, Mordor War Catapult, Mordor Siege Bow



Wargs, Orc Trackers can move swiftly and keep up with the Orc infantry while still shooting! Though they do not have throwing spears like standard Warg Riders, Trackers still gain calvary bonuses when they charge into combat!

Warg Riders can outmaneuver your opponent's troops and use their 10" of movement to hit them where they least expect it. With the added danger of throwing spears and calvary bonuses, not many opponents can afford to ignore Warg Riders. They can turn the tide of battle, especially if they hit your opponent's carefully constructed wall of archers. In combat, the Warg Riders are at Strength 4, because they can use the Warg's Strength! Even if the Orc is slain, the Warg may stick around and chew on any enemies in the area.

War catapults and siege bows offer ranged support and will often attract the attention of your opponent's support troops. Nobody

wants to be hit by a giant boulder. Most players will concentrate their efforts in putting down these war machines or avoiding them altogether. Either way, their reaction will play into your hands! If your opponent concentrates on destroying your war machines, then they won't focus on more important targets such as your support troops, heroes, or the ranks of Orcs advancing across the table. If your enemies position themselves to avoid the war machines, then you have effectively changed your opponent's battle plans, which will allow you to control where the fights will occur. However, your war machines' weakness is that they are static. Thus, you won't get much use out of them once the Orcs have reached combat!

ELITE TROOPS

The elite troops of Mordor are there to march with alongside the weaker Orcs and ensure that they win combats and turn the tide of battle in favor of Mordor. The elite troops of

the Dark Lord consist of Mordor Uruk-hai and Mordor Trolls. These warriors have superior Fight values and excellent Strength! Mordor Uruk-hai can turn the tide of a fight when joined with Mordor and Morannon Orcs by mixing superior Fight skill and Strength with the vast number of attacks the cheaper Orcs can bring to bear. These nasty warriors also have a higher Courage, which means that they will stick around and fight long after more cowardly Orcs have fled!

Mordor Trolls are very deadly because they cause *Terror*, have a terrific stat line, and are tough as nails! However, they cost 100 points. Thus, throwing these beasties into reckless combats is a good way to get them killed! Trolls also tend to be a magnet for arrows, spells, large rocks...anything that keeps them from getting into combat. That's okay. Most arrows will bounce off their tough hides. However, do not expose your trolls to TOO much constant fire. Remember, they aren't





invincible! Losing Trolls early can prove costly to your battle plans, especially since one Troll is more than a match for any Good hero.

HEROES

After all of this talk about support and elite groups, it is time to discuss the role of your heroes. The chief lieutenants of the Eye fall into two categories. There are your Will-oriented heroes and your Might-oriented heroes. Both categories play a crucial role in supporting your army on the field of battle.

Your Will-oriented heroes include the Witch-king of Angmar, the eight other Nazgûl, the Mouth of Sauron, and Orc Shamans. They should make it into your warhost to support the main force of Orcs with spells. Transfix is crucial to immobilize enemy heroes and reduce their Fight value and number of Attacks to 1. Compel is equally important, because it has the same effects as Transfix, but it also allows you to move the affected enemy model up to half of its move, even if the model already moved! This power allows you to do things like move enemy banners away from combats and prevent your opponent from rerolling dice in the Fight Phase.

During objective-based scenarios, like Take and Hold, spells like Black Dart become a deadly force. This spell will usually kill models with a high Defense on the roll of 3+. However, Black Dart does require a 5+ to cast, and most players will use two or three points of Will to cast the spell successfully. Doing so is dangerous, as it will eat at your precious Will or tempt you to use your Might Points to alter the die score. Trust me, your Might is better spent elsewhere, such as altering Fate roles for these characters!

Your Orc Shamans can cast Fury, which gives

all Mordor troops (including heroes) within 6" the equivalent of a 6+ Fate role and allows them pass any Courage tests that they are required to make. Keep these spellcasters protected, if they lose a combat or are killed their Fury disappears!

If possible, mount your heroes on horseback (or on Fell Beasts if you use the Nazgûl!), because it allows them to move swiftly either to get away from dangerous situations or to move into better position to assist your army. Once mounted on a Fell Beast, the Nazgûl become very formidable foes. With the Fell Beast's Defense and Strength of 6 and the bonuses of a monstrous mount, Nazgûl can deal out a lot of damage in combat! However, against Good heroes, you must be wary. As powerful as the greatest servants of Sauron are, they have only 1 Wound. Use your Will-oriented characters wisely. Their support will confound your opponent's plans and lead your armies to victory.

Might-oriented characters provide a different role than Will-oriented heroes. These heroes include Gothmog, Shelob (even though she has no Might, she still counts as a monstrous mount, earning her a spot on this list), Grishnakh, Shagrat, Gorbag, Orc and Uruk-hai Captains, and finally Troll Chieftains. These heroes should be included to bolster the fighting force of your Orc horde. Use your Heroic Actions to strike your opponent where you want. Never forget that your strategy should be to overwhelm your foe with as many troops as possible! Don't be afraid to move away from combat to set up a more favorable charge for the next turn.

Through my many battles in the Dark Lord's name, I've learned that you must have a Might-oriented hero on the battlefield, even if you have a Will-oriented hero too. Since most Will-based heroes have 1 Attack (yes, even

the dreaded Nazgûl have 1 Attack until you mount them on a Fell Beast). Your Might-based heroes need to be placed in the front line with the rest of the Orcs to confront the pesky forces of Good! With 2 or more Attacks, higher Strength, and higher Defense, these heroes provide a challenge for the enemy! These heroes also have high Courage values, which keep your cowardly Orcs from fleeing. My favorite tactic is to dedicate a spearman to the hero for that extra Attack and maybe an Orc wielding a two-handed weapon for that added punch.

Experiment till you find a combination of troops that works for you.

IDEAS FOR THEMED WARHOSTS

- **Hunting for Baggins**
Witch-king on steed, Ringwraiths on steeds, Ruffians from *The Shire* section
- **Forces of Cirith Ungol**
Shagrat or Gorbag, Shelob, Mordor Uruk-hai, Orc Warriors
- **Forces of the Morgul Vale**
Witch-king, Orc Warriors, Mordor Uruk-hai, Morannon Orcs, Warg Riders, Trolls
- **Before the Walls of the White City**
Gothmog, Orc Warriors, Mordor Uruk-hai, Morannon Orcs, Warg Riders, Trolls, Orc artillery
- **At the Black Gates**
Mouth of Sauron, Mordor Troll Chieftain, Orcs, Easterlings, Mordor Uruk-hai

WARHOSTS OF MORDOR



STAND FAST, MAGGOTS!

Jake Landis fields the 300-point warhost shown above to devastating effect.

Gothmog	145
Warg	
16 Mordor Orcs	96
8 with shields, 8 with spears	
9 Mordor Orcs	54
5 with Orc bows, 4 with two-handed axes	
Total	495

ON DARKEST WINGS

Dan Odom's 500-point warhost is shown below. Dan has chosen to distract his opponent with a Fell Beast and plans to drag his enemy down with his Strength 4 Morannon Orcs and carefully cast spells.

The Witch-king of Angmar	135
Fell Beast, Morgul blade, flail	
Orc Shaman	50

2 Orc Captains	90
Shields	
17 Morannon Orcs	136
Shields	
3 Morannon Orcs	27
Shields, spears	
2 Orc Warriors	60
Banners	
Total	498



Somewhat dour and sturdy himself, Matthew Ward takes a deeper look behind the strengths and tactics of one of the elder races of Middle-earth, the Dwarves.

Dwarves have one simple but key advantage: Defense. These doughty folk are incredibly hardy, are capable of great feats of endurance, and can shrug off blows that would injure or kill another. Added to these abilities is their great craft with metals of all kinds. They can create armor that is superior even to that produced by the Elves. Together, these factors make the Dwarves the toughest race in Middle-earth. Even the most lightly armored Dwarves have a Defense of 6 without a shield, and a Defense of 7 with one. These numbers, as you can imagine, make them very challenging to slay.

AND MY AXE!

Dwarves are not only tough in Defense, they're also fairly solid in Attack too. With a Fight value of 4, they are able to draw combats with Uruk-hai and can beat Orcs hands down. Combine this ability with their resilience, and a despairing Evil player may think his only option is to pincushion the sturdy fellows (a difficult enough proposition with Defenses of 6 and 7). Alas, for the Forces of Darkness, the Dwarves are no more easy pickings at range than they are in close combat. Bringing great expertise and craftsmanship even to their bows, Dwarves pack quite a punch at range. Their arrows hit home at Strength 3. Before the forces of Evil despair entirely, note that this increased power comes at a price – Dwarf bows have a range of only 18".



THE CHILDREN OF DURIN

Tactics for Dwarves

LET THEM COME!

The final advantage a Dwarf player can muster is that of Dwarven bravery. With a Courage value of 4, Dwarves are more likely to pass their Courage tests than they are to fail – a useful thing when trying to attack those terrifying creatures and in the final phases of a battle. Captains and named characters take Dwarven Courage to the same level as that of Elves – Dwarves will not run if there is any chance of enduring.

THE DWARF LORDS

Mighty heroes lead all of the races of Middle-earth, and the Dwarves are no exception. Chief among them are the cousins Gimli and Balin. Of the ruling line of Durin, each has survived great perils in their lives, Balin in the quest to free Erebor and Gimli in the War of The Ring. Unfortunately, while Gimli's tale continues well into the Fourth Age of Middle-earth, Balin's ends in tragedy within his ancestral halls of Moria. With very little difference in their profiles, it is very much a personal choice as to which you want to field. Gimli has more survivability, while Balin has more Will, is a little cheaper, and also has the option to carry Durin's Axe. Either way, they are both veritable mincing machines and are quite capable of challenging any of the Evil heroes. Of course, you can always include them both. Dwarven Captains and Kings are progressively better than basic Dwarves. Accordingly, they are

your best value way for holding weak sections of the line. With a high Fight and Defense and with plentiful Might, you can quite happily leave these guys to their own devices while you worry about other portions of the battle.

THE KHAZÂD GUARD

A final mention should be given to the doughty defenders of the Dwarven Lords: the Khazâd Guard. Clad in heavy Dwarven armor and wielding two-handed axes, these individuals are truly great fighters. So great is their power that their blows hit home with a Strength of 4. When this might is combined with their two-handed axes, they can cut down all but the toughest foes with ease. You needn't worry about them being overwhelmed either, as they can always switch to their hand axes to increase their chance of winning a fight. The final and, in some ways, most important thing about Khazâd Guard is their unshakable courage. Given their nature as a bodyguard, Khazâd Guard always pass any Courage tests as long as the one they've been assigned to protect is still alive.

ON THE BATTLEFIELD

As you're probably beginning to realize, Dwarves are incredibly tough individuals and a daunting proposition indeed. However, as with all of the Elder races, their high points cost limits their numbers. It is here, in the battle of numbers, that Dwarves are vulnerable. As such, you should always think about your deployment with extra care. Dwarves do not move very fast, and a lightning redeployment becomes a most difficult task. On the plus side, Dwarves can be pretty much assured to win any one-on-one fight that comes their way. Therefore, your key objective should be to tackle the enemy in small groups to prevent him from bringing his numbers to bear.

YOU COULD HAVE PICKED A BETTER SPOT

An added chink in the Dwarven armor is their limited selection of troops. While tough beyond comparison, Dwarves have only infantry available to them – no cavalry or magic users for Durin's folk. This limitation can make Dwarves very vulnerable to highly mobile enemies, such as Warg Riders, and forces with strong spellcasters, such as Nazgûl. When faced with such opponents, your best bet is to shoot them. Even if you don't score that many kills, you can probably panic them into diving for cover. In such battles, you have to get your archers into the best possible positions. Think about their primary missions and possible secondary



WARHOST FORCE GUIDELINES

Heroes

Gimli, Dain Ironfoot, Dwarf Captain, Balin, Dwarf King

Warriors

Dwarf Warriors, Khazâd Guard

targets and deploy them accordingly. Don't get yourself in a situation where you end up moving your archers halfway across the battlefield when you can avoid it.

TO BATTLE

With an overview of the Dwarves completed, you're probably mulling over a few more specific tactics in your head. In a skirmish game like *The Lord of The Rings*, maneuverability is very much the key, a fact that can create challenging situations for the Dwarves. However, over the course of playtesting, I've had the opportunity to put Durin's folk through their paces and have found some fairly reliable tactics.

DIVIDE AND CONQUER

As I've said before, the Dwarves are best off fighting in one-on-one combats. Surprisingly enough, the Dwarven lack of mobility need not cause problems here. Divide-and-conquer tactics come in a few simple steps. The first is to position your archers on a suitable vantage point and form a defensive line in front of them. The next step is a little unorthodox – concentrate your fire carefully

as the enemy advances. You shouldn't be concentrating your fire on the front ranks but instead on the third or fourth – effectively cutting the enemy in half. Remember that your Dwarves can happily win one-on-one combats. This tactic is easily adapted to a long thin line of enemies. Simply deploy at one end of the table and cut out the center of the enemy line.

HEADHUNT

The tenacity and endurance of Dwarves makes them ideal for taking out enemy characters. It's often a good idea to take a group of half a dozen Khazâd Guard and a Captain or King who will sow confusion among the enemy lines. Cave Trolls, Nazgûl, Saruman – all of them are vulnerable to a band of headhunters. If you're lucky, you can force your opponent to commit the foremost military sin: indecision. A headhunt can get the initiative firmly in your court – always a good thing in any game. Of course, it's always advisable to keep your headhunters' backs clear with some careful archery.

HEAVY SKIRMISH LINE

Dwarves do not have spears, which means that you can't form the kind of tight attacking formations that Men and Elves (or even Orcs and Goblins) can use. The next best thing, and the only real alternative for Dwarves, is to form a Heavy Skirmish Line. By placing your best troops (Khazâd Guard and Dwarves with shields) in the front line – being careful to leave a gap between them – and archers and two-handed axemen in the second line, you can begin to advance on the enemy. As the line advances, your bowmen can fire

through the gaps, pick off the odd enemy, and try to make a hole (possibly to clear the way for some headhunters). When the line reaches the enemy, your front line charges in and ties up as many enemy troops as possible, while your secondary troops either pitch in with the combats or sweep toward the flanks of the enemy force.

THE AXES OF THE DWARVES ARE UPON YOU!

Ultimately, Dwarves are nicely versatile. Even their archers can handle themselves in combat, which makes them a well-rounded force. When collecting Dwarves, you might want to start with a character, like Balin or Gimli, plus a few Khazâd Guard and then add to your force from there. You can obtain new troops depending on your preference for axes or bows. You could even go for a force made exclusively of Khazâd Guard, although you won't get many for your points.



IDEAS FOR THEMED WARHOSTS

- **And My Axe!**
Gimli, Dwarf Captain, Dwarf Warriors, maximum bows
- **Reclaiming Khazâd Dûm**
Balin, Dwarf Captains, Khazâd Guard, Dwarf Warriors
- **King of Durin's Folk**
Dain, at least half the models must be Khazâd Guard, Dwarf Warriors

WARHOST OF THE DWARVEN HOLDS



DURIN'S FOLK

Dave Taylor's 500-point warhost (shown above) typically divides into three groups. Supporting fire is provided by the archers, while the other two combat arms are led by the powerful heroes.

Dain Ironfoot, King of Erebor	125	6 Dwarf Warriors	54
Dwarf Captain	70	Dwarf bows	
Shield, throwing axes		4 Dwarf Warriors	32
11 Khazâd Guard	121	Two-handed axes	
7 Dwarf Warriors	93	Total	495
Shields, 1 with banner			

Enthusiasm for our hobby just oozes from the pores of Jeff Brooks. Now, we've harnessed him to tell us more about the nomadic raiders he loves so much, the Haradrim.

Greetings, fellow servant of the mighty Serpent Lord! In this brief treatise, I will do my best to convey my battlefield experiences so that you might bring victory to our people. The Lords of Harad do not accept failure, and the Hâsharii keep their knives sharp to ensure you remember this warning. Take heed of my words, and may you find victory against the enemies of Harad and Sauron.

STRENGTHS OF THE SERPENT LORD

One of the greatest strengths of the warhosts of Harad is their vast numbers. Be sure to take advantage of the relatively low cost of the troops. Yes, they are only Defense 4, but when you have so many, who cares? Be sure to take the maximum number of bowmen allowed (a third of the total number of models in your warhost). Their *Poisoned Arrows* will give you a few extra kills throughout the course of a game, especially when you play them as proper Raiders. Don't fight the enemy on their terms – fight them on yours! Get just close enough to get your archers in range and then stay there. Let arrows and poison do their nasty work without risking your warhost. Force your

opponent to come to you, and keep backing up and shooting as he does so. When he gets close enough, deliver the knockout punch with your Mûmakil, Hâsharii, and Raiders.

Spears also help your warriors assist each other when they are finally brought to battle. Having a large number of them will enable you to use their control zones to dictate enemy movements.

This idea is so important that it deserves further comment. In any game of *The Lord of the Rings*, proper use of control zones is important. I would argue that control zones are even more important for Harad warhosts. The Mûmak is a big part of most Harad-themed forces, and that's where control zones come into play. One of the best ways your opponents can prevent your Mûmak from crushing their army is to move into base contact with your great war beast before it gets a chance to move. When that happens, the Mûmak cannot move during the Move Phase and must fight normally later in the turn. However, you can prevent this unfortunate turn of events by screening your Mûmak with spear-armed warriors. Let them soak up the charge. Then, during your Move Phase, turn the Mûmak and crush everything

in its path! Yes, I know you'll lose some of your own warriors, but victory requires sacrifice! I'll get back to using the Mûmak effectively later in the article.

Raiders are also an important part of the Haradrim warhost. Being able to *Knock Down* models on foot when you charge and win combat is great. Make sure you equip all of your Raiders with lances – they would be a bargain at twice the price! Adding +1 to all of your rolls to wound when you charge and win is incredible. Your odds of killing enemy models goes up with lances. Add Suladân or a Haradrim King on horseback, and you'll have a potent combination. Don't forget their bows. Poison is the best friend to all true servants of Harad!

HEROES

Let's take a look at each of the hero options for a Harad force. Of course, you can feel free to expand your force with Easterlings, Trolls, Orcs, and other servants of the Dark Lord. However, for those interested in exploring the options afforded by the Harad exclusively, read on!

SULADÂN

Ah, the Serpent Lord himself. He is a fantastic choice for any Harad force, though I usually don't include him unless I'm playing at least 400 or 500 points or more. Definitely put him on a horse and keep him close to your Raiders. A timely Heroic Move with 5 to 10 Raiders can result in a devastating charge, particularly if your opponent is focusing more on the Mûmak than he should. With 3 Might and 3 Will, Suladân will be able to get a lot done and protect himself from magic spells. Another thing that's great about him is his *Ascendant* ability. His *Stand Fast!* ability extends 12". Thus, he'll be able to keep a large portion of your army from fleeing when times get tough with his Courage of 5. As with any part of your force, if you decide to put him on a horse, make sure you paint up a pedestrian version as well. It would be a shame to lose him, simply because his horse was killed during a game!



WARHOST FORCE GUIDELINES

Heroes

Suladân, Haradrim King, Haradrim Chieftain, Hâsharin, Mûmak of Harad

Warriors

Haradrim Warriors, Haradrim Raider



HARADRIM KING

A King on horseback is a nice option as well. His *Might* and *Stand Fast!* ability can be a big help in battles. At 30 points cheaper than Suladân, a King enables you to afford a couple more Raiders. When points are tight, the King certainly makes a nice alternative. He also compares very favorably with the Haradrim Chieftain. For only 15 extra points, you get better *Courage*, another point of *Will*, and a *Fight Skill* of 5. Place him on horseback, and you end up with more flexibility and better odds of taking out opponents. If you put him on a horse, make sure you give him a lance to improve his chances in combat even more.

HARADRIM CHIEFTAIN

Well, this hero's primary benefit is cheapness. At 45 points, he's the cheapest hero you can take in the Harad, and he's pretty good. With 2 *Might* Points and *Defense* 5, he's a big step up from the lowly Warrior or Raider. His

Courage can also help keep your warhost around if you end up broken. If you're trying to squeeze multiple banners in your army, he's the cheapest way to increase your maximum number of banners.

MÛMAK

The more I play with the Mûmak, the more I like it! With a really high *Defense*, 10 *Wounds*, and the ability to crush 10 or more models without ever actually fighting, this beast is fantastic! The upgrades *Tusk Weapons* and *Mahûd Chieftain* are absolute musts. I always include these upgrades. The Mahûd's 3 *Might* Points and *Courage* of 5 make him an absolute steal at 25 points. The *Might* is big when the Mûmak gets close enough to start trampling enemies. If I lose *Priority* when I plan on trampling, the Mahûd can declare a *Heroic Move* and prevent "the little people" from fleeing, getting out of his way, or charging in. Even if an enemy hero nearby decides to perform a *Heroic Move* of his

own, it's still a 50/50 shot at getting to go first. In this situation, I essentially prevent that enemy hero from attempting a different *Heroic Action* that turn. Win-win if you ask me! The extra point of *Courage* over the standard Mûmak Commander is a big help for controlling the beast when it gets wounded. It's a lot easier to roll a 5+ to pass a *Courage* test than the 6 you would need with a standard Commander. Dice it out yourself if you don't believe me. It's big.

"What's the big deal with *Tusk Weapons*?" you ask. Well, if you think paying a mere 20 points to gain an extra *Strength* 9 hit against models being trampled is not worth it, you need to take a walk and get some fresh air. It's a bargain and really comes into its own when you're trying to crush a hero. The ability to deliver about 3 *Wounds* fairly reliably helps mitigate the hero's *Fate* rolls. I hate it when a model survives and stops the trample dead in its tracks! In short, always take the *Tusk Weapons*!



Another great feature of the Mûmak that is often overlooked (I'm guilty of doing so) is that the beast counts as a banner for all fights involving friendly Harad within 3" of the base. That's huge! I went to look up a rule the other day and just happened to notice it, nestled between *Terror* and *Magical Powers Against the Mûmak*. That revelation changed everything! The Mûmak can also help your Hâsharin. How, you ask? Read on...

HÂSHARIN

First off, I love him to death! Granted, he won't win a game for you by himself, but out of all the characters available to Harad players, he is my absolute favorite. If I could take only one character for my warhost (and sometimes that's what a scenario will call for), an Hâsharin will be my choice 9 times out of 10. When I first started playing with Harad and using an Hâsharin, I wasn't always getting the best results out of him during games. One reason for my less-than-effective play was that I was putting too much on the Hâsharin's shoulders. I was throwing him into combats without a care, assuming he would win, because...well...he's cool! Unfortunately, with only 1 Might Point, he just isn't able to

swing enough combats by himself. Granted, his Fate of 3 and *Preternatural Agility* help him survive, but it's not enough. I've started running him in tandem with the Mûmak.

Keeping him relatively near the Mûmak gives him a little help in the form of the previously mentioned "banner effect." The Mûmak tramples, and then the Hâsharin enters combat within 3" of the Mûmak's base. This combination gives him the reroll, and he has a Might Point to fall back on if he needs a little extra boost. His Fight skill of 5 is better than most and can really help turn the tide. If he wins combat (especially against multiple opponents), his *Bane of Kings* poison ensures that he has a great chance of killing one or more enemies every time he wins combat. That poison is also great with his blowpipe. He's the only Harad model that hits on a 3+ in the Shooting Phase. Don't forget his throwing daggers! I've killed many an enemy with them and redirected my charge move into someone else. Good times!

The Hâsharin can be VERY distracting to your opponent. His *Stalk Unseen* ability conferring the effects of an Elven Cloak helps him sneak up close. More than one of my opponents nervously looks at what I'm

doing every time I move the model(s). With some timely evil laughter and the occasional "Are you sure you want to do that?" remark, the Hâsharin will strike fear into your opponent every time.

That about covers all of the advice I can offer to those beginning their service to Harad. Your experiences will surely be different, but hopefully these tips will be of some help to you.

Serve Sauron and the Serpent Lord well, and you might just live to fight another day!

IDEAS FOR THEMED WARHOSTS

- **The Serpent Strikes**
Suladân on horse, Haradrim Raiders, all mounted
- **The Thunder of the Mûmak**
Mahûd Chieftain, Mûmak, Warriors
- **For the Dark Lord**
Haradrim King, Warriors, Raiders, no more than a third mounted

WARHOSTS OF HARAD



SILENT SERPENT STRIKE

Jeff Brooks occasionally fields this 200-point warhost of Harad. You can still get a lot of Haradrim for your points!

Hâsharin	90
18 Haradrim Warriors	108
6 with bows, 12 with spears	
Total	198

THUNDER OF THE MÛMAK

When the opportunity arises, Jeff Brooks will expand his warhost to include the powerful Mûmak, like the 600-point example warhost below. Not only does his Mûmak "lead" the army, it also counts as a banner!

Mûmak of Harad	300
Mahûd Chieftain	

6 Haradrim Raiders	66
14 Haradrim Warriors	84
Spears	
12 Haradrim Warriors	72
Spears	
13 Haradrim Warriors	78
Bows	
Total	600



THE LORD OF THE RINGS STRATEGY BATTLE GAME WARHOSTS

This supplement explains the guidelines and tactics for playing warhost games of The Lord of The Rings, the standard system of play in U.S. Hobby Centers, tournaments, and events.

