



v1.6 (Beta)

TURN SEQUENCE

Determine initiative at the start of the game or by scenario. Initiative player completes all phases, then the non-initiative player.

1. **COMMAND PHASE**
 - a) Remove a single disorder marker from friendly units.
 - b) Resolve all RALLY orders (ROUTING units must attempt RALLY).
 - c) Move ROUTING units (if not rallied).
 - d) Resolve all CHARGE orders.
 - e) Resolve a single order for all remaining (non-ordered) units.
Remove under fire markers from units after they are activated.
2. **IMPACT PHASE**
 - a) Resolve all IMPACT combats from charging.
2. **SHOOTING PHASE**
 - a) Resolve all shooting.
 - b) Resolve MORALE tests triggered by shooting casualties.
3. **MELEE PHASE**
 - a) Resolve all MELEE combats.

UNIT QUALITY

Each unit in the game has a quality that is IRREGULAR, REGULAR or VETERAN. Each of these types and associated special rules defined below.

- **Irregular:** Unreliable.
- **Regular:** No special rules.
- **Veteran:** Reliable.

Unit quality also effects to-hit roll results needed in MELEE.



UNIT ORDERS

Each unit is issued an order during the COMMAND phase. Depending on the unit state and order an ORDER test may be required. If unit state is not listed in the Test If column, the order test is automatically successful. If the number of successes needed are met, the order is successful. If not successful (failed ORDER test), the unit is immediately DISORDERED (unless the unit is ROUTING, in which case ignore the DISORDERED result).

ORDER	TEST IF	# OF SUCCESSES	SUMMARY OF ACTION
HOLD	Shaken (2D6)	0: Failed 1+: Success	Failed: Unit is DISORDERED. Success: No movement. Unit may shoot.
REFORM	Shaken (2D6)	0: Failed 1+: Success	Failed: Unit is DISORDERED. Success: May change into any legal formation/facing (around center of unit). Unit can shoot.
ADVANCE	Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	Failed: Unit is DISORDERED. Success: Move forward at ADVANCE rate. Can OBLIQUE WHEEL SHIFT. Unit may shoot.
RETIRE	-	Auto Success	Success: Move full ADVANCE rate directly backwards while maintaining original facing. Unit may shoot.
RUN	Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	Failed: Unit is DISORDERED. Success: Move forward at RUN rate. Can WHEEL (<u>cannot</u> OBLIQUE or SHIFT). No shooting.
RETREAT	-	Auto Success	Success: Move full RUN rate directly backwards and turn to face the direction of travel. No shooting.
CHARGE	Steady (4D6) Worn (3D6) Shaken (N/A)	0: Failed 1: Falter 2: Charge! 3+: Determined Charge!	Failed: Unit is DISORDERED. Falters: Move ½ the distance to the target unit. Unit may shoot. Charge!: Resolve defensive fire first. Move at CHARGE rate into base contact with target unit. Determined Charge!: Move at CHARGE range into base contact with target unit. Ignore MORALE test triggered by defensive fire and any TERROR tests.
RALLY	Steady (4D6) Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	Failed: If ROUTING, continue move, take D3 additional hits. If not ROUTING, unit is DISORDERED. Success: If unit is ROUTING, stop routing, free reform. No other movement or shooting. If unit is not ROUTING, recover D2 hits. No movement. Unit may shoot.
DISORDERED	Results from a failed ORDER or MORALE test. No movement or shooting. Unit will fight in melee if engaged. If disordered during enemy phase, add two disorder markers. If the unit is ROUTING, ignore a DISORDERED result.		
ROUTE	Results from a MORALE test after losing a MELEE combat. Unit moves at ROUTE rate (firstly) away from enemy units and (secondly) towards their sides table edge. If the table edge is encountered, stop movement. If already at the table edge, unit is automatically BROKEN.		

UNIT STATES

At any point in the game, units will be in one of the following states:

- **STEADY:** The unit has no hits, or the number of hits is currently less than the WORN rating for the unit.
- **WORN:** A unit is WORN as soon as it has suffered hits equal to or greater than the WORN rating (but less than the SHAKEN rating).
- **SHAKEN:** A unit is SHAKEN as soon as it has suffered hits equal to or greater than the SHAKEN rating. SHAKEN units cannot CHARGE.
- **BROKEN:** A BROKEN unit is immediately removed from play. Units are BROKEN when they ROUTE off table, as a result of a MORALE test, or if hits equal auto-broken value. Some units are UNBREAKABLE (defined in the Special Rules section). Unbreakable units are considered STEADY until they are BROKEN (they are never WORN or SHAKEN).

DICE AND REROLLS

All dice rolled in the game are six-sided dice (D6). When rolling a D2 a result of 1-3 = 1 and 4-6 = 2. When rolling a D3 a result of 1-2 = 1, 3-4 = 2, and 5-6 = 3. When taking an ORDER, MORALE or TERROR test, rerolls may apply. You cannot reroll a die that has already been rerolled. Each entry in the table below provides 1 reroll.

ROLLING TO-HIT

Regardless of modifiers, a D6 result of 1 is always a failure and a 6 is always a success.

REASON	1 REROLL IF CONDITION MET
Command	Unit contains a hero or command base.
Supported	2+ friendly STEADY or WORN units are within 10".
Reliable	Unit has the RELIABLE special rule.

TAKING TESTS

When taking an ORDER, MORALE or TERROR test, one or more D6 dice will be rolled (based on the current state of the unit). Each D6 result of 1-3 is a failure. Each result of 4-5 counts as 1 success. Each 6 counts as 2 successes.



D6 RESULT	SUCCESSES
1, 2 or 3	0 Successes
4 or 5	1 Success
6	2 Successes

MOVEMENT

UNIT TYPE	FORMATION	ADVANCE	RUN	CHARGE, ROUTE, PURSUIT (IF DIFFICULT TERRAIN)	DIFFICULT	OBSTACLES	ROAD
Infantry	Foot	8"	12"	Run +D3" (Advance +D3")	No Run	No Run	x1.5
Cavalry	Mounted	12"	18"	Run +D6" (Advance +D6")	No Run	No Run	x1.5
Monster	Foot	10"	15"	Run +D3" (Advance +D3")	No Run	Ignore	-
Behemoth	Foot	8"	12"	Run +D3" (Advance +D3")	Ignore, Destructive	Ignore, Destructive	-
War Machines	Fixed	-	-	-	-	-	-
	Mobile	4"	6"	-	No Move	No Move	-
Heroes	Mounted	16"	24"	-	Ignore	Ignore	-
	Foot	10"	15"	-	Ignore	No Run	-
Flying Unit	Flying	20"	30"	Run +D6"	Ignore	Ignore	-

ROUNDING

Always round partial movement values up to the next whole inch.

NO RUN

If in or entering DIFFICULT terrain, the unit can't RUN. If executing a RUN order and DIFFICULT terrain is encountered, the unit must immediately stop.

ROADS

To gain a road bonus, all bases from a unit must be on the road and the entire movement must stay on the road.

NO MOVE

No move if in DIFFICULT or if DIFFICULT terrain is encountered.

IGNORE

This unit ignores the terrain (as indicated by the column). As a result, the unit can execute RUN orders through this type of terrain without penalty.

OPEN TERRAIN

Basic movement rates assumes movement is through OPEN terrain. Open terrain is any terrain that does not impede movement in any significant way. If not obvious, terrain is assumed to be OPEN terrain by default if not already defined as DIFFICULT terrain at the beginning of the game.

DIFFICULT TERRAIN

DIFFICULT terrain must be defined before a game begins. Commonly, DIFFICULT terrain includes fordable streams, rough/rocky ground, forests, and similar. Units cannot RUN in DIFFICULT terrain. If DIFFICULT terrain is encountered during a RUN move, the unit immediately stops. Units CHARGING through DIFFICULT terrain are reduced to ADVANCE rate for the base movement.

IMPASSABLE TERRAIN

Any terrain that units cannot enter for any reason.

OBSTACLES

Obstacles are 1" or less in height. A unit must be positioned at an obstacle (within ½ inch) in order to gain the benefits of cover from the obstacle.

BUILDINGS

Buildings cannot be entered unless defined by a scenario.

INTERPENETRATION

Friendly units that are STEADY or WORN can freely interpenetrate each other provided there is sufficient movement to clear the units (prevent overlapping after movement). DISORDERED and ROUTING units cannot be interpenetrated voluntarily. If a SHAKEN or ROUTING unit is interpenetrated for any reason, both units involved must take an immediate MORALE test.

OBLIQUE

Move forward to the left or right along a 45° angle and keep the same facing. Unit cannot Oblique on RUN, CHARGE, ROUTE, or PURSUIT moves.

WHEELING

A unit wheels around the leading base/rank. Measure the distance moved from the edge moving the farthest (outside edge).

SHIFT

Unit shifts directly left or right, maintaining facing, up to ½ its move rate.

PROXIMITY TO ENEMY

Unless engaging in MELEE, a unit must stay at least 4" from enemy units.

MOUNTING AND DISMOUNTING

Designated cavalry units executing an ADVANCE order can mount or dismount at either the start or end of their movement.

CHARGES & ROUTING THROUGH DIFFICULT TERRAIN

ROUTING units ignore DIFFICULT terrain. Units CHARGING through DIFFICULT terrain are reduced to ADVANCE rate for the base movement.



FORMATIONS

A unit can adopt any formation so long as the bases in the unit are evenly distributed across each rank in the formation. A formation may include only 1 incomplete rank. When forming an incomplete rank all bases are located to the center of the unit (bases in incomplete ranks can still provide supporting dice).

DESTRUCTIVE

When Juggernauts (behemoth) move through terrain, the resulting damage may remove or change the terrain. If not listed below, the terrain element is not effected by a behemoth's movement. Do not apply these changes for flying units unless they land directly on the terrain element.

- **Forest:** Remove trees based on the base size of the behemoth that moved through the Forest (individual trees are removed). Alternately, simply remove the entire forest base (if using bases to represent forests).
- **Man Sized Obstacle:** Remove man sized obstacles from play that are contacted by the base of the behemoth.
- **Buildings:** Remove buildings contacted by a behemoth (replace with rubble).

UNIT SIZES & MORALE VALUES

Morale is shown as **WORN/SHAKEN/AUTO BROKEN** values. A unit is WORN when the number of hits are => the WORN value, and SHAKEN when hits are => the SHAKEN value. A unit is automatically BROKEN when hits are = to the AUTO BROKEN value. Units consist of several bases as described below.

UNIT TYPE	SMALLER	STANDARD	LARGER
Infantry (65x50mm)	6/12/18 4 Bases 24 Figures	8/16/24 6 Bases 36 Figures	10/20/30 8 Bases 48 Figures
Cavalry (75x50mm)	5/10/15 4 Bases 12 Figures	7/14/21 6 Bases 18 Figures	9/18/27 8 Bases 24 Figures
Monster (65x50mm)	-	Special 1 Base 1 Monster	-
Behemoth (As Needed)	-	Special 1 Base 1 Behemoth	-
War Machines (50x65mm)	-	3/6/9 2 Bases 2 Artillery	-
Siege Engine (As Needed)	-	4/8/12 2 Bases 2 Artillery	-
Heroes	Per parent unit base size (see HEROES section). Independent: Foot: 25mm round Mounted: 40mm round		

SHOOTING PHASE

The player who is currently acting can shoot any units that are capable of shooting in the Shooting phase (based on the order issued to each unit). Follow this order when resolving a shooting combat:

1. Declare shooting and target unit.
2. Check LOS and arc of fire.
3. Measure range.
4. Determine # of dice.
5. Apply modifiers.
6. Roll to hit.
7. Resolve saves.
8. Mark hits to target unit.
9. If hits scored, add 1 under fire marker to the targeted unit if hit.

LINE OF SIGHT (LOS)

For each base firing in a unit, draw a line from the center of the shooting base to the nearest visible point (within firing arc) of the target. A base can shoot if the line is uninterrupted by intervening models or terrain. Units shooting from higher elevations can draw LOS over intervening troops and terrain (except buildings and forests) at lower elevations. Likewise, units at lower elevations can do the same in when shooting at units at higher elevations.

ARC OF FIRE

Each unit has a front, left flank, right flank, and rear. A 45° arc is drawn from each corner of the unit to determine each arc. The target unit must be in front arc of the shooting unit (45° arcs from front corners of the formation).

MEASURING RANGE

Distance is determined from the center of the shooting unit (or group of bases if only a partial number of bases have LOS) to the nearest visible part of the target unit within the arc of fire. This imaginary line is the LINE OF FIRE.

ROUNDING RANGE

Always round down partial ranges (e.g. 10½ inches counts as 10).

SHOOTING TO-HIT

The D6 result needed to score a successful hit is determined by range (consult the Shooting Ranges table).

NUMBER OF DICE AND MODIFIERS

The number of D6 used to shoot is based on the unit type (consult the Combat Dice table). Modify dice for direct bases as follows:

- **-1 Dice per base** : shooting unit is WORN.
- **-2 Dice per base**: shooting unit is SHAKEN.
- **+1 Dice per base**: target is a monster.
- **+2 Dice per base**: target is a behemoth.
- **-1 Dice per base**: target is in cover or obscured.



A unit will always roll a minimum of 1 dice per base.

DIRECT AND SUPPORTING (SHOOTING)

Bases in the front rank of a unit with LOS to the target shoot directly (DIRECT). Bases in the front rank of a unit that do not have LOS are supporting bases. Bases in the 2nd rank are supporting bases (SUPPORTING) – this is regardless of if the 1st rank base(s) have LOS or not. Any bases in the 3rd or more rank do not shoot (do not count as SUPPORTING).

COVER

A unit partially or fully within terrain that offers protection from shooting is in cover. Apply a **-1 on to-hit** results against units in cover.

OBSCURE

A unit that is only partially visible (< ½ target unit in LOS/arc of fire) due to obstructing terrain, intervening units or in terrain that obstructs vision but offers no shooting protection is obscured.



SHOOTING RANGES

SHOOTING WEAPON	SHORT (4+ TO HIT) (5+ IF IN COVER)	LONG (5+ TO HIT) (6 IF IN COVER)	SPECIAL RULES
Thrown Weapons	0-5"	6-10"	Armour Piercing (1)
Blowpipes	0-8"	9-16"	Marksmen
Shortbow	0-12"	13-24"	Indirect Supports
Bow	0-15"	16-30"	Indirect Supports
Longbow	0-18"	19-36"	Plunging Fire, Indirect Supports
Crossbow	0-15"	16-30"	Armour Piercing (2)

COMBAT DICE

UNIT	DIRECT			SUPPORTING		
	SHOOT	IMPACT	MELEE	SHOOT	IMPACT	MELEE
Infantry	3/base	D2 hits	4/base	+1 die	+1 hit	+1 die
Cavalry	3/base	D3+1 hits	4/base	+1 die	+1 hit	+1 die
Monster	Special	2D3 hits	6/base	-	-	-
Behemoth	Special	3D3 hits	8/base	-	-	-
War Machines	4/base	-	2/base	-	-	-
Siege Engine	6/base	-	4/base	-	-	-
Wizards	Special	Special	Special	-	-	-
Heroes	Special	Special	Special	-	-	-

IMPACT PHASE

On the turn a unit successfully charges into contact with an enemy unit they will fight a single round of IMPACT combat. This represents the effects of the initial impact of horse, men, weapons, and the general inertia of the charge.

1. Calculate impact dice.
2. Roll dice to determine # of hits.
3. Resolve saves.

CALCULATE IMPACT DICE

All hits inflicted in IMPACT are automatic. Each base in direct contact rolls the dice listed for IMPACT on the Combat Dice table. Modify the resulting total number of hits as follows:

- **-1 hit per base** : charging unit is WORN.

DIRECT AND SUPPORTING (IMPACT)

Bases in the front rank of a unit that are in base contact with an enemy unit that covers some part of the base frontage are in direct contact. Bases in the 2nd or 3rd rank (or more), bases in the front rank that are in corner-to-corner contact, or bases in the front rank not in any contact, are supporting bases.

IMPACT DICE, HITS AND SAVES

Consult the Combat Dice table to determine the number of dice to roll. The resulting total of all dice rolled is the number of automatic hits inflicted on the enemy unit. Supporting bases add automatic hits (no dice roll needed). These hits are saved normally by the defending unit.



UNDER FIRE MARKERS

A unit gains an under-fire marker each time it takes 1+ hits from shooting (regardless of saves). Under fire markers are removed after the unit is activated, even if it does not move. For each under fire marker on a unit when it is activated (given an order), reduce the movement rate by 1".

MELEE WEAPONS

MELEE WEAPON	SPECIAL RULES
Hand Weapons	-
Two-Handed Weapons	Armour Piercing (1)
Two Weapons	+1 Dice per Base
Pikes	Anti-Impact, Long Pole
Spears	Short Pole
Lances	Impact Weapon

MARKING CASUALTIES

Use a counter to mark the number of hits currently inflicted on a unit. Note that bases are never removed from units. All bases for a unit are removed when the unit is BROKEN.



RESOLVING CHARGES

Resolve CHARGES in the COMMAND phase.

1. Check if unit can be issued a CHARGE order.
2. Declare target of charge.
3. Resolve CHARGE order test.
4. Declare charge response. If the charging unit is <=6" away the only charge response allowed is hold.
5. Move charging unit.



DECLARE CHARGES

A unit being given a CHARGE order ...

- Must not be SHAKEN.
- Must be an infantry, cavalry or monster unit.
- Must be within (potential) move range.
- Must have a clear and unobstructed path to the target unit.

ORDERS TEST FOR CHARGING

An ORDER test is required regardless of unit state. The number of successes determine the charge result:

- **0 Successes = Failed!** Order is failed and the unit becomes disordered.
- **1 Success = Falters!** Move ½ the charge distance to the target unit (unit will stop at any point it enters within 4" of an enemy unit).
- **2 Successes = Charge!** If farther than 6" from target unit and in the front arc, resolve defensive fire and any resulting MORALE test. If MORALE test is passed, or there is no defensive fire, move into base contact with target unit.
- **3+ Successes = Determined Charge!** Same as Charge! except ignore any MORALE test triggered by defensive fire or TERROR tests.

MOVING CHARGERS: MOVEMENT RATE

Move at a CHARGE rate into base contact. Consult the Movement table for the CHARGE distance moved. CHARGE rate uses ADVANCE rate +DX" instead of RUN rate if charging through DIFFICULT terrain.

MOVING CHARGERS: CLEAR/UNOBSTRUCTED PATH

A charging unit must have a completely unobstructed path of movement to the target unit (terrain and other units, friend or foe). This is determined at the time the CHARGE order is issued (e.g. intervening units can charge before the current unit and clear the way). A charging unit can get closer than 4" to any enemy unit but can only contact the target unit.

MOVING CHARGERS: FLANK AND REAR CHARGES

Each unit has a front, flank and rear (45° arcs from each corner of the unit). Half or more of a charging unit must start its charge within the target unit's flank or rear arc in order to contact the facing.

MAXIMIZE CONTACT

After a charging unit makes initial contact, players must maximize the bases in direct contact with each other (any necessary movement to achieve this is free). If multiple charging units are contacting the same arc of the target unit, equally split base contact between the charging units (if odd, charging player decides).

UNINTENTIONAL CONTACT

Units unintentionally contacted by chargers are moved away, forming a 1" gap.

MULTIPLE CHARGERS

Multiple units can charge a target unit so long as at least a single base from each formation can make direct contact with the target unit.

DECLARE CHARGE RESPONSE

After a successful ORDER test to CHARGE (Charge! or Determined Charge!), a target unit must declare its response to the charge: hold, defensive fire, cavalry retire, cavalry counter-charge, or brace!. If the charging unit is <=6" away, or if charged in the flank or rear, the only charge response allowed is hold.

CHARGE RESPONSE: DEFENSIVE FIRE

This can only be declared if the unit is armed with shooting weapons. If the charging unit is further than 6" from the target unit and in the front arc, the target unit can shoot defensive fire (split hits across multiple chargers). This is resolved immediately before moving the charging unit. If a MORALE test is necessary as a result of the shooting, take the test immediately. If passed, continue the charge. If failed, apply the result to the charging unit immediately (unit doesn't charge).

CHARGE RESPONSE: CAVALRY RETIRE

Cavalry that is successfully charged may immediately conduct a RETIRE move in response. Complete the RETIRE movement before moving the charging unit. The charging unit then completes the CHARGE movement against the same unit.

CHARGE RESPONSE: CAVALRY COUNTER-CHARGE

Cavalry that is charged by any unit can counter-charge. Take a charge ORDER test. If successful, both units meet ½ way and both count as charging. If failed, the unit is immediately DISORDERED (and does not counter charge).

CHARGE RESPONSE: BRACE!

Units with the Formed special rule can declare that they will brace! The unit must pass an immediate ORDER test that requires 2 successes to pass. If passed, the charging units IMPACT combat hits are reduced by the number of bases in the unit that successfully braced! If failed there is no effect on the unit.

MELEE

All MELEE combat is resolved in the MELEE phase.

TO-HIT

The to-hit roll required to score successful hits depends on units QUALITY.

BASE NUMBER OF DICE AND MODIFIERS

Consult the BASE COMBAT DICE table.

Direct bases dice are first modified as follows:

- **-1 Dice per base** : shooting unit is WORN.
- **-3 Dice per base**: shooting unit is SHAKEN.

Direct bases are then modified as follows:

- **+1 Dice per base**: unit is charging.
- **+1 Dice per base**: armed with two weapons.
- **+1 Dice per base**: is defending an obstacle.
- **-1 Dice per base**: is fighting to a flank.
- **-1 Dice per base**: is DISORDERED.
- **-2 Dice per base**: is fighting to the rear.

A unit will always roll a minimum of 1 dice per direct base.

DIRECT AND SUPPORTING (MELEE)

Bases in the front rank of a unit that are in base contact with an enemy unit that covers some part of the base frontage are in direct contact. Bases in the 2nd or 3rd rank (or more), bases in the front rank that are in corner-to-corner contact, or bases in the front rank not in any contact, are supporting bases.

SAVES

Roll a D6 for each hit in melee (see SAVES table).

MELEE COMBAT RESULTS

To determine the winner of the MELEE, calculate the total score based on the following factors:

- **Hits**: For each unsaved hit inflicted on the enemy unit, gain +1.
- **Flank/Rear**: +2 fighting against a unit's flank OR +4 if fighting against the rear.
- **Ranks**: For each complete rank after the first in the formation, gain a +3, up to a maximum of +6.
- **Size**: The side with the greater number of bases gains +2 if STEADY or WORN.

Side with the highest score wins the MELEE. The loser must take an immediate MORALE test. If the result was a draw, immediately fight another round of MELEE (until there is a winner).

MORALE TEST RESULTS

If an enemy unit ROUTES, and your unit is an infantry, cavalry, or monster unit that is now unengaged in MELEE, it will test for PURSUIT. If still engaged in MELEE, the unit holds. All other units hold their ground.

If the enemy unit is BROKEN, and your unit is an infantry, cavalry, or monster unit that is now unengaged in MELEE, it will test for BREAKTHROUGH. If still engaged in MELEE, the unit holds. All other units hold their ground.

If the losing unit HOLDS and is not SHAKEN, the MELEE combat is finished for this turn and will continue in the next MELEE phase.

MULTIPLE UNITS IN MELEE

Hits are distributed evenly across all units engaged in MELEE (odd/uneven results are distributed by the player inflicting the hits).

BREAKTHROUGH

Roll a D6. On a 1-3 the unit HOLDS. On a 4+ the unit conducts a BREAKTHROUGH. The unit can declare an automatic determined CHARGE against any unit in its front arc. A unit is limited to 1 BREAKTHROUGH per turn.

PURSUIT

Roll a D6. On a 1-3 the unit HOLDS. On a 4+, conduct a PURSUIT move, following the ROUTING unit. If the ROUTING unit is contacted, immediately fight one "free" round of MELEE (defender rolls no dice). After MELEE, the unit ROUTES and the pursuing unit automatically HOLDS. If unable to pursue due to space or terrain, the unit HOLDS. If an enemy unit is encountered during the pursuit (contacting ROUTING unit is priority - only contact a new enemy unit if it is not possible to contact the ROUTING unit), resolve an automatic determined CHARGE against the intervening enemy unit (including IMPACT). Resolve the MELEE combat in the next MELEE phase.

ROUTING

Routing units will (firstly) move directly away from the engaged enemy units via the clearest path possible from the front arc that avoids enemy units then friendly units. (Secondly) routing units will move towards their sides table edge. If there is no open path available, the unit is immediately BROKEN. Routing units ignore DIFFICULT terrain.

SHAKEN UNIT ROUTING FROM IMPACT OR MELEE COMBAT

If a Shaken unit is contacted by a pursuing unit it is immediately BROKEN and removed from play. Pursuing unit holds where it contacts the routing unit.

QUALITY	To Hit
Irregular	5+
Regular	4+
Veteran	3+
Suffering Terror	6

SPECIAL RULES

ANTI-IMPACT

½ hits in IMPACT phase are reflected on the charging unit (applied before Brace!).

ARMOUR PIERCING (X)

Reduce armour by -X when taking saves from hits inflicted by this unit.

BERSERK

Add D3 dice per base in direct contact in MELEE.

BRACE!

As a response to a CHARGE, this unit can declare Brace!.

ELITE

Unit can reroll a failed ORDER test.

EXPERT RIDERS

Unit can execute a RUN order and still conduct shooting at no penalty.

EXPLOSIVES

On a HOLD order this unit can plant explosives. Place a marker (dice sized) within 4" of the unit in the front arc. Additional HOLD orders can increase the number of explosives planted up to a maximum of 4. Once 1 or more markers have been placed, the unit can execute any order that allows SHOOTING and instead of shooting, the unit can attempt to detonate the explosives. Roll 1D6. On a result of 2+ the explosives ignite. For each under-fire marker on the unit, adjust the result needed to ignite the explosives by +1. If the explosives fail to ignite then the unit can reattempt to ignite the explosives in a subsequent turn. If ignited, the diameter of the blast is 2" x # of markers. Any unit touched by this blast immediately suffers 2D6 automatic hits with Armour Piercing (1). Any terrain feature within the area is immediately destroyed (buildings become rubble).

FANATICS

Automatically gain the Fearless special rule. When taking a MORALE or TERROR test, this unit counts D6 results of 5 and 6 as 2 successes (instead of 6).

FEAR

If a CHARGE is declared against this unit, the charging unit counts any 6's rolled for the ORDER test as only 1 success.

FEARLESS

Unit automatically passes all TERROR tests automatically and ignores FEAR.

FLYER

The rules for Flying Units apply to this unit.

HARD TO KILL (X)

In SHOOTING, IMPACT or MELEE roll a D6 per hit. Do this after determining the number of hits but before rolling saves. On a result of X the hit is discarded. Roll saves for any remaining hits that have not been discarded.

IMPACT WEAPON

Direct IMPACT dice are D3+2 and Armour Piercing (1).

IMPETUOUS

This unit automatically does a BREAKTHROUGH when applicable (no roll).

INDIRECT SUPPORTS

Supports provide +2 dice in SHOOTING combat.

JUGGERNAUT

This unit must execute a RUN order every turn and move its full movement rate. Ignore UNDER FIRE markers. If unit contacts an enemy unit it immediately stops and counts as charging (unit hit can only hold). Conduct IMPACT and MELEE normally if a unit is contact in this way. A juggernaut will only ever fight a single round of MELEE (even if a draw). After the MELEE is resolved, if the juggernaut charged, it passes through the enemy unit (move units out of the way by the shortest path possible). If the juggernaut was charged, pass those charging units through the juggernaut, again moving units out of the way by the shortest path.

LONG POLE

Bases in 2nd and 3rd rank provide +2 dice when supporting in MELEE combat.

MAGIC USER (X)

This unit can only use Heroic Points to cast spells from the order listed for X.

MARKSMEN

Unit may reroll all failed to hit results when SHOOTING.

MASTERY

When attempting to counter a spell gain a +1 modifier to the die result.

PAVISE

When this unit rolls armour saves for SHOOTING attacks add +1 to the results.

PLUNGING FIRE

Armour Piercing (1) when shooting at long range.

PROTECTOR (X)

If the hero or heroes listed in X are killed (BROKEN), this unit or hero gains the Berserk special rule for the remainder of the game.

RELIABLE

Unit can reroll 1 die for ORDER tests.

RELUCTANT

When taking a MORALE test, a result of 6 only counts as 1 success.



SCOUTS

Unit ignores DIFFICULT terrain when moving.

SHORT POLE

Bases in 2nd rank provide +2 dice when supporting in MELEE combat.

SINGLE MODEL

Single models do not have flank or rear arcs (mounted on round/oval bases).

SKILLED RIDERS

Unit can execute a RUN order and still conduct shooting at a -1 to-hit penalty.

SPIRITS

This unit uses the movements rates for cavalry for ADVANCE, RUN, ROUTE, CHARGE, and PURSUIT. The unit ignores under-fire markers, DIFFICULT, and IMPASSABLE terrain. Hits from Hero bases ignore the Hard to Kill special rule.

STALWART

This unit ignores under-fire markers.

STRENGTH IN NUMBERS

Unit ignores the Unreliable special rule while they are STEADY.

STUBBORN

Unit can reroll a failed MORALE test.

TERROR

When this unit charges, the target unit must take a TERROR test. When this unit is the target of a charge, the charging units must take a TERROR test. A TERROR test is conducted just like a MORALE test. If passed there is no effect. If failed, the unit suffers from TERROR until it is no longer in MELEE with a TERROR causing unit. A unit suffering TERROR requires a 6 to-hit in MELEE.

THUNDERING CHARGE

Supporting bases contribute +2 hits in IMPACT combat (instead of +1 hit).

TOUGH FIGHTERS

Add +1 die per base in direct contact in MELEE.

UNBREAKABLE (X)

Unit ignores all effects of being WORN or SHAKEN. Unit ignores MORALE tests.

The unit is automatically (immediately) BROKEN when the number of hits inflicted are equal to X.

UNRELIABLE

When taking an ORDER test, a result of 6 only counts as 1 success.

VENGEANCE (ARMY)

Unit re-rolls missed attacks (to-hit) in MELEE against the listed army/faction.

SAVES

The basic saving throw needed for hits from SHOOTING, IMPACT, or MELEE is 6 (6 is always a success, 1 is always a failure). Roll a D6 for each hit inflicted. Adjust the D6 results based on armour.

FACTOR	MODIFIER
Unit equipped with Pavises	+1 vs Shooting
Armour Piercing (X)	-X
Howdah	+1
Plunging Fire	-1

MORALE

Units are required to take a MORALE test:

- After suffering hits from SHOOTING.
- After losing a MELEE.
- If a friendly unit is BROKEN within 6".

MORALE TEST

Determine successes by rolling D6 based on the current unit state (see Unit State below). Each result of 1-3 is a failure. A result of 4 or 5 counts as 1 success. A result of 6 counts as 2 successes. The number of successes needed is determined by what triggers the test.

SUCCESS AND FAILURE

If the number of successes required are rolled (after rerolls), the test is passed (apply result from If Passed column). If the number of successes needed are not rolled, the test is failed (apply result from If Failed column). For each column, apply the specified result based on what triggered the MORALE test: a lost MELEE (MELEE), or shooting, broken friendly unit, or any other reason a MORALE test is triggered (OTHER).

UNIT STATE	# OF SUCCESSSES (TO PASS)	IF FAILED	IF PASSED
Steady (4D6)	Test triggered by ...	MELEE: RETIRE OTHER: DISORDERED	No Effect
Worn (3D6)	SHOOTING: 2 LOST MELEE: 3 BROKEN FRIENDLY UNIT WITHIN 6": 2	MELEE: ROUTE OTHER: DISORDERED	No Effect
Shaken (2D6)		MELEE: BROKEN OTHER: BROKEN	MELEE: ROUTE OTHER: No Effect



FLYING UNITS

FLYING OVER

Flying units can always fly over intervening terrain and units provided they have sufficient movement to clear.

CHARGING

Flying units cannot CHARGE or otherwise engage in MELEE against units located in buildings or forests. In all other cases flying units can CHARGE. Additionally, provided there is space for the model to fit after contacting the target unit, flying units do not require an unobstructed move to the target unit.

SHOOTING

Flying units can target units in forests and buildings with SHOOTING attacks – along with unit in any other terrain as LOS is always considered to be drawn from the sky. Inversely, flying units can always be targeted by shooting (as they are in the sky) unless engaged in MELEE.



ARTILLERY

EXPLODING

For each hit scored by a siege engine, roll the die indicated in (X).

ARTILLERY	TYPE	SHORT (4+ To Hit)	LONG (5+ To Hit)	SPECIAL RULES
Avenger Bolt Thrower	War Machine	0-30"	31-60"	Armour Piercing (4)
Battlecry Trebuchet	Siege Engine	0-45"	46-90"	Armour Piercing (2), Exploding (D3+1)
Dwarf Ballista	War Machine	0-30"	31-60"	Armour Piercing (4)
War Catapult Battery	Siege Engine	0-45"	46-90"	Armour Piercing (2), Exploding (D3+1)
Siege Bow Battery	War Machine	0-30"	31-60"	Armour Piercing (4)
Isengard Assault Ballista	War Machine	0-30"	31-60"	Armour Piercing (4)

HEROIC ACTIONS

All heroic actions are a one-time effect and do not persist beyond the one use.

ACTION	COST	DESCRIPTION
Sight	1	Use after rolling to-hit dice in SHOOTING. Hero's unit can reroll any failed to-hit rolls.
Fury	1	Use during MELEE when calculating dice. Hero's unit gains +1 dice per base in direct contact.
Strength	1	Use during MELEE or SHOOTING, before rolling to-hit. Hero's unit gains Armour Piercing (1). This stacks with any existing Armour Piercing special rule.
Speed	1	Use at the start of any movement. If hero's unit is infantry, monsters or behemoths gain +D3" to the movement rate or if cavalry gain D6".
Courage	1	Use after failing a MORALE, ORDER or TERROR test. Hero's unit can reroll the entire MORALE, ORDER or TERROR test, including using normal die rerolls.
Defence	1	Before rolling saves from MELEE, SHOOTING or IMPACT. Hero's unit adds +1 to their save results.
Reinforce	1	Use during the COMMAND phase. Choose an infantry/cavalry unit that is WORN or SHAKEN that has a friendly unit of the same type (infantry/cavalry) within 12". Transfer up to D6+1 hits from one unit to the other (add/reducing hits appropriately for the two units).

BEHEMOTHS

SINGLE MODEL

Behemoths do not have flank or rear arcs.

TERROR

Behemoths automatically cause TERROR.

LUMBERING

Behemoths moving on foot (non-flying) can pivot once up to 90° at the start of their movement. All remaining movement must be in a straight line.

UNBREAKABLE (X)

Behemoths ignore all effects of being WORN or SHAKEN. Behemoths ignore MORALE tests. Behemoths are automatically BROKEN when the number of hit inflicted are equal to X.

HOWDAH (XD6 SHOOTING | XD6 MELEE)

Some behemoths will carry a howdah. Howdahs contain models that can participate in SHOOTING and MELEE. Treat the models in the howdah as a separate unit for SHOOTING and MELEE (that activates with the behemoth). Models in a howdah can shoot when the behemoth executes a RUN order – unless the behemoth is engaged in MELEE, in which case the howdah will contribute their listed MELEE dice to the MELEE combat (this is in addition to the dice generated by the behemoth itself). A howdah can be targeted separately in both SHOOTING and MELEE. The unit in the howdah has as many hits as there are models depicted. Once all hits have been accounted for, the howdah no longer can participate in SHOOTING or MELEE.

LARGE TARGET (BEAST, X)

Behemoths are massive targets that may have an additional area (X) that can be targeted (for example, a howdah or rider). When targeted by SHOOTING, hits are randomized (roll a D6 per hit) between the beast (results of 1-4) and other area (results of 5-6). When targeted by MELEE attacks the enemy player must declare which area is being targeted. Impact hits always target the beast itself.

MONSTERS

FEAR

Monsters automatically cause FEAR.

MANEUVERABLE

Monsters can turn on the spot for no penalty.



HEROES

HEROIC POINTS

Each hero gains a specified number of heroic points at the start of the game. Heroic points can be used at any point during the game (as determined by the Heroic action). When used a heroic point is exhausted for the rest of the game.

INCLUDING HEROES IN YOUR ARMY

Heroes are based in the same way as their parent unit or separately as NPC heroes. NPC heroes can be based in any way you please – but must be represented someone near the battlefield so the player can track their interactions with the game (e.g. expending Heroic Points to cast spells). Heroes are unique and the same hero can never be present at a battle more than once.

PARENT UNIT HEROES

Heroes are required to be part of a parent unit unless designated as NPC heroes. Which parent unit a hero base can join is indicated in the army list. The parent unit must be selected prior to the game start and cannot be changed (hero base will be with that parent unit for the entire game).

A hero base replaces a regular (non command) base in a parent unit. Heroes are of the same type as the parent unit they join (e.g. infantry on foot or mounted if cavalry) and carry the same equipment (same saves, etc.). Heroes convey all special rules they have to the parent unit they join. Heroes included in parent units live and die with the parent unit, contributing their specific dice per base in place of a regular unit base. Heroes in parent units cannot be targeted separately from the parent unit – they are all one unit. If the parent unit is engaged to the flank or rear, and the Heroes base is not in direct contact, the Heroes can participate in the combat even if not directly contacted by the enemy bases (they "move" to replace a normal base in contact).

NON-PLAYER CHARACTER (NPC) HEROES

Some heroes will be designated as NPC heroes. NPC heroes do not directly participate in the battle. Instead, NPC heroes have special rules that allow them to interact with the game – either by using Heroic Points (e.g. to cast spells) or by some other means as defined by their special rules. NPC heroes can be represented by a vignette or similar display at the edge of the battlefield for visual purposes – but should be represented in order to track the usage of Heroic Points or other special rules/interactions.



WIZARDS

Wizards use heroic points to cast spells from the designated magic order (they do not use regular Heroic Actions). Magic users cast spells only during their turn.

INDEPENDENT

A wizard taking part in a battle is always considered to be independent.

NPC WIZARDS

Some wizards may not participate in the battle and instead influence the battle from “off table” (casting spells only) – being represented on a board or vignette.

COUNTERING SPELLS

If a wizard is present in the battle, they can use 1 Heroic Point to counter a spell. If a spell targets a unit containing a one or more heroes, one of the heroes can spend a Heroic Point to counter the spell. Only one attempt may be made to counter a spell per spell cast. When countering a spell, roll a D6. Wizards cancel the spell on a result of 4+ and a hero will cancel the spell on a 5+. Units that have the MASTERY special rule gain +1 to the die result when countering spells.

ORDER OF DARKNESS

SPELL	COST	DESCRIPTION
Dismay	1	Target: Target enemy unit anywhere on the table. Effect: Unit must reroll all successes made when taking MORALE, TERROR or ORDER tests. Duration: Until end of turn.
Weaken	1	Target: Target enemy unit anywhere on the table that is also in MELEE combat. Effect: When calculating MELEE combat dice apply a -1 die per base modifier. Duration: Until end of the MELEE combat.
Terrifying	1	Target: Target friendly infantry or cavalry unit not currently engaged in MELEE. Effect: Unit gains the TERROR special rule. Duration: Until end of turn.
Strike	1	Target: Target enemy unit that is not in MELEE and within 18” of any friendly unit. Effect: Target unit suffers D2 automatic hits for each base in the unit. Duration: Immediate.
Force of Will	1	Target: Target friendly unit anywhere on the table. Effect: If unit is infantry or behemoth it gains D3+1” of movement. If unit is cavalry or monster it gains D6+2” of movement. Duration: Until end of turn.
Dark Fury	1	Target: Target friendly unit anywhere on the table that is not in MELEE combat. Effect: Unit gains the BERSERK special rule but immediately suffers D6 automatic hits with no saves. Duration: Until end of turn.



SCALE AND BASING

While guidance on base sized and figures per base is given, what is most important is that you have a consistent approach to representing the current number of bases per unit. Ranges and movement distances can easily be modified to suite other scales.

A SPECIAL NOTE

These rules are a work in progress and primarily for use with my own wargaming group. I share these as a work of fan fiction so that others in the community may enjoy playing wargames in Middle Earth. If you choose to utilize these rules, then great! Be aware that there will be updates posted in the future as the system is refined and additional playtesting is completed for all the various units and scenarios. Much of the roots of this system are based on my Empires and War (Napoleonic's) and This Hallowed Ground (ACW) rules that are focused on those shooting dominated periods. This ruleset transforms the rules into a primarily melee driven system, with of course the flavor and heroic might of Middle Earth added. I welcome feedback from actual playtests of this system.

ORDER OF LIGHT

SPELL	COST	DESCRIPTION
Blinding Light	1	Target: Target enemy unit anywhere on the table. Effect: Unit suffers -1 die per base in SHOOTING and cannot BRACE. Duration: Until end of turn.
Guiding Sight	1	Target: Target friendly unit anywhere on the table. Effect: Unit gains +1 for to-hit results in SHOOTING. Duration: Until end of the turn.
Bestial Spirit	1	Target: Target friendly infantry or cavalry unit not currently engaged in MELEE. Effect: Unit inflicts +1 hit per base in IMPACT combat when charging and gains the FEAR special rule. Duration: Until end of turn.
Wrath of the Valar	1	Target: Target enemy unit anywhere on the table that is not engaged in MELEE combat. Effect: Unit suffers D6 automatic hits that are ARMOUR PIERCING (1). Duration: Immediate.
Replenish	1	Target: Target friendly unit anywhere on the table. Effect: Unit immediately reduces current hits by D3+1. Duration: Immediate.
Fractured Armour	1	Target: Target enemy unit anywhere on the table. Effect: Unit's armour save is reduced by 1 (e.g. if the unit saves on a 4+ it now saves on 5+). Duration: Until end of turn.

VICTORY AND DEFEAT

Games will end based either on the number of turns played, as defined by the scenario, or because one army reaches its break point. When the game is finished, calculate victory points to determine the battle's outcome.

ARMY BREAK POINT

An armies break point is equal to ½ of the total number of units in the army, rounded up. When an army has lost (BROKEN) units equal to the army break point, the game is immediately over – the army quits the field of battle.

VICTORY POINTS

Calculate Victory Points (VPs) as follows:

- +5 VPs for each BROKEN unit.
- +3 VPs for each SHAKEN unit.
- +X VPs as defined by individual scenarios.
- +10 VPs if the enemy has reached their army break point.

If the difference in VPs is between 0-6 VPs, the game is a draw. If the difference is 7-12 VPs, the game is a minor victory. If the difference is 13+ VPs, the game is a major victory.

COMMAND BASES

A command base is a single base in a unit that contains a captain, banner, and possibly a musician. Army lists unit entries indicate if a unit contains a command base. A command base provides 1 reroll for tests (ORDER, MORALE and TERROR tests).

ROHAN ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SAVE	SPECIAL RULES
Royal Guard Éored	Veteran Cavalry	6 Bases (Command)	Hand Weapons, Thrown Weapons	3+	Expert Riders, Thundering Charge, Elite, Stubborn, Reliable, Tough Fighters
Riders of Rohan Éored	Regular Cavalry	8 Bases (Command)	Hand Weapons, Bows	4+	Expert Riders, Thundering Charge, Impetuous
Royal Guard	Veteran Infantry	6 Bases (Command)	Hand Weapons, Thrown Weapons	3+	Brace!, Elite, Stubborn, Reliable, Tough Fighters
Outriders	Veteran Cavalry	4 Bases	Hand Weapons, Bows	5+	Expert Riders, Reliable, Scouts
Oathsworn Warriors	Regular Infantry	6 Bases (Command)	Hand Weapons, Thrown Weapons	4+	Brace!
Oathsworn Bowmen	Regular Infantry	4 Bases	Hand Weapons, Bows	5+	Brace!
Haldir's Galadhrim	Veteran Infantry	8 Bases (Command)	Two Handed Weapons, Longbows	4+	Brace!, Reliable, Tough Fighters, Marksmen
The Three Hunters	Veteran Infantry	1 Base	Hand Weapons, Longbows	4+	Unbreakable(18), Marksmen, Elite, Reliable, Scouts, Stalwart, Fearless, Hard to Kill (4+)

HEROES	PARENT UNITS	HEROIC POINTS	SHOOTING (DICE/BASE)	IMPACT (DICE/BASE)	MELEE (DICE/BASE)	SPECIAL RULES
Théoden, King of Rohan (Gamling and Déorwine)	Royal Guard Éored, Royal Guard	5	4 Dice	Mounted: D3+3 Hits Foot: D2+2 Hits	10 Dice	Fearless, Forth Eorlingas, Royal Standard of Rohan
Théodred	Royal Guard Éored, Royal Guard	4	4 Dice	Mounted: D3+2 Hits Foot: D2+1 Hits	8 Dice	Fearless
Éomer	Riders of Rohan Éored, Oathsworn Warriors	5	5 Dice	Mounted: D3+3 Hits Foot: D2+2 Hits	8 Dice	Fearless, Stubborn, Protector (Théoden, Éowyn)
Éomer, King of Rohan	Royal Guard Éored, Royal Guard	5	5 Dice	Mounted: D3+3 Hits Foot: D2+2 Hits	8 Dice	Fearless, Forth Eorlingas, Royal Standard of Rohan
Erkenbrand	Riders of Rohan Éored, Oathsworn Warriors	2	4 Dice	Mounted: D3+2 Hits Foot: D2+1 Hits	6 Dice	Fearless, Stalwart
Grimbold	Riders of Rohan Éored, Oathsworn Warriors	2	4 Dice	Mounted: D3+2 Hits Foot: D2+1 Hits	6 Dice	Fearless, Tough Fighters
Elfhelm	Riders of Rohan Éored, Oathsworn Warriors	2	4 Dice	Mounted: D3+2 Hits Foot: D2+1 Hits	6 Dice	Fearless
Dernhelm (Éowyn) (Meriadoc, Esquire of Rohan)	Riders of Rohan Éored	3	4 Dice	Mounted: D3+2 Hits Foot: D2+1 Hits	6 Dice	Fearless, Protector (Théoden)
Haldir of Lorien	Haldir's Galadhrim	3	6 Dice	Foot: D2+2 Hits	6 Dice	Fearless, Marksmen
The Three Hunters	The Three Hunters	8	8 Dice	Foot: D2+3 Hits	12 Dice	The Three Hunters
Gandalf the White	Riders of Rohan Éored	12	3 Dice	Mounted: D3+2 Hits	6 Dice	Fearless, Magic User (Order of Light), Mastery, Anointed of the Valar

FORTH EORLINGAS

When issued a CHARGE order and scoring 1 or more successes on the ORDER test, the charge result is a determined charge!

ROYAL STANDARD OF ROHAN

This unit, and any friendly Rohan unit within 6" of this unit count result of 5 and 6 as 2 successes when taking any tests (MORALE, ORDER, TERROR, etc.).

THE THREE HUNTERS

Can only be included in the army if all three heroes: Aragorn, Legolas and Gimli are not included in another unit on the battlefield.

ANOINTED OF THE VALAR

If Gandalf's unit is BROKEN, immediately move the base to any other unit of the same type on the table. If none remain, remove the base from the game.

GONDOR ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SAVE	SPECIAL RULES
Warriors of Minas Tirith	Regular Infantry	6 Bases (Command)	Hand Weapons, Spears	3+	Brace!
Archers of Minas Tirith	Regular Infantry	4 Bases	Hand Weapons, Bows	4+	
Knights of Minas Tirith	Regular Cavalry	6 Bases (Command)	Hand Weapons, Lances	3+	
Rangers of Gondor	Regular Infantry	4 Bases	Hand Weapons, Bows	5+	Scouts
Citadel Guards	Veteran Infantry	6 Bases (Command)	Hand Weapons, Spears, Bows	4+	Brace!, Reliable
Avenger Bolt Thrower	War Machine	2 Bases	Hand Weapons, Avenger Bolt Thrower	4+	
Battlecry Trebuchet	Siege Engine	1 Base	Hand Weapons, Battlecry Trebuchet	4+	
Men-at-Arms of Dol Amroth	Regular Infantry	6 Bases (Command)	Hand Weapons, Pikes	4+	Brace!
Foot Knights of Dol Amroth	Regular Infantry	4 Bases (Command)	Hand Weapons	3+	Brace!
Knights of Dol Amroth	Regular Cavalry	6 Bases (Command)	Hand Weapons, Lances	3+	Thundering Charge, Fearless, Tough Fighters
Axemen of Lossarnach	Regular Infantry	6 Bases (Command)	Two-Handed Weapons	4+	Brace!, Anti-Impact
Clansmen of Lamedon	Regular Infantry	6 Bases (Command)	Two-Handed Weapons	4+	Brace!, Fanatics, Tough Fighters
Blackroot Vale Archers	Regular Infantry	4 Bases	Hand Weapons, Bows	5+	Scouts, Marksmen
The Grey Company	Veteran Infantry	4 Bases (Command)	Hand Weapons, Spears, Bows	4+	Brace!, Reliable, Fearless, Elite, Stubborn, Fear, Fanatics, Tough Fighters, The Three Hunters
Warriors of the Dead	Regular Infantry	8 Bases (Command)	Hand Weapons	4+	Brace!, Spirits, Hard to Kill (4+), Unbreakable (20)

HEROES	PARENT UNITS	HEROIC POINTS	SHOOTING (DICE/BASE)	IMPACT (DICE/BASE)	MELEE (DICE/BASE)	SPECIAL RULES
Aragorn, King Elessar	Knights of Minas Tirith	10	-	Mounted: D3+2 Hits	10 Dice	Fearless, Stubborn, Stalwart, Elite
Boromir, Captain of the White Tower	Knights of Minas Tirith Warriors of Minas Tirith	8	4 Dice	Foot: D2+2 Hits Mounted: D3+2 Hits	8 Dice	Fearless, Standard of the White Tower, Stubborn
Faramir, Captain of Gondor	Knights of Minas Tirith Warriors of Minas Tirith Rangers of Gondor	6	5 Dice	Foot: D2+2 Hits Mounted: D3+2 Hits	6 Dice	Fearless, Stalwart
Prince Imrahil of Dol Amroth	Knights of Dol Amroth	4	-	Mounted: D3+2 Hits	6 Dice	Fearless
Angbor, Lord of Lamedon	Clansmen of Lamedon	2	-	Foot: D2+2 Hits	5 Dice	Fearless
Forlong, Lord of Lossarnach	Axemen of Lossarnach	2	-	Foot: D2+2 Hits	5 Dice	Fearless
Halbarad of the Grey Company (Elladan and Elrohir)	Grey Company	6	6 Dice	Foot: D2+2 Hits	10 Dice	Fearless, Standard of the King, Marksmen
Duinhir of the Blackroot Vale	Blackroot Vale Archers	2	4 Dice	Foot: D2+2 Hits	5 Dice	Fearless
Húrin, Warden of the Keys	Knights of Minas Tirith Warriors of Minas Tirith	2	-	Foot: D2+2 Hits Mounted: D3+2 Hits	5 Dice	Fearless
The King of the Dead	Warriors of the Dead	4	-	Foot: D2+2 Hits	8 Dice	Fearless
Gandalf the White (Peregrin Took)	Knights of Minas Tirith	14	4 Dice	Mounted: D3+2 Hits	8 Dice	Fearless, Magic User (Order of Light), Mastery, Anointed of the Valar

STANDARD OF THE KING

All friendly units within 10" of this unit (including this unit) gain the Stubborn special rule (while the units remain within 10").

STANDARD OF THE WHITE TOWER

All friendly units within 10" of this unit (including this unit) gain the Tough Fighters special rule (while the units remain within 10").

ISENGARD ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SAVE	SPECIAL RULES
Uruk-hai Phalanx	Regular Infantry	6 Bases (Command)	Pikes	4+	Brace!
Uruk-hai Warband	Regular Infantry	6 Bases (Command)	Hand Weapons	3+	Brace!
Uruk-hai Scouts	Veteran Infantry	6 Bases (Command)	Hand Weapons, Short Bows	5+	Scouts, Reliable
Uruk-hai Crossbows	Regular Infantry	4 Bases	Hand Weapons, Crossbows	4+	Brace!
Uruk-hai Berserkers	Veteran Infantry	2 Bases	Double-Handed Weapons	6	Unbreakable(12), Berserk, Hard to Kill (5+), Reliable, Impetuous
Feral Uruk-hai	Veteran Infantry	2 Bases	Two Hand Weapons	5+	Unbreakable(12), Impetuous, Reliable
Uruk-hai Sappers	Veteran Infantry	4 Bases	Hand Weapons, Explosives	4+	Brace!, Explosives, Reliable
Uruk-hai Siege Assault Ballista	Siege Engine	1 Base	Hand Weapons, Siege Assault Ballista	4+	
Wild Warg Pack	Irregular Cavalry	4 Bases	Hand Weapons	6	Scouts, Unreliable, Impetuous
Warg Riders	Irregular Cavalry	6 Bases	Hand Weapons, Short Bows	4+	Scouts, Unreliable, Strength in Numbers, Tough Fighters, Impetuous
Isengard Orc Warband	Regular Infantry	6 Bases (Command)	Hand Weapons	4+	Brace!
Isengard Orc Bowmen	Regular Infantry	4 Bases	Hand Weapons, Short Bows	5+	Brace!
Isengard Troll	Monster	1 Base	Hand Weapons	3+	Unbreakable(10), Armour Piercing (2), Hard to Kill (5+), Fear, Single Model
Dunland Huscarls	Regular Cavalry	4 Bases	Hand Weapons	4+	Vengeance (Rohan)
Dunland Warriors	Regular Infantry	4 Bases (Command)	Hand Weapons	4+	Brace!, Vengeance (Rohan)
Dunland Wildmen Warband	Irregular Infantry	4 Bases	Hand Weapons	6	Vengeance (Rohan), Unreliable

HEROES	PARENT UNITS	HEROIC POINTS	SHOOTING (DICE/BASE)	IMPACT (DICE/BASE)	MELEE (DICE/BASE)	SPECIAL RULES
Saruman, The White Hand	NPC	12	-	-	-	Magic User (Order of Darkness), Mastery
Grima Wormtongue	NPC	0	-	-	-	Poisoned Influence
Lurtz	Uruk-hai Scouts	3	4 Dice	Foot: D2+2 Hits	6 Dice	Scouts, Reliable, Fearless
Uglúk	Uruk-hai Scouts	2	4 Dice	Foot: D2+1 Hits	5 Dice	Scouts, Reliable
Vrashku	Uruk-hai Crossbows	2	5 Dice	Foot: D2+1 Hits	5 Dice	Marksmen
Sharku	Warg Riders	2	4 Dice	Mounted: D3+2 Hits	5 Dice	Scouts
Mauhúr	Uruk-hai Scouts	2	4 Dice	Foot: D2+1 Hits	5 Dice	Scouts, Reliable
Thrydan Wolfsbane	Dunland Huscarls, Dunland Warriors	3	4 Dice	Mounted: D3+2 Hits Foot: D2+1 Hits	6 Dice	Vengeance (Rohan)

POISONED INFLUENCE

At the start of the game Grima can be assigned to one enemy unit (place the miniature with the targeted unit). While Grima is assigned to the unit, it immediately gains the Unreliable and Reluctant special rules. If the unit has the Reliable special rule, it is replaced by the Unreliable special rule. If the unit has the Fanatics special rule, they will continue to be fearless but only count results of 6 as two successes (instead of 5 and 6). Note that since Unbreakable units do not take MORALE tests, Grima has a limited effect on these units.

MORDOR ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SAVE	SPECIAL RULES
Mordor Orc Warband	Regular Infantry	8 Bases (Command)	Hand Weapons	4+	Brace!
Mordor Orc Bowmen	Regular Infantry	4 Bases	Hand Weapons, Short Bows	5+	Brace!
Morannon Orc Warband	Regular Infantry	8 Bases (Command)	Hand Weapons	3+	Brace!
Mordor Uruk-hai Warband	Regular Infantry	4 Bases	Hand Weapons	4+	Brace!, Tough Fighters
Warg Riders	Irregular Cavalry	6 Bases	Hand Weapons, Short Bows	4+	Scouts, Unreliable, Strength in Numbers, Tough Fighters, Impetuous
Mordor Troll	Monster	1 Base	Hand Weapons	4+	Unbreakable(10), Armour Piercing (2), Fear, Hard to Kill (5+), Single Model
Mordor Troll Chieftain	Monster	1 Base	Hand Weapons	3+	Unbreakable(10), Armour Piercing (2), Fear, Hard to Kill (5+), Single Model, Tough Fighter
Black Guard of Barad-dûr	Veteran Infantry	6 Bases (Command)	Hand Weapons	3+	Brace!, Fearless, Reliable, Tough Fighters, Elite, Stubborn
Siege Bow	War Machine	2 Bases	Hand Weapons, Siege Bow	5+	Pavise
War Catapult	Siege Engine	1 Base	Hand Weapons, War Catapult	5+	
The Nine	Veteran Infantry	1 Base	Hand Weapons	4+	Unbreakable(18), Elite, Terror, Reliable, The Nine, Stalwart, Fearless, Hard to Kill (4+)
The Nine Ride Forth	Veteran Cavalry	3 Bases	Hand Weapons	4+	Unbreakable(18), Elite, Terror, Reliable, The Nine, Stalwart, Fearless, Hard to Kill (4+)
Fell Beast	Flying Behemoth	1 Base	Claws (Hand Weapons)	4+	Unbreakable(10), Terror, Hard to Kill (4+), Single Model, Flyer, Reliable

HEROES	PARENT UNITS	HEROIC POINTS	SHOOTING (DICE/BASE)	IMPACT (DICE/BASE)	MELEE (DICE/BASE)	SPECIAL RULES
Witch King of Angmar	Fell Beast	8	-	-	8 Dice	Fearless, Wraith
Ringwraith	Fell Beast	6	-	-	6 Dice	Fearless, Wraith
The Nine	The Nine The Nine Ride Forth	12	-	Mounted: D3+2 Hits Foot: D2+1 Hits	20 Dice	Fearless, Wraith
Mouth of Sauron	NPC	6	-	-	-	Sauron's Will
Gothmog of Minas Morgul	Morannon Orc Warband	4	-	Foot: D2+1 Hits	6 Dice	Fearless, Stalwart, Reliable, Stubborn

THE NINE

The Nine can only be included in the army if none of the 9 Ringwraiths (including the Witch King of Angmar) are otherwise included in the army. The Nine count as both a unit and heroes (a unit comprising entirely of heroes). They are based on a single 100mm by 50mm base (9 figures) if on foot, or on three standard (75mm by 50mm) cavalry bases (3 figures per base) if mounted.

SAURON'S WILL

The Mouth of Sauron can use Heroic Points to influence any friendly unit on the table (to represent him carrying out the will out Sauron!). When a Heroic Point is expended, the player designates a friendly unit that is the source of the action.

WRAITH

Hits inflicted on this unit from Hero bases ignore the Hard to Kill special rule.

OTHER PLAYTEST UNITS ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SAVE	SPECIAL RULES
War Mûmak of Harad	Behemoth	1 Base	Special	Beast 4+ Howdah 4+	Unbreakable (12), Terror, Hard to Kill (4+), Howdah (4D6 Shooting 4D6 Melee), Single Model, Juggernaut



A NOTE ABOUT ARMY LISTS

The army lists are a work in progress. I'm focusing on Rohan and Isengard first, followed by Gondor and Mordor second, with the allies of Mordor (Khand, Easterlings, Harad) coming after that. Feel free to build your own army lists. Future updates will continue to expand the armies covered here. There are many special rules defined that will help with playtesting any units not currently covered in the game. This rules are primarily for me and my wargaming group – while I endeavor to be complete, my priorities lie in what I need defined for my games and armies. If you develop unit entries or army lists you would like to share and see included, please do send them along (much appreciated).

