

THE ETTENMOORS

A Homebrew Faction for the Middle Earth
Strategy Battle Game by GamesWorkshop

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The Ettenmoors

The Ettenmoors is a section of the Misty Mountains north of Rivendell. In this region (and across the Misty Mountains) you will find a mixture of stone giants, werewolves, trolls of various kinds, and wild animals, depending on the region.

Some of these creatures are well documented: **stone trolls** (like we see in *The Hobbit*), **cave trolls** (like we encounter in Moria), and various **bears** and **deer** in the Carrock region of the mountain range are pretty well understood from a lore perspective. But there are others that raise questions.

The first is one that we know decently well from *The Silmarillion* and *The Lost Tales*, and that is the **werewolf**. A staple of Germanic mythology, werewolves are most well known for their part in the story of Beren and Luthien. They are ferocious in battle, sporting above-average strength.

The second is the **giant**, referenced by Gandalf in *The Hobbit*, and the Company gets to see them later as they ascend the mountain, throwing stones to each other in a crude and dangerous game. These guys are big - at least as tall as ents - and some can be evil, but some are a good sort, including the one Gandalf says he will talk to about closing up the entrance to the goblin tunnel.

The third is the **two-headed troll**, which is a creature hotly debated by the few who really care. Mentioned in a throwaway line in *The Hobbit*, Gandalf insinuates that there are trolls with two heads, but whether this means they literally have two heads or that they have a mind of their own plus the will of Sauron ruling over them is a mystery. We do know that they are evil, and that they are not the same creatures as the stone trolls that Thorin's Company encounters (as Gandalf speaks of them as if they are different), so we are treating them as an actual two-headed troll for our purposes here.

Fourth we have the **snow troll**, another creature only referenced in an obscure part of Tolkien's lore, in this case in the tale of Helm Hammerhand, who went about Dunlending camps with a white pelt on his back killing his enemies with his bare hands. The Dunlendings say that he stalked them "like a snow troll," which presumes the existence of a snow troll, or the presence of a "bogeyman" in Dunlending folk stories. We thought it would be far more interesting if they are real (and it goes well with the theme of earth trolls, stone trolls, hill trolls, etc.), so we decided to build a profile for it in-line with what little we know from the Dunlending stories.

And that gave us a lot of fodder for a monster-heavy army much like Fangorn or Misty Mountains that can flex between Forces of Good, Forces of Evil, or a purely neutral army that combines both elements of the wild and untamed elements of the Misty Mountain region known as the Ettenmoors.

ARMY COMPOSITION

This army may include: Stone Giant Kings, Stone Giant Craftsmen, Snow Troll Chieftains, Werewolf Chieftains, Two-Headed Troll Brutes, Stone Troll Brutes, Stone Giants, Two-Headed Trolls, Cave Trolls, Snow Trolls, Stone Trolls, Werewolves, Carrock Bears, and Carrock Deer.

ARMY BONUS

Games with Rocks – All Ettenmoors models gain the Mountain Dweller special rule, and are +1 to their Shoot Value when throwing stones.

When run as a Forces of Good army, you are considered to be historical allies with Radagast's Alliance, and are convenient allies with The White Council. When run as a Forces of Evil army, you are historical allies with Angmar, Azog's Legion, and The Trolls, and are convenient allies with Azog's Hunters, Goblin Town, and Moria. When run as a Neutral army, you are convenient allies with Wanderers in the Wild.

Heroes of the Ettenmoors

STONE GIANT KING.....200 POINTS

GIANT, MONSTER, INFANTRY, HERO – HERO OF LEGEND

A leader among the local clan of stone giants, stone giant kings are mighty warriors who fear nothing. Their voices are deep and strong, and their arms are thicker and stronger still. While not naturally aggressive, stone giant kings will lead their kin in wars to maintain their autonomy against renegade orcs, trolls, hunters, or others that infringe on their land.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>	<u>Base Size</u>
6"	7/5+	8	9	3	3	6	3/3/3	60mm

WARGEAR

Fists (count as a hand-and-a-half hammer that is immune to the *Shatter* spell)

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength
- Heroic Defense

SPECIAL RULES

Burly, Terror, Throw Stones (range 18", Strength 10), Monstrous Charge, Resistant to Magic

Mountain King (Passive) – The Stone Giant King's "Stand Fast" increases to 12" and affects all allied heroes and warriors.

STONE GIANT CRAFTSMAN.....185 POINTS

GIANT, MONSTER, INFANTRY, HERO – HERO OF VALOUR

A giant who is a good sort of fellow, capable of working with stone. One of these giants was known to Gandalf during the time of the Erebor Expedition, and Gandalf said he would convince him to close the entrance to Goblin Town.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>	<u>Base Size</u>
6"	7/5+	8	9	3	3	6	3/2/2	60mm

WARGEAR

Fists (count as a hand-and-a-half hammer that is immune to the *Shatter* spell)

HEROIC ACTIONS

- Heroic Strength
- Heroic Defense

SPECIAL RULES

Burly, Terror, Throw Stones (range 18", Strength 10), Monstrous Charge, Resistant to Magic

Stone Craftsman (Passive) – Ambushing hostile warbands may not deploy from a terrain feature or point on a board edge within 6" of a Stone Giant Craftsman.

SNOW TROLL CHIEFTAIN..... 135 POINTS

TROLL, MONSTER, INFANTRY, HERO – HERO OF VALOUR

A troll with a white pelt that walks hunched over, stalking its prey with skill. Its hands are monstrously large and very powerful, capable of crushing the skulls of beasts and persons with ease. Native to the southern reaches of the Misty Mountains, snow trolls are referenced in Dunlending lore as a warning to children.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>	<u>Base Size</u>
8"	6/5+	6	6	3	3	5	3/ 1/ 1	40mm

Snow Troll Chieftains may only be taken in Forces of Evil or neutral armies.

WARGEAR

Claws and Teeth

HEROIC ACTIONS

- Heroic Strike
- Heroic Defense

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8), Woodland Creature, Stalk Unseen, Fell Sight

Ambush Attacker (Passive) – If the Snow Troll Chieftain benefitted from *Stalk Unseen* the turn before it charged, it gains +1 Fight Value and may reroll 1s to wound for the rest of the turn.

WEREWOLF CHIEFTAIN..... 150 POINTS

WEREWOLF, INFANTRY, HERO – HERO OF VALOUR

A large wolf twisted into existence by Morgoth, werewolves are more ravenous and ferocious than wargs and far more cunning. With a hunger for living flesh and no fear of any living thing, the werewolf makes up for his lack of size with sheer tenacity. Long have the werewolves of the Misty Mountains struggled against dwarves, elves, and men, and the tales of their savagery grow with every passing year.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>	<u>Base Size</u>
8"	6/6+	5	6	3	3	5	2/ 2/ 0	40mm

Werewolf Chieftains may only be taken in Forces of Evil or neutral armies.

WARGEAR

Claws and Teeth

HEROIC ACTIONS

- Heroic Strength
- Heroic March
- Heroic Resolve

SPECIAL RULES

Terror, Woodland Creature, Fell Sight, Blood and Glory

Oblivious to Pain (Passive) – Every time the Werewolf Chieftain suffers a wound, roll a D6. On a 4+, the wound is ignored exactly as if a point of Fate had been spent. This is not cumulative with other special rules that confer the same effect.

TWO-HEADED TROLL BRUTE..... 175 POINTS

TROLL, MONSTER, INFANTRY, HERO – HERO OF FORTITUDE

A troll with two heads that is more ferocious than your typical troll, two-headed trolls are among the largest trolls in the Misty Mountains. These brutes throw their full weight into their strikes, and are fearless and relentless in battle, fighting up until the finishing blow arrives.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>	<u>Base Size</u>
6"	7/6+	7	7	4	3	3	2/ 3/ 2	60mm

Two-Headed Troll Brutes may only be taken in Forces of Evil or neutral armies.

WARGEAR

Claws and Teeth

HEROIC ACTIONS

- Heroic Strength
- Heroic Defense

OPTIONS

Armor.....5 points

SPECIAL RULES

Burly, Terror, Throw Stones (range 12", Strength 8), Fearless, Resistant to Magic, Bane of Kings

Two Heads (Passive) – Every time the Two-Headed Troll Chieftain suffers its last wound, roll a D6. On a 4+, the wound is ignored exactly as if a point of Fate had been spent. This is not cumulative with other special rules that confer the same effect.

STONE TROLL BRUTE.....95 POINTS

TROLL, MONSTER, INFANTRY, HERO – MINOR HERO

A troll that fears light (as sunlight will turn it to stone), stone troll brutes lead small bands of trolls that wander across the mountains and surrounding vales. These brutes are avid collectors of treasure and ancient relics, chasing down would-be thieves with an insatiable fervor.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>M/W/F</u>	<u>Base Size</u>
6"	6/6+	6	6	3	3	3	2/ 1/ 1	40mm

Stone Troll Brutes may only be taken in Forces of Evil or neutral armies.

WARGEAR

Club

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Burly, Terror, Throw Stones (range 12", Strength 8)

OPTIONS

May swap club for hand-and-a-half club.....5 points

Treasure Trove.....25 points

Treasure Trove – Place the treasure trove (40mm base) anywhere on the board before deployment. Stone Trolls and Stone Troll Brutes within 6" of the treasure trove gain the *Fearless* special rule and adds +1 to all its wound rolls.

Warriors of the Ettenmoors

STONE GIANT..... 125 POINTS

GIANT, MONSTER, INFANTRY, WARRIOR

A giant that lives in the mountains, stone giants tend to be either kindly folk or terrifying, villainous creatures. The former can be reasoned with and can be steadfast friends, but the latter are treacherous and self-serving. In either case, stone giants are for themselves, taking care of their clans and villages over all else.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
6"	6/5+	8	9	3	3	6	60mm

WARGEAR

Fists (count as a hand-and-a-half hammer that is immune to the *Shatter* spell)

SPECIAL RULES

Terror, Throw Stones (range 18", Strength 10), Monstrous Charge, Resistant to Magic

TWO-HEADED TROLL..... 100 POINTS

TROLL, MONSTER, INFANTRY, WARRIOR

A troll with two heads, two-headed trolls are larger than the other trolls of the Misty Mountains and very hard to kill. While not as powerful as mountain trolls from Mordor, the two-headed troll is a ferocious killer with tough skin and a fearless aspect.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
6"	7/6+	6	6	3	3	3	60mm

Two-Headed Trolls may only be taken in Forces of Evil or neutral armies.

WARGEAR

Claws and Teeth

OPTIONS

Armor.....5 points

SPECIAL RULES

Burly, Terror, Throw Stones (range 12", Strength 8), Fearless, Resistant to Magic

Two Heads (Passive) – Every time the Two-Headed Troll suffers its last wound, roll a D6. On a 5+, the wound is ignored exactly as if a point of Fate had been spent. This is not cumulative with other special rules that confer the same effect.

CAVE TROLL.....75 POINTS
TROLL, MONSTER, INFANTRY, WARRIOR

Large trolls that are easily thrown into a mindless rage in battle, cave trolls are sophisticated enough to use weapons in battle, but beyond that lack most semblances of culture and intelligence. Usually pressganged into service by chieftains and warlords of the mountains, cave trolls provide reliable muscle with minimal training and tactical planning.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
6"	6/5+	6	6	3	3	3	40mm

Cave Trolls may only be taken in Forces of Evil or neutral armies.

WARGEAR

Spear

OPTIONS

Troll Chain.....5 points

May swap spear for hand-and-a-half hammer.....5 points

SPECIAL RULES

Burly, Terror, Throw Stones (range 12", Strength 8)

SNOW TROLL.....80 POINTS
TROLL, MONSTER, INFANTRY, WARRIOR

A white troll with a shaggy pelt that stalks and ambushes its prey, the snow troll is still large and hulking like the other trolls, but not quite as large. It uses this to its advantage to sneak up on creatures, taking them unawares as they crush their skulls and backbones.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
8"	5/5+	5	5	3	3	5	40mm

Snow Trolls may only be taken in Forces of Evil or neutral armies.

WARGEAR

Claws and Teeth

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8), Stalk Unseen, Woodland Creature

Ambush Attacker (Passive) – If the Snow Troll Chieftain benefitted from *Stalk Unseen* the turn before it charged, it gains +1 Fight Value and may reroll 1s to wound for the rest of the turn.

STONE TROLL.....60 POINTS
TROLL, MONSTER, INFANTRY, WARRIOR

A troll that is very sensitive to sunlight, stone trolls wander the mountains and vales in search of plunder and food, ambushing their prey and carrying off what they find. They are not as hardy or brave as other trolls, but they know how to wield primitive clubs and can fight with great ferocity when provoked.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
6"	5/5+	6	6	3	2	2	40mm

Stone Trolls may only be taken in Forces of Evil or neutral armies.

WARGEAR
Club

OPTIONS
May swap club for hand-and-a-half club.....5 points

SPECIAL RULES
Burly, Terror, Throw Stones (range 12", Strength 8)

WEREWOLF.....65 POINTS
WEREWOLF, INFANTRY, WARRIOR

A creature that blends wolf traits with mannish intelligence into an evil machine of death, werewolves move quickly and fight with a ferocity hard to rival even in the Misty Mountains. Dull to pain and capable of tracking quarries for miles, werewolves are feared by man and beast alike across the Ethenmoors.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
8"	5/6+	4	5	2	2	4	40mm

Werewolves may only be taken in Forces of Evil or neutral armies.

WARGEAR
Claws and Teeth

SPECIAL RULES
Terror, Fell Sight, Woodland Creature

Oblivious to Pain (Passive) – Every time the Werewolf suffers a wound, roll a D6. On a 4+, the wound is ignored exactly as if a point of Fate had been spent. This is not cumulative with other special rules that confer the same effect.

CARROCK BEAR..... 15 POINTS
BEAR, INFANTRY, WARRIOR

A large brown bear of the Carrock region, these bears climb very well and charge with the strength of a horse.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
6"	4/-	4	4	2	2	3	40mm

WARGEAR

Claws and Teeth

OPTIONS

Mighty Roar (counts as a War Horn).....20 points

SPECIAL RULES

Woodland Creature

Barreling Charge (Passive) – Carrock Bears are Strength +1 on the charge. If they win the duel roll and are fighting only infantry on a turn when they charge, the bear knocks its enemies prone as if it was a cavalry model.

Climber (Passive) – Carrock Bears are +1 to all climbing tests and may reroll the attempt if they wish.

CARROCK DEER..... 10 POINTS
DEER, INFANTRY, WARRIOR

A sleek deer of the Carrock region, deer served Beorn at his house and roamed the wilds of the mountains.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>	<u>Base Size</u>
10"	3/-	3	3	1	1	2	40mm

WARGEAR

Pronged Horns (count as daggers)

SPECIAL RULES

Woodland Creature, Fleetfoot

Graceful (Passive) – Carrock Deer are +1 to all jumping tests and may reroll the attempt if they wish.