

THE DARK AGE CHARACTER CREATION & CAMPAIGN INTRODUCTION

A Supporting Document for a Roleplay Adventure in the
Middle Earth Strategy Battle Game

Created by Aaron Kamakawiwoole
Founder and Creator, *The Warriors of Zorn* Roleplay Game

Chapter I: Introduction to the Campaign

The Dark Age is a roleplay campaign using roleplay elements based on the *Warriors of Zurn* series created by ZurnCentral.com and the core combat mechanics from the Middle Earth Strategy Battle Game by GamesWorkshop for the combat elements. Our goal is to simulate a hybrid of play between the two, allowing for enjoyable adventures in Middle Earth.

Consistent with the *Warriors of Zurn* system, players will only need six-sided dice (hereafter “D6”) to play the game. We also recommend a 12in/30cm or longer measuring device, and a 48in x 48in surface for the battle board (as this is the largest battle board in the campaign).

Players will be controlling characters aligned with the Forces of Evil. Your game master (hereafter “GM”) will have more information on the story itself, as he/she will be controlling the Forces of Good and neutral forces in the campaign. This packet is designed to introduce you to the game, walk you through character creation, and give a historical overview of where this falls in Tolkien’s timeline.

With the release of GamesWorkshop’s rules for Battle Companies, you can run this campaign as a Battle Companies campaign, either with one battle company for the Forces of Evil, or several working together (if multiple players want to run a battle company). If this is the case, modify the points fielded by the Forces of Good as appropriate to meet the battle company size of the player(s).

In this chapter, we will introduce you to the rules of the campaign.

THE RULES: SKILLS AND ACTIONS

The campaign is divided into two primary subgroups: the **roleplay** aspect of the campaign where the players tell what their characters do, how they interact with non-player characters (hereafter “NPCs”), and determine where they want to take the story, and the **combat** aspect of the campaign.

The combat aspect of the campaign follows the rules found in the Middle Earth Strategy Battle Game Core Rulebook released by GamesWorkshop. All rules present in that book (including advanced rules) are considered binding for gameplay, and serve as the basis for the roleplay aspect of the campaign.

The roleplay aspect of the campaign will mimic the *Warriors of Zurn* series in its nomenclature, though the rolling mechanic will be based off the character profile found in the Middle Earth Strategy Battle Game. Players will generally roll for the following skills as part of the roleplay aspect of the campaign:

- **Con:** The character may attempt to persuade someone of something that they know is false. The character rolls a D6 and adds their base **Courage** value to the roll. The target then rolls their Courage (2D6) and compares it to the Con difficulty: if the target does not succeed, they are conned. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Constitution:** The character’s ability to resist airborne poisons, diseases, etc. The character rolls a D6 and adds their base **Strength** value to the roll. If the result is equal to or higher than the difficulty for the poison, disease, or other effect, they avoid its effects. The target may use points of Fate (spent like a point of Might to promote the roll) or points of Might to assist the roll.

- **Construction:** A character may attempt to quickly build or repair a large object, building, etc. as specified by the mission content. The character rolls a D6 and adds their base **Strength** value to the roll. Others may help, applying half of their total (rolling a D6 and add their base **Strength**) to your result. If the result is equal to or higher than the difficulty for constructing the target object, building, etc., the result is successful. The target may use points of Might to assist the roll.
- **Elements:** The character attempts to resist the elements around them, whether it be extreme cold or extreme heat. The character rolls a D6 and adds their base **Strength** value to the roll. If the result is equal to or higher than the difficulty for the elements, the result is successful. If the roll fails, the character suffers 1 Wound from the cold. The target may use points of Fate (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Inspire:** The character attempts to inspire those around them. The character rolls a D6 and adds their base **Courage** value to the roll (with a +1 to the roll if they possess the *Veteran* or *Captain* special ability, +2 if they possess both). If the result is equal to or higher than the difficulty for the inspiration, the result is successful, granting characters within 3” +1 Fight Value (to a maximum of 10). Characters may only benefit from one *Inspire* at a time. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Intimidate:** The character may attempt to intimidate someone. The character rolls a D6 and adds their base **Strength** value to the roll. This sets the difficulty for the Intimidate. The target then rolls their Courage (2D6) and compares it to the Intimidate difficulty: if the target does not succeed, they are intimidated. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Knowledge:** The character has knowledge of history, cultural practices, etc. that are useful in interacting with the world around them. The character rolls a D6 and adds their **Courage** value to the roll. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Lockpicking:** The character attempts to pick a lock instead of breaking it. The character rolls a D6 and compares it to their **Fight Value** (as a measure of their dexterity and nimbleness): if the result on the D6 is equal to or lower than the Fight Value of the character, the character successfully picks the lock. The target may use points of Might to assist the roll.
- **Persuade:** The character may attempt to persuade someone of something (differentiated from a **Con** in that the character does not know it to be false). The character rolls a D6 and adds their base **Courage** value to the roll. The target then rolls their Courage (2D6) and compares it to the Persuade difficulty: if the target does not succeed, they are intimidated. The target may use points of Will (spent like a point of Might to promote the roll) or points of Might to assist the roll.
- **Search:** The character looks around to see what they can find, including potentially hidden dangers. The character uses their **Shoot Value** to search, with a success revealing hidden persons or things in that area (see the rules for **Sneak** below). The target may use points of Might to assist the roll.
- **Sneak:** The character attempts to hide (staying still) or sneak (move while remaining hidden) to avoid someone or something. The character rolls a D6 and compares it to their **Fight Value** (as a measure of their dexterity and nimbleness): if the result on the D6 is equal to or lower than the Fight Value of the character, the character is considered to be hiding, and must be detected on a successful **Search** roll. Characters with an elven cloak apply a -1 to the result of

the roll, as well as a -1 to the result of any **Search** roll made against the character. The target may use points of Might to apply a -1 to the roll.

- **Tracking:** The character is gifted in the art of tracking a creature, marrying search ability with knowledge of different terrain and environmental factors. The character uses their **Shoot Value** to search, with a success allowing them to follow a trail more effectively, and adding a -1 to **Search** actions taken by the creature while tracking the target creature (as the hunter is harder to find). The target may use points of Might to assist the roll.

Some ability checks may be made with **Advantage** or **Disadvantage**, as noted on the ability check. When you gain **Advantage**, roll 2D6 and take the higher result, or if performing a Courage Test, roll 3D6 and use the higher two. When you gain **Disadvantage**, roll 2D6 and take the lower result, or if performing a Courage Test, roll 3D6 and use the lower two.

The most common scenarios for gaining Advantage or Disadvantage are:

- **Familiarity:** If you are familiar with a terrain type, culture, etc. you may receive **Advantage** on the roll.
- **Environmental Factors:** If you are in a location that would enhance or inhibit your ability to perform a task (searching from a watchtower, constructing in darkness, etc.), you may gain **Advantage** or **Disadvantage** respectively.
- **Situational Modifiers:** The roleplay or combat results leading up to the ability check may give you **Advantage** or **Disadvantage**. So if you kill a host of men and then make an Intimidate check to make a man tell you what he knows, you may perform it at Advantage due to the results leading up to the Intimidate roll. Similarly if you suffer a grievous wound from an elf and then attempt an Intimidate roll, you will likely gain Disadvantage on the roll.

If you have a question as to whether you should gain Advantage or Disadvantage on an ability check, talk with your GM.

Player characters (and some NPCs) will refresh their **Might, Will, and Fate** points at the start of the day, defined as, “when the sun comes up,” as that is how people in Middle Earth measure days. The start of a day will be clearly noted to players during the campaign.

CHANGES TO COMBAT

When the party is not in combat they will not be on a battle board. But once a party member is engaged in combat, all players will place a miniature for their character on a battle board. Play then continues following the rules for the Middle Earth Strategy Battle Game by GamesWorkshop.

For the purposes of combat, there are no changes to the rules presented in the Core Rulebook. We want to note four things that will be in play, though, that players should keep in mind:

- **Lower Numbers:** In most scenarios the Forces of Evil is comprised of just the party or the party and a small set of allies. This means that you will be outnumbered in almost all of the scenarios. Plan for this when building your character and forming your party.
- **Perception:** As noted in the last section, rolls like **Search** and **Sneak** may be used in combat. These are free actions, and may only be attempted once per round. So keep in mind as you

think through character creation how well you roll to detect things that may be hidden, as well as how well you can hide from something you don't like.

- **New Scenario Rules:** Not all of the scenarios on the battle board are reflected in the Middle Earth Strategy Battle Game Core Rulebook. While we have primarily used the scenarios in the sourcebook as written, not all of them are exactly the same, so inasmuch as a new one appears you will be alerted to any changes.
- **New Units and/or Battle Company:** Due to the fact that the forces of Arnor are split into three primary factions, there is a host of new unit profiles we have created for this campaign. The old unit profiles are still present, but they have been renamed to fit the triad of kingdoms that sprung up in the aftermath of the collapse of the kingdom. So we present the new profiles below so that you can see what units you will face, and for your use in a casual game if you and your opponent are amenable.

The Kingdom of Arthedain

The Kingdom of Arthedain possesses the last great towns of Arnor, and thus they tend to be more well equipped than the forces of Rhudaur and Cardolan. Sitting on the northern border of the ancient kingdom, the warriors of Arthedain are pushed harder and further than the other kingdoms, forging them into a stout and resilient fighting force.

Arthedain Warrior (Arthedain, Arnor, Infantry)

8 Points

The warriors of Arthedain are the “shield” against the coming storm, standing in rank-and-file against the foe. With stout armor and shields they can weather waves of arrows loosed at them, as well as the pounding of swords, axes, picks, and maces wielded by the foe.

This is the profile of the *Warrior of Arnor*, and provides a durable “front line” soldier for the kingdom.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6"	4/4+	3	6	1	1	2

Equipment: Sword, Spear, Heavy Armor, Shield

Upgrades: May take a banner for 25pts

Arthedain Town Militia (Arthedain, Arnor, Infantry)

7 Points

Lighter militia designed to watch the walls and roadways of Arthedain, the militia are more lightly armored but are also trained in the use of bows to fend off bandits and orc raids. Still they are reliable infantry, especially as a second rank behind a line of warriors, providing spear and archery support for the heavy infantry as long as the line holds.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6"	3/4+	3	4	1	1	2

Equipment: Sword, Spear, Armor, Bow

Arthedain Lancer (Arthedain, Arnor, Cavalry)**14 Points**

Fast riders with long lances for riding down orcs and would-be rabble-rousers, the lancers of Arthedain are decent cavalry for the north country. They still suffer from the timidity of a broken people, so you will not commonly see these lancers charging trolls or fell spirits of the north, but when the ranks of the enemy draw up, the men of Arthedain mount their steeds to ride them down into the dust.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
10"	4/4+	3	5	1	1	2

Equipment: Sword, Lance, Armor, Shield

Upgrades: May take the following upgrades:

- Banner: 25pts

Special Rules: *Expert Rider*

Arthedain Captain (Arthedain, Arnor, Infantry, Hero of Fortitude)**55 Points**

The captains of Arthedain sport the heavy armor of their people. Often assigned to guard the various towers and settlements of the western reaches of Arnor stretching out to Lake Evendim, captains aid in keeping order among the rank-and-file of Arnor's armies.

This is the profile of the *Captain of Arnor*, and will help to hold the line against the foe.

<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>
6"	5/4+	4	7	2	2	3	2/1/ 1

Equipment: Sword, Heavy Armor, Shield

Upgrades: May take the following upgrades:

- May Exchange Shield for Bow: Free

Heroic Actions: March

Lord of Arthedain (Arthedain, Arnor, Infantry, Hero of Valour)**65 Points**

A local lord who leads the forces of Arthedain, they sport the best arms and armor available and fight with great vigor to hold the line against the forces of Angmar. Often taking up lances and horses and mounting up beside the lancers, the lords of Arthedain are among the most noble of the remnant of Arnor on the battlefield, bravely taking on those that their men are too afraid to charge.

<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>
6"	5/4+	4	6	2	2	4	2/2/ 1

Equipment: Sword, Heavy Armor

Upgrades: May take the following upgrades:

- Shield: 5pts
- Lance: 5pts

- Horse: 10pts

Heroic Actions: Strike, Defense

Special Ability: **Hold Fast:** **Arthedain** models are +1 Courage when within 6" of a Lord of Arthedain.

The Kingdom of Rhudaur

The eastern reaches of the old kingdom, the Kingdom of Rhudaur is sparsely populated due to the trolls that live in the region and constant raiding by the orcs of the mountains. The result is a flexible and mobile group of archers, relying on distance and careful aim over armor and formal lines. These are rangers and horsemen of great quality, though lightly armed and armored, relying on the woods and hills to protect them over fortifications and shields.

Rhudaur Ranger (Rhudaur, Arnor, Infantry)

8 Points

The rangers of Rhudaur are stout warriors, wielding bows (and sometimes spears) to fend off the evil that invades their land. Trained in martial combat both at range and hand-to-hand, the rangers of Rhudaur are skilled warriors, though admittedly lightly armed and armored to help them move swiftly through the hill country.

This uses the *Ranger of Armor* profile, and provides both reliable archery support and a decent second rank of spearmen to support a battle line.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6"	4/3+	3	4	1	1	3

Equipment: Sword, Bow, Armor

Upgrades: May take the following upgrades:

- Spear: 1pt

Rhudaur Woodsman (Rhudaur, Arnor, Infantry)

7 Points

The woodsmen of Rhudaur are stout warriors, using axes to fell trees for homes, walls, and weapons, while also equipped with bows and daggers for hunting and skinning creatures. The backbone of the Rhudaur economy, the woodsmen are also the men in the most danger, going into places commonly haunted by evil or dangerous creatures in order to provide for their villages and towns.

Lightly armored but capable of dealing great damage with their axes, woodsmen are often supported by rangers and swordsmen to insure their survival, as they can be overwhelmed quite easily.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6"	4/4+	3	3	1	1	2

Equipment: Two-Handed Axe, Dagger, Bow

Special Rules: *Woodland Creature*

Rhudaur Swordsman (Rhudaur, Arnor, Infantry)

8 Points

The swordsmen of Rhudaur combine their fighting prowess with swords with the nimbleness of daggers for parrying and quick strikes. While not as skilled as the rangers in accuracy, the swordsmen of Rhudaur still aid in repelling enemies at range with their bows, then drawing their swords and daggers when the battle closes to melee.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6"	4/4+	3	4	1	1	2

Equipment: Sword, Bow, Armor, Dagger

Special Rules: *Paired Fighting* (while wielding a sword and dagger, the bearer gains +1 Attack)

Rhudaur Captain (Rhudaur, Armor, Infantry)

55 Points

The captains of Rhudaur patrol the forests and outcroppings of Rhudaur, serving as a flexible shield against marauding forces from the east and northern vales. Accurate and mobile, these captains rely on far less armor than their Arthedain counterparts, hoping to kill the enemy from a distance before it can close to melee.

<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>
6"	5/3+	4	5	2	2	3	2/1/ 1

Equipment: Sword, Armor, Bow

Upgrades: May take the following upgrades:

- Horse: 10pts
- Dagger and *Paired Fighting* special rule: 15pts

Heroic Actions: Accuracy

Lord of Rhudaur

65 Points

A local lord who leads the forces of Rhudaur, they sport excellent weaponry and are sometimes able to procure horses for quick travel across the battlefield. Wise and shrewd, the men of Rhudaur turn to their lords for leadership and guidance, providing reliable valor in a fight and a steady hand to bring the enemy low.

<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>
6"	5/4+	4	5	2	2	4	2/2/ 1

Equipment: Sword, Armor

Upgrades: May take the following upgrades:

- Shield: 5pts
- Bow: 5pts
- Horse: 10pts

Heroic Actions: Accuracy, Resolve

Special Ability: Move Swiftly: Rhudaur models gain the *Mountain Dweller* special rule when within 6” of a Lord of Rhudaur. Warriors in the Lord of Rhudaur warband do not count toward your army’s bow limit.

The Kingdom of Cardolan

The region of Cardolan is a hill country where livestock are common, and those that live here have a harsh life with no natural or man-made defenses. The result is a culture of skirmishers and brave sword brothers, sworn to protect the lords of Cardolan.

A landscape of downs and rolling hills, the Cardolans live a more pastoral life, with smaller villages maintained and defended through force of will and true grit. For centuries the Cardolans have aided the Arthedain armies in preserving what remains of the old kingdom, even as the Witchking conquered town after town, fortress after fortress.

While not as well armored as the men of Arthedain, the Cardolans are more courageous.

Cardolan Shepherd (Cardolan, Arnor, Infantry)

7 Points

The shepherds of Cardolan watch over the sheep of the region, and when engaged by brigands, wargs, or orcs, they fight with vigor and ferocity. When their lord summons them to battle, they are often placed on the flanks where they can pelt the ranks of the enemy to support the main body, relying on speed and accuracy to keep them safe. Cheap levies that melt away at the sign of danger, they are good mid-range attackers, if perhaps not reliable when a fight gets grim.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6”	2/3+	3	3	1	1	2

Equipment: Two-Handed Staff, Dagger, Sling (12” range, S2 hit, and may fire twice if the bearer doesn’t move)

Special Rules: *Mountain Dweller*

Cardolan Hillman (Cardolan, Arnor, Infantry)

10 Points

The men of the hills use throwing spears and long weapons to keep their enemies at bay due to their lack of armor. Armed with javelins and spears behind stout shields, the hillmen are harassing infantry that can form up in ranks as a makeshift “anvil” for the rest of the Cardolans to swarm and overwhelm.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6”	3/4+	3	5	1	1	2

Equipment: Spear, Throwing Spears, Armor, Shield

Special Rules: *Mountain Dweller*

Cardolan Oathsworn (Cardolan, Arnor, Infantry)

7 Points

The bravest of the men of Cardolan use large two-handed swords to cleave through their enemies, not afraid to charge headlong into them to drive off the enemy. Lacking in armor, oathsworn Cardolan warriors are brave beyond belief, putting all of their faith in their training with the blade.

<u>Move</u>	<u>F/S</u>	<u>S</u>	<u>D</u>	<u>A</u>	<u>W</u>	<u>C</u>
6"	4/4+	3	3	1	1	4

Equipment: Two-Handed Sword, Dagger

Special Rules: *Sprint*

Cardolan Captain (Cardolan, Arnor, Infantry)

55 Points

The captains of Cardolan are often heads of local clans, skilled in battle and fearless in the face of any danger. They don't live to be very old, but in their time they accrue such glory as will earn them a place in one of the many barrows that dot Cardolan's landscape. Armed to the teeth and capable of killing many before meeting a glorious end, the captains of Cardolan serve their lord with unwavering valor.

<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>
6"	5/4+	4	4	2	2	4	2/1/ 1

Equipment: Two-Handed Sword, Dagger

Upgrades: May take the following upgrades:

- Throwing Spears: 5pts
- Sling: 5pts

Heroic Actions: Strength

Special Rules: *Bodyguard* (*Arnor*)

Lord of Cardolan (Cardolan, Arnor, Infantry)

60 Points

A local lord who leads the forces of Cardolan, he sports the best armor his people can find, and often hefts the javelin or the greatsword alongside his men. Often found in the second rank to keep his men in line and encourage them as they stand their ground, the lords of Cardolan encourage their men to flee the enemy and harass them rather than engage in pitched battles.

<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>
6"	5/4+	4	5	2	2	4	2/2/ 1

Equipment: Spear, Armor

Upgrades: May take the following upgrades:

- Shield: 5pts
- Throwing Spears: 10pts
- Two-Handed Sword: 5pts
- Sling: 5pts

Heroic Actions: March, Accuracy

Special Ability: **Loose at Will:** Cardolan models are +1 to their Shoot Value when within 6" of a Lord of Cardolan.

Battle Company: The Ruins of Arnor

If you are doing a battle company format for this campaign, we present the following as a replacement for the standard Arnor battle company.

Starting Warriors: 2 Arthedain Town Militia, 2 Rhudaur Woodsmen, 2 Cardolan Shepherds, 1 Cardolan Hillman

Warrior Upgrades:

- Arthedain Town Militia upgrades to Arthedain Warrior
- Rhudaur Woodsman upgrades to Rhudaur Ranger
- Cardolan Shepherd upgrades to Cardolan Hillman

Reinforcements:

- 1: No Reinforcements
- 2: Cardolan Shepherd or Hillman
- 3: Rhudaur Ranger or Arthedain Town Militia
- 4: Rhudaur Swordsman
- 5: Arthedain Warrior
- 6: Roll on the special chart

Special Chart:

- 1: Cardolan Oathsworn
- 2: Rhudaur Swordsman
- 3: Arthedain Lancer
- 4-6: Any 1 warrior option

Army Special Rule: All warriors are +1 Courage when charging an enemy.

Upgrade: Hillfolk: The warrior may ignore penalties for moving through difficult terrain.

Now that you know how to play the game, let's get to work building your character. The next chapter will walk you through the process, including an example character that will be built by our sample player, Chris.

Chapter II: Character Creation

Creating a character for the *Shadows in the North* campaign is very simple: you **select a profile**, purchase your **equipment**, and then select your **skills** and **upgrades**, including new equipment choices and skills not present in the Middle Earth Strategy Battle Game.

Those familiar with creating characters from the *Warriors of Zorn* series will recognize this method of character creation, as it reflects the character creation system in that game.

CHARACTER CREATION RULES

Character creation in the campaign is very straightforward: you will have **100 points** to spend on your hero. Your hero will be roughly based on the profile of a warrior or captain model from the Middle Earth Strategy Battle Game, making it easier to supply a miniature for your character from your current collection (i.e., you don't need to purchase a miniature for the campaign if price is a limiting factor).

Your points will be spent on the following things:

- Your **profile**, which includes your race, base stats, special abilities, and heroic actions.
- Your **equipment** that you gain with the profile. So if a profile includes a sword, the character starts with a sword and does not need to pay for it, but might spend points to purchase an axe as well, for example.
- Your **upgrades**, including additional Might/Will/Fate points and advancing your base stats.
- Your **skills**, including special abilities, magic spells, and additional heroic actions.

STEP 1: SELECT YOUR CHARACTER PROFILE

Your **profile** is the basic element of your character. The points cost reflects the relative strength of the character innately, apart from special abilities and powers. For more information on what each of the elements of the profile does, consult the Middle Earth Strategy Battle Game Rules Manual.

Select one profile for your character. Note how many points you spend, as spending less points here will free up more options for advancing the character in future steps. We present the profiles in the order that they appear in the Armies of Middle Earth sourcebook.

Each profile also comes with two **specializations**. You are not required to take a specialization: it represents a specific element of the culture tied to the profile, and is used to thematically improve your base profile. A character may take a maximum of one specialization from their profile.

ANGMAR

Orc Footman (40 pts)

An orc warrior who has received basic training in how to fight. He is not particularly strong or brave when the going gets tough, but where he comes from there are a lot more of them. Orcs that undertake the missions of the Great Eye and his servants, though, tend to be more fanatical in their service, as is the case of the footmen of Angmar.

Playing an Orc Footman gives great room for customization, as you have only used half of your points (if that) when purchasing the profile. While several of the races have orc profiles, each one of them is different – in Angmar they tend to be more vengeful, due to their constant wars against the Forces of Good to the south.

<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>
6"	3/5+	4	6	2	2	3	2/1/1

Equipment: Sword or Mace or Pick, Armor, Shield

Special Rules: *Hatred* (*SELECT 1 RACE*)

Heroic Actions: March

Specialization: An Orc Footman may take the **Angmar Stalker** upgrade for **5 pts** (gaining the *Stalk Unseen* special rule) or the **Angmar Warden** upgrade for **5 pts** (adding +1 Defense).

Angmar Orc Shaman (45 pts)

The shamans of Angmar are raging wizards, knowledgeable of the dark arts through years of passing down incantations and spells to new practitioners. While they pale in comparison to elvish spellcasters on the whole, they are no less dangerous through their ability to use controlling and aura magic.

We knew in creating these profiles that there were going to be a lot of shamans, and we didn't want to make them all exactly like each other (much like how we've done with elvish spellcasters, only we have about double the number of shamans for Forces of Evil). Angmar shamans tend to be focused more on support and hex magic, weakening enemies and fortifying their allies.

<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>
6"	3/5+	4	5	1	2	3	1/3/1

Equipment: Spear or Sword, Armor

Magic Spells: [Select 2 available spells as your starting spells]

Special Rules:

Heroic Actions: Channeling

Specialization: An Angmar Orc Shaman may take the **Angmar Blood Shaman** upgrade for **5 pts** (adding +1 to cast *Control* spells) or the **Angmar War Caller** upgrade for **5 pts** (adding +1 to cast *Aura* spells).

Barrow Wight (60 pts)

The shamans of Angmar are raging wizards, knowledgeable of the dark arts through years of passing down incantations and spells to new practitioners. While they pale in comparison to elvish spellcasters on the whole, they are no less dangerous through their ability to use controlling and aura magic.

We knew in creating these profiles that there were going to be a lot of shamans, and we didn't want to make them all exactly like each other (much like how we've done with elvish spellcasters, only we have about double the number of shamans for Forces of Evil). Angmar shamans tend to be focused more on support and hex magic, weakening enemies and fortifying their allies.

But this does not mean that you cannot take a damage spell or two for removing enemy models from the table: you are playing an orc shaman, and that sounds perfectly in-character for an orc.

<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>
6"	3/6+	3	7	1	2	5	1/4/ 1

Equipment: Spectral Blade, Ancient Heavy Armor

Magic Spells: *Paralyze*

Special Rules: *Blades of the Dead*

Heroic Actions: Channeling

Specialization: A Barrow Wight may take the **Barrow Downs Wight** upgrade for **5 pts** (adding +1 Strength) or the **Carn Dum Shade** upgrade for **5 pts** (inflicting a -1 penalty to the duel rolls of enemy models when within 3" of the bearer).

Angmar Cave Troll (95 pts)

The cave trolls of Angmar are more wild and savage than their Moria and Mordor cousins. They still boast large weapons and dangerous wrath, all shrouded within tight muscles and thick hides, making them extremely dangerous in close combat and hard to kill. Unlike other trolls, however, they have to hunt for their own prey instead of being fed regularly by goblins or orcs (sometimes being fed goblins or orcs, as the case may be).

Cave trolls don't leave a lot of room for customization, but you're playing a troll: lots of attacks, lots of wounds, and a decent bit of protection against arrows and blades. While the cave trolls of Moria tend to be more resilient and the cave trolls of Mordor tend to be more damaging, the cave trolls of Angmar tend to have more options for alternate play, with greater emphases on monstrous attacks and ranged combat.

Cave trolls, like a lot of Angmar profiles, suffer from a low Courage value, so don't plan on making too many knowledge rolls or reliably charging *Terror* models. But beyond that flaw, there are very few that come with the troll.

<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>
6"	6/5+	6	6	3	3	3	1/1/ 1

Equipment: Two-Handed Hammer or Two-Handed Pick

Special Rules: *Burly*, *Terror*, *Throw Stones* (Strength 8, Range: 12”), *Monster* (grants Brutal Power Attacks)

Heroic Actions:

Specialization: An Angmar Cave Troll may take the **Trollshaws Troll** upgrade for **5 pts** (gaining the *Master of Ambush* special ability and adds +1 to all **Sneak** attempts) or the **Rhudaur Troll** upgrade for **5 pts** (adding +2” to the distance the model is thrown when using the *Hurl* attack, and +2” to the troll’s movement distance when using the *Barge* attack).

MORDOR

Morannon Orc (45 pts)

A large, well-armed orc who serves the Great Eye, the Morannon offers both strength and resilience in close combat. Morannons may lack the discipline of Gondorian or Easterling infantry, but what they lack in discipline they make up for in sheer range. With weapons and bodies made for brute force and destruction, a morannon orc is a dangerous foe to have near you.

Some of the Morannons are known to go into a wild frenzy before battle, and are sent into battle by the captains of the Great Eye to mess up the lines of the enemy due to their fanaticism.

<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>
6"	4/5+	4	7	2	2	3	2/1/1

Equipment: Sword or Mace or Pick, Heavy Armor, Shield

Special Rules:

Heroic Actions: Strength

Specialization: A Morannon Orc may take the **Udun Brute** upgrade for **5 pts** (adding +1 to Strength) or the **Morannon Fanatic** upgrade for **5 pts** (gains the *Oblivious to Pain* special ability).

Black Numenorean (70 pts)

The Numenoreans were faced with a critical decision: follow Eru Illuvatar, or devote themselves to Sauron. Some stayed true to Illuvatar, but others bowed to Sauron, and these we know as the Black Numenoreans. Skilled with arms and terrifying in battle, Black Numenoreans are more resilient and courageous in battle than most of the Forces of Evil.

<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>
6"	5/4+	4	7	2	2	5	2/1/1

Equipment: Sword, Shield, Heavy Armor

Special Rules: *Terror*

Heroic Actions: March, Strike

Specialization: A Black Numenorean may take the **Morgul Knight** upgrade for **5 pts** (gaining a horse) or the **Umbar Warden** upgrade for **5 pts** (adding poisoned throwing daggers).

Mordor Troll (95 pts)

The mountain trolls of Mordor are stronger than their Moria and Angmar cousins, and it shows. With large weapons and training that includes the use of armor and shields, it is hard to get past the raw strength and might of a Mordor troll.

Mordor trolls don't leave a lot of room for customization, but you're playing a troll: lots of attacks, lots of wounds, and a decent bit of protection against arrows and blades. Mordor trolls are built for raw damage, so if you are looking for something that can chomp through lines, this is your profile.

Mordor trolls, like a lot of Mordor profiles, suffer from a low Courage value, so don't plan on making too many knowledge rolls or reliably charging *Terror* models. But beyond that flaw, there are very few that come with the troll.

<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>
6"	7/6+	7	6	3	3	3	1/1/1

Equipment: Sword or Two-Handed Hammer

Special Rules: *Burly*, *Terror*, *Monster* (may use Monster Brutal Attacks)

Heroic Actions:

Specialization: A Mordor Troll may take the **Udun Troll** upgrade for **5 pts** (adding +1 Might) or the **Morannon Troll** upgrade for **5 pts** (gaining the *Warrior Born* special ability).

MORIA

Moria Goblin Warrior (30 pts)

Small and deadly in large numbers, a lone goblin may not look like much on the surface. But underground goblins are very dangerous, easily traversing perilous places that other races would rather not cross, and seeing in the dark as well as other races see in the daylight.

A goblin warrior gives incredible room for customization, with 65-70 pts for stat upgrades, equipment, and special rules. So whether you wish to play a sneaky ambusher, a hardened warrior in heavy armor, or a mounted goblin tearing through the enemy on a warg, you can do all of it.

<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>
5"	3/5+	4	5	2	2	3	2/1/1

Equipment: Sword or Spear or Bow, Armor

Special Rules: *Cave Dweller*, *Backstabbers*

Heroic Actions:

Specialization: A Goblin Warrior may take the **Moria Runner** upgrade for **5 pts** (adding +2" of movement) or the **Moria Wallcrawler** upgrade for **5 pts** (gains the *Swift Movement* special ability).

Moria Goblin Marauder (50 pts)

The goblins possess the ability to speak the same language as the wild wargs of the Misty Mountains, and they often coordinate their attacks against travelers through the passes and the woodmen of the valley. Goblin marauders are trained warg riders, using the great speed and strength of the warg to compliment their cunning planning.

Goblin marauders boast a wider array of possibilities. The Fight Value 3 from the warg makes it easier to win fights without paying points for a high Fight Value, and the solid Strength from either the rider or the warg allows you to either build a powerful attacker on the mount or hone your build toward archery and ranged combat with the warg performing the attacks in close combat. Either way, you have a lot of options for damage up close or far away.

Goblins are also smaller than orcs: a goblin marauder may carry an additional passenger if the other passenger is a goblin or orc.

<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>
5"	2/4+	4	5	2	2	3	2/1/1

Equipment: Sword, Bow, Armor, Warg

Special Rules: *Cave Dweller*, *Backstabbers*

Heroic Actions: March

Specialization: A Goblin Marauder may take the **Eregion Raider** upgrade for **5 pts** (gains the *Horse Lord* special rule) or the **Moria Sentry** upgrade for **5 pts** (adding +1 Shoot Value).

Moria Cave Troll (95 pts)

The cave trolls of Moria are hearty, dour, and hard to kill in a fight. With thick hides and strong arms wielding large hammers, the goblins breed cave trolls for one purpose: breaking through the defenses that their forces find difficult to swarm.

Cave trolls don't leave a lot of room for customization, but you're playing a troll: lots of attacks, lots of wounds, and a decent bit of protection against arrows and blades. And the cave trolls of Moria in particular are on the hardier side of trolls due to their past wars against the dwarves.

Cave trolls, like the rest of the Moria list, suffer from a low Courage value, though, so don't plan on making too many knowledge rolls or reliably charging *Terror* models. But beyond that flaw, there are very few that come with the troll.

<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>
6"	6/5+	6	6	3	3	3	2/1/1

Equipment: Two-Handed Mace

Special Rules: *Burly*, *Terror*, *Monster* (may use Monster Brutal Power Attacks)

Heroic Actions:

Specialization: A Moria Cave Troll may take the **Dwarrowdelf Troll** upgrade for **5 pts** (gains the *Throw Stones* (Strength 8, Range: 12") special ability) or the **Mazarbul Troll** upgrade for **5 pts** (adding +1 Fate).

ISENGARD

Orc Workman (20 pts)

An orc employed by Saruman to aid in the industry of Isengard, orc workmen don't look like much, but they offer willing service to the White Hand. With 75+ Advancement Points to spend, they are among the cheapest profiles in the list, and thus offer you a wide range of customization, though at the cost of poor stats.

<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>
6"	3/5+	4	5	2	2	2	1/1/ 1

Equipment: Pick or Two-Handed Axe or Bow, Armor

Special Rules:

Heroic Actions: March

Specialization: An Orc Workman may take the **Orc Archer** upgrade for **5 pts** (adding +1 Shoot Value) or the **Orc Forester** upgrade for **5 pts** (adding +1 Strength).

Uruk-Hai Shaman (50 pts)

The shamans of the Uruk-Hai are stronger than their orc cousins, and tend to focus on powerful spells in light of this. They keep the frontline warriors in line, heightening their power or enfeebling enemies to bring the foe to their knees. While not as powerful in close combat as an uruk warrior, shamans still sport above-average competency in battle, making them more reliable in a fight than your average shaman or support hero.

<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>
6"	4/5+	4	5	1	2	3	1/3/ 1

Equipment: Spear or Sword, Armor

Magic Spells: [Select 2 available spells as your starting spells]

Special Rules:

Heroic Actions: Channeling

Specialization: An Uruk-Hai Shaman may take the **Uruk War Shaman** upgrade for **5 pts** (adding +1 all *Damage* spell to-wound rolls) or the **Uruk Battle Sage** upgrade for **5 pts** (adding +1 to cast *Control* spells).

Uruk-Hai Scout (65 pts)

A powerfully large orc specially bred by Saruman, the scouts of Isengard are quick on their feet and powerful in combat. Armed with powerful bows, broad shields, and hefty falchion-like blades, uruk-hai scouts may not be the most armored warriors in a skirmish, but they will do good work cleaving through enemy lines.

<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>
6"	5/4+	5	5	2	2	3	2/1/1

Equipment: Sword, Armor, Uruk-Hai Bow or Shield

Special Rules: *Woodland Creature, Tracker*

Heroic Actions: March

Specialization: An Uruk-Hai Scout may take the **Uruk Marauder** upgrade for **5 pts** (adding +2" of movement) or the **Feral Uruk-Hai** upgrade for **5 pts** (gaining the *Oblivious to Pain* special rule).

Uruk-Hai Warrior (70 pts)

The elite rank-and-file troops of Isengard, uruk-hai warriors are dispatched when Saruman needs work *done*. Heavily armed and armored and bred from birth for battle, these warriors are among the best

<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>
6"	5/4+	5	5	2	2	3	2/1/2

Equipment: Sword, Heavy Armor, Shield or Crossbow

Special Rules:

Heroic Actions: Strike, Strength

Specialization: An Uruk-Hai Warrior may take the **Uruk Marauder** upgrade for **5 pts** (adding +2" of movement) or the **Uruk-Hai Berserker** upgrade for **5 pts** (gaining the *Oblivious to Pain* special rule, and trading out his sword and shield/crossbow for a two-handed sword and dagger).

EASTERLINGS

Easterling War Priest (40 pts)

A relatively cheap shaman (allowing for a wide variety of spells or other customization options), the war priest provides a durable platform for building a decent melee warrior, a good spellcaster, and, thanks to being an Easterling, an option to take an armored horse as a mount. So if you want to cast spells but also participate in melee effectively, this is a really good option for you.

Some war priests stand in the back and provide assistance to their allies (most commonly *Bladenrath* and *Fury*), while others get their hands dirty alongside the rest of the servants of Sauron, shedding blood in his honor. Whatever you find fun, you can play it with a war priest.

<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>
6"	3/5+	3	6	1	2	3	1/3/ 1

Equipment: Battle Stave (counts as a spear and a two-handed axe), Heavy Armor

Magic Spells: [Select 2 available spells as your starting spells]

Special Rules:

Heroic Actions: Channeling

Specialization: An Easterling War Priest may take the **Shaman** upgrade for **5 pts** (adding +1 cast *Aura* spells) or the **Battle Priest** upgrade for **5 pts** (gaining +1 Attack).

Easterling Warrior (50 pts)

A hearty warrior from the East, some of the clans of the Easterlings have not yet bowed to the will of Sauron and fight constantly with the edain and elves to the west and the other Easterling clans of the east. Heavily armored and loyal to their leaders, the Easterlings may not be the most impressive fighters on the battlefield, but they are reliable.

The Easterling Warrior gives lots of room for customization. You can create a frontline fighter, a decent archer, or even a caster if you take the appropriate specialization. This makes it one of the few profiles you can radically switch as the campaign progresses, adding a new level of versatility.

<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>
6"	4/4+	4	6	2	2	4	2/ 1/ 1

Equipment: Sword or Hand-and-a-Half Axe or Pike, Heavy Armor

Special Rules: *Loyal to the Captain*

Heroic Actions: Strike

Specialization: An Easterling Warrior may take the **War Priest** upgrade for **5 pts** (gaining *Heroic Channeling* and may take spells) or the **Phalanx Fighter** upgrade for **5 pts** (gaining the *Shieldwall* special rule).

Easterling Dragon Cult Acolyte (65 pts)

A devotee of Sauron training to become a Dragon Knight, the dragon cult acolytes are skilled warriors with a range of blades to aid in accomplishing the will of their master. With a ranged attack adding to their “threat range,” acolytes offer a longer reach to deal with targets, and excel at fighting enemies that hide behind a barrier to save themselves from the foe.

I’ll be honest; I don’t know what I think about this profile. But I’m inclined to think that it fits a nice option for both resilience and damage potential with useful tricks to make them more reliable.

<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>
6”	5/4+	4	5	3	2	5	1/1/ 1

Equipment: 2 Swords, Throwing Daggers, Armor

Special Rules: *Unyielding Combat Stance*, *Supreme Agility* (the model adds +2 to all Jump, Leap, and Climb tests, and automatically passes all In the Ways to strike a model defending a barrier or doorway)

Heroic Actions: Accuracy

Specialization: An Easterling Dragon Cult Acolyte may take the **Acolyte Assassin** upgrade for **5 pts** (gaining +1 Shoot Value) or the **Undying Servant** upgrade for **5 pts** (adding +1 Fate Point).

Easterling Wainrider (75 pts)

A scout rider of the Easterling forces, the wainriders (or “cart riders”) trade the formational training and heavy barding of the kataphracts for a mobile ranged platform. While they may lack the melee prowess of the other warriors of the Easterling clans, they trade this for keen accuracy and greater speed, with their chariots providing some protection against those who would wish them harm.

If you need a fast scout or archer, this is an excellent profile for you. And with heavy armor, even if an enemy catches you, there is a good chance that you won’t go down.

<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>
6”	3/3+	4	6	2	2	4	2/1/ 1

Equipment: Sword, Bow, Heavy Armor, Chariot

Special Rules:

Heroic Actions: Accuracy

Specialization: An Easterling Wainrider may take the **Scout** upgrade for **5 pts** (gaining the *Tracker* special rule) or the **Marksman** upgrade for **5 pts** (adding +1 to their Shoot Value).

Easterling Dragon Knight (75 pts)

The mightiest warriors of the army of the Dragon King, the Easterling Dragon Knights are skilled warriors capable of taking on any mortal men in their path. Armed with two swords (and often a horse

to aid in closing distance) and an insatiable lust for battle, dragon knights often win great renown and bring home the best spoils of war while on campaign.

There is not much room to customize this profile, but what you get is solid, reliable killing power.

<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>
6"	5/4+	4	5	3	2	3	2/1/ 1

Equipment: 2 Swords, Heavy Armor

Special Rules: *Blood and Glory*, *Unyielding Combat Stance*, *Phalanx*, *The Gleaming Horde*

Heroic Actions: Strike

Specialization: An Easterling Dragon Knight may take the **Golden Dragon** upgrade for **5 pts** (gaining +1 Fight Value) or the **Exalted Hero** upgrade for **5 pts** (adding the *elven-made weapon* rule to his swords).

Easterling Kataphract (80 pts)

Heavy knights with a powerful charge, the kataphracts of the Easterlings run down their enemies in a tight formation, maximizing the impact of their charge. Capable warriors that can reach Strength 5 on the charge, kataphracts will tear through lightly armored enemies, shrugging off arrows and blades.

While the kataphract is expensive, you still have room to boost stats and add special rules to make the character more effective as a melee fighter. And with a decent Courage stat, even terrifying enemies will not dissuade you.

<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>
6"	4/4+	4	7	2	2	4	2/1/ 2

Equipment: Sword, Shield, Heavy Armor, Armored Horse

Special Rules: *Thunderous Charge*, *Shieldwall*

Heroic Actions:

Specialization: An Easterling Kataphract may take the **Scar Veteran** upgrade for **5 pts** (gaining the *Veteran* special rule) or the **Champion** upgrade for **5 pts** (adding +1 Fight Value).

KHAND

Khandish Warrior (55 pts)

The mercenaries of Khand fill gaps in conventional armies, which means they tend to come in two stripes: warriors trained in the use of two-handed weapons for maximum killing potential up close, or skilled aim with a bow for added killing potential at range. Whatever your needs, a Khandish Warrior gives you what you're looking for.

For a decent cost you get access to a quality warrior choice, customizable to meet your needs but with a good baseline of stats. It doesn't come with a lot of baked in special rules and heroic actions, but what it does give you is a solid starting point for any kind of martial character.

<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>
6"	5/4+	4	5	2	2	4	2/2/ 1

Equipment: Dagger, Armor, Hand-and-a-Half Axe or Bow

Special Rules:

Heroic Actions:

Specialization: A Khandish Warrior may take the **Khandish Pillager** upgrade for **5 pts** (adding +1 Strength) or the **Khandish Archer** upgrade for **5 pts** (adding a Longbow to your equipment).

Khandish Horseman (70 pts)

Not all cultures have thoroughbred horses, and that means that some warlords will come looking for mounted mercenaries. The Khandish clans raise excellent horsemen, and the result is a mercenary option well worth taking.

While decently expensive thanks to the inclusion of a horse, the Khandish Horseman offers you a mounted warrior that can either charge home into an enemy or skirmish at range, depending on your needs. And all with a higher fighting prowess than your average Rohirrim Rider.

<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>
6"	5/4+	4	5	2	2	4	2/2/ 1

Equipment: Dagger, Armor, Hand-and-a-Half Axe or Bow

Special Rules: *Horse Lord*

Heroic Actions:

Specialization: A Khandish Horseman may take the **Khandish Raider** upgrade for **5 pts** (adding +2" of movement to both the warrior's profile and the horse's profile) or the **Khandish Scout** upgrade for **5 pts** (gaining +1 Shoot Value).

Khandish Charioteer (80 pts)

Known throughout the East for their use of chariots, the Khandish chieftains and their most trusted men use these to mow down infantry with ruthless efficiency. While not as maneuverable as cavalry, a chariot offers a sizable advantage in both its melee capabilities and its platform for archery.

This is an expensive profile, no doubts about it. But if you enjoy using chariots, it's one of the few ways to get one.

<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>
6"	5/4+	4	5	2	2	4	2/2/2

Equipment: Dagger, Armor, Hand-and-a-Half Axe or Bow, Khandish Chariot

Special Rules:

Heroic Actions:

Specialization: A Khandish Charioteer may take the **Khandish Champion** upgrade for **5 pts** (adding +1 Fight Value) or the **Khandish Noble Archer** upgrade for **5 pts** (adding +1 to your to-wound rolls with ranged attacks).

THE SERPENT HORDE

Haradrim Warrior (40 pts)

An eastern warrior of a Haradrim clan not allied to Sauron, these men have long fought their neighbors on all sides, trading with other clans in caravans to gain what they need. The result is that they have a strong warrior culture and are very wary, keeping a close eye on the horizon of sudden dangers.

Haradrim warriors may not be the mightiest warriors in the game, but they leave a lot of room for customization and can be built for frontline, ranged, or support roles.

<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>
6"	3/3+	4	4	2	2	3	2/1/ 1

Equipment: Spear or Bow, Cloak

Special Rules: *Tracker*

Heroic Actions:

Specialization: A Haradrim Warrior may take the **Shaman** upgrade for **5 pts** (gaining the *Healing Herbs* special rule) or the **Serpent Warrior** upgrade for **5 pts** (adding *Poison* to all weapons he/she owns).

Haradrim Raider (60 pts)

A light cavalryman designed either as a light lancer or a ranged harasser, the raiders of the Haradrim are often used to escort caravans, cripple an enemy force before they engage the main body of troops, ride down soft targets of the enemy, or quickly carry off goods needed by the tribe. Whatever your goal, if you are looking for a fast attacker, this is your man.

Lightly armed and designed for surgical strikes instead of prolonged combat, the Haradrim raider differs from most of the other mounted warriors in the list due to his lack of staying power. So keep him out of harm's way, whittle down the enemy, and then close if and when you can safely approach.

<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>
6"	3/3+	4	4	2	2	3	2/1/ 1

Equipment: War Spear (which may be exchanged for a Dagger and Bow), Horse

Special Rules: *Expert Rider, Horse Lord*

Heroic Actions: March

Specialization: A Haradrim Raider may take the **Lancer** upgrade for **5 pts** (gaining the *Hunt Master* special rule) or the **Escort** upgrade for **5 pts** (adding +2" of movement whether on foot or mounted).

Abrakhan Guard (65 pts)

A hulking guard with little armor but a lot of power behind a stout blade, the guards of Abrakhan are fearsome men of the desert. While they may not have the resilience or staying power of a dwarf warrior or a Gondorian soldier, they sport powerful swords that will cleave through opponents with ease.

The guard is relatively expensive (especially for a D4 character) and very one-dimensional: he kills things in close combat, and little more. But if you are looking for someone who can chew through enemies at an alarming rate, this is your man.

<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>
6"	5/4+	5	4	2	2	4	2/1/1

Equipment: Two-Handed Sword

Special Rules: *Chop!*

Heroic Actions:

Specialization: An Abrakhan Guard may take the **Oathsworn** upgrade for **5 pts** (gaining the *Fearless* special rule) or the **Cleaver** upgrade for **5 pts** (gaining the *Mighty Blow* special rule).

Haradrim Assassin (85 pts)

The men of the east have developed skill in hiding and surprising enemies, and are deadly opponents. With two daggers and a blowgun equipped with a deadly poison, the assassins (or “hasharin”) of the Haradrim are capable warriors whether engaging an enemy on its own or when surrounded. With an uncanny awareness and a host of quick strikes, a single hasharin has been known to take out a whole troop of guards protecting their lord.

While expensive, the Haradrim Assassin does a lot for you. If you need a melee warrior who cannot be easily trapped to hold off a massive host of enemies, a stealthy attacker, or a short-range skirmisher, this profile will do the job for you.

<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>
6"	5/3+	4	4	3	2	3	1/1/3

Equipment: 2 Daggers (*Poison*), Blowgun (*Poison*)

Special Rules: *Stalk Unseen, Preternatural Agility*

Heroic Actions: Strike

Specialization: A Haradrim Assassin may take the **Hasharin** upgrade for **5 pts** (adding +1 Fight Value) or the **Waywatcher** upgrade for **5 pts** (adding a Cloak and Armor to his Equipment).

UMBAR

Umbar Corsair (55 pts)

The corsairs of Umbar are pirates, skilled in finding dangers and taking loot. Armed with a wide range of weapons, all of them dangerous, the corsairs lack the armor that other tribes use and compensate for this with sizable damage.

<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>
6"	5/3+	4	4	2	2	3	2/1/1

Equipment: Sword, Throwing Daggers, Crossbow or Two-Handed Axe

Special Rules: *Tracker*

Heroic Actions:

Specialization: An Umbar Corsair may take the **Corsair Bo'Sun** upgrade for **5 pts** (gaining the *Captain* special rule) or the **Corsair Arbalester** upgrade for **5 pts** (adding a Pavise to your equipment).

Umbar Reaver (65 pts)

Reavers are wild, throwing themselves into a fury that is hard to match. Armed with two swords and a lot of courage, reavers will tear through enemy lines, butchering anyone that stands in their path.

In standard games reavers need to be near a bo'sun to avoid butchering allies; you don't necessarily need a bo'sun (as you have good Courage and a decent number of Points of Will, but you are taking a risk when you run a reaver. So just know that.

<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>
6"	5/4+	4	4	3	2	5	2/2/1

Equipment: 2 Swords

Special Rules: *Mindless Killers*

Heroic Actions: Strength

Specialization: An Umbar Reaver may take the **Scallywag** upgrade for **5 pts** (adding +2" of movement) or the **Reaver Champion** upgrade for **5 pts** (adding the *Heroic Strike* heroic action).

MISTY MOUNTAINS

Hunter Orc (50 pts)

Hunter orcs ravage the vales and crags of the Misty Mountains, raiding the villages of the wood-men, elves, and dwarves. Once upon a time they probably raided stoor hobbits as well, but those days are long gone. Now they call their warg allies to aid them in bringing low those that are weaker than them, but always looking to the sky in case of eagles.

Hunter orcs offer you one of the cheapest ways to get a lot of attacks of all the profiles, but in exchange you have very little in the way of defense, so be mindful of this.

<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>
6"	4/4+	4	5	3	2	3	2/1/1

Equipment: 2 Swords, Armor

Special Rules: *Many Blades*

Heroic Actions: March

Specialization: A Hunter Orc may take the **Orc Courser** upgrade for **5 pts** (adding a fell warg to your equipment) or the **Orc Marksman** upgrade for **5 pts** (adding +1 Shoot Value).

Fell Warg (50 pts)

A warg with heightened senses and sharp claws, fell wargs move swiftly to close with their targets before they can be slain. Like most of the Forces of Evil they don't have the highest Courage and these wargs lack armor, but with good positioning and sufficient strategy, you should be able to sneak up on your quarry safely from behind cover.

<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>
10"	4/5+	4	5	2	2	3	1/1/1

Equipment: Claws and Teeth

Special Rules: *Fell Sight*

Heroic Actions: March

Specialization: A Fell Warg may take the **Prowler** upgrade for **5 pts** (gaining the *Stalk Unseen* special rule) or the **Chieftain** upgrade for **5 pts** (adding +1 Fight Value).

GOBLIN TOWN

Goblin Raider (30 pts)

A small goblin, no doubt about it: you don't get much smaller than this. They are not that fast, not that strong, and they are not that strong. What goblins do have, however, is speed and tenacity: they are more than willing to be the second person to jump into a fight, and they fight fiercely. And with 65-70 Advancement Points to spend, you've got a *lot* of room to customize this character.

<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>
5"	3/5+	4	4	2	2	3	2/1/ 1

Equipment: Sword or Flail or Pick

Special Rules: *Cave Dweller*, *Chittering Horde*

Heroic Actions:

Specialization: A goblin raider may take the **Goblin Ambusher** upgrade for **5 pts** (gaining the *Stalk Unseen* special rule) or the **Goblin Harrier** upgrade for **5 pts** (adding +1 Fight Value).

Great Goblin (75 pts)

A far larger goblin that typically rises through the ranks in the Misty Mountains due to its size, a great goblin offers you an interim between a true monster and a rank-and-file warrior (though some of them do grow to truly monstrous sizes). Wielding crude weapons with a lot of force, great goblins are a terror to enemies both great and small.

<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>
6"	5/5+	5	5	2	3	3	2/2/ 1

Equipment: Flail or Two-Handed Pick

Special Rules: *Terror*, *Burly*, *Cave Dweller*

Heroic Actions: Strike, Strength

Specialization: A Great Goblin may take the **Goblin Crusher** upgrade for **5 pts** (gaining the *Monster* keyword) or the **Vast Goblin** upgrade for **5 pts** (gaining blubber: when you suffer a wound from a non-elven-made weapon, roll a D6: on a 5+ the wound is saved as if a Point of Fate was expended).

SELECT YOUR PROFILE

Select a profile, decide if you want one of the specializations for that profile, and deduct the total cost.

Example: Chris looks at the profiles. He owns Isengard models and thinks it would be fun to play an uruk shaman. He selects the **Uruk-Hai Shaman** profile, the spear, 2 spells (*Flameburst* and *Wither*) and the *War Shaman* specialization. He notes that this cost him 70 points, leaving him 30 points for future purchases.

Now that you've chosen your profile, let's finish outfitting your character.

STEP 2: SELECT YOUR EQUIPMENT

Now that you have your character selected, select any additional equipment you wish to purchase for the character. Characters are assumed to have access to all of the equipment listed on their profile entry, and any items already assigned to the character are free with the character profile (so you do not need to buy a sword or bow for a Ranger of the North, for example).

Some of the equipment choices below will differ from the entry in the *Armies of Middle Earth* sourcebook. This is intentional. Since your character has a bit more freedom to gather equipment and build their personal armaments and proficiencies than a unit in a tabletop game, your character may gain access to items it did not have before.

Characters may purchase any of the following items regardless of their profile, adding it to their equipment section:

- Armor: **5 pts**
- Banner: **25 pts**
- Cloak (+1 to Sneak attempts, opponents are -1 to Search attempts, +1 to resist the elements): **5 pts**
- Hand-and-a-Half Weapon (choose weapon type): **5 pts**
- One-Handed Weapon (choose weapon type – no pikes): **5 pts**
- Orc Shortbow: **5 pts**
- Shield: **5 pts**
- Throwing Axes or Throwing Daggers: **5 pts**
- Two-Handed Weapon (choose weapon type): **5 pts**
- War Horn: **20 pts**
- War Spear: **10 pts**

Characters who sport two of the same weapon may wield them at once (if able to), adding +1 Attack to their Attack characteristic while dual-wielding. Characters may also select the following items as allowed by the entry's army restrictions:

- Armored Horse (Mordor, Easterlings): **15 pts**
- Bow (Man): **5 pts**
- Crossbow (Isengard, Umbar): **5 pts**
- Heavy Armor (Angmar, Moria, Mordor, Isengard, Easterlings): **10 pts** (or **5 pts** if the character already possesses armor)
- Horse (Man): **10 pts**
- Pike (Isengard, Easterlings): **5 pts**

- Seaman's Cloak (Umbar) (+1 to Sneak attempts, opponents are -1 to Search attempts, +2 to resist the elements, +1 to Climb tests): **10 pts**
- Throwing Spears (Mordor, Isengard): **5 pts**
- Troll Chain (Angmar Troll, Moria Troll): **5 pts**
- Uruk-Hai Bow (Uruk): **5 pts**
- Warg (Mordor, Isengard, Misty Mountains): **10 pts**

Keep in mind that you will have the ability to get points later in the game to purchase equipment, but you do not know when that day will come. So, in the words of Hama of Rohan, "take only what possessions you need."

Example: Chris looks at the equipment and decides that he wants to play a war shaman who blasts people with fire. He already has a spear and armor, and thinks about whether to add heavy armor. He opts not to, content with what he has, so he still has 30 points to spend.

Now that we have our equipment and profile completed, let's add some skills and upgrades (as some of the skills and upgrades require us to be using specific forms of equipment).

STEP 3: SELECT YOUR UPGRADES AND SKILLS

With your remaining points you may upgrade your character's innate proficiencies (**upgrades**) and trained abilities (**skills**). These are generally more expensive than equipment, but very useful for both surviving in the wide world of Middle Earth as well as distinguishing your character from others in the game (and is the heart and soul of what makes this game fun).

Do you want to play a Goblin Runner with 4 Might (instead of 2)? That's an **upgrade**. Want a haradrim who is particularly keen with a bow (with a 2+ Shoot Value)? That's an upgrade. An upgrade refers to an advancement of the base stats and point stores of the character. You may pay points as noted below to upgrade your character, to the max allowed below:

- **Move:** +2" for **10 pts**; max of 1 upgrade
- **Fight Value:** +1 Fight Value for **10 pts**; max of 2 upgrades
- **Shoot Value:** +1 Shoot Value for **10 pts**; max of 1 upgrade
- **Strength:** +1 Strength for **15 pts**; max of 1 upgrade
- **Defense:** +1 Defense (plus armor) for **15 pts**; max of 1 upgrade
- **Attack:** +1 Attack for **15 pts**; max of 1 upgrade, though taking a second one-handed weapon will also grant +1 Attack, and may stack with this advancement
- **Wounds:** +1 Wound for **15 pts**; max of 2 upgrades
- **Courage:** +1 Courage for **10 pts**; max of 2 upgrades
- **Might:** +1 Might for **5 pts**; max of 2 upgrades
- **Will:** +1 Will for **5 pts**; max of 2 upgrades
- **Fate:** +1 Fate for **5 pts**; max of 2 upgrades

In addition, you may add special abilities, magic spells, and additional heroic actions to your character. We refer to these three groups under the heading of **skills**. Some skills are generally available, and would be commonly found among persons journeying through Middle Earth. Others are rare, found in those who particular prowess and skill.

When a player desires to purchase a skill for their character, the player rolls a D6. On a 1-5, select one of the skills from the Standard Skill List below for **10 pts**. On a 6, the player may select a skill from the Advanced Skill List below for **10 pts**.

STANDARD SKILL LIST

Players may select any of the following special abilities (all skills not present in the Middle Earth Strategy Battle Game Rules Manual are reproduced with their rules below):

- **Against All Odds:** The bearer may reroll any failed To Wound rolls when making Strikes against **Monster** or **Hero** models.
- **Ancient Enemies (RACE):** For this campaign, we recommend only taking this for the following races: Men and Dwarves.
- **Backstabbers**
- **Bane Weapons (RACE):** For this campaign, we recommend only taking this for the following races: Men and Dwarves.
- **Bodyguard:** This special ability is tied to the survival of your Army Leader in the force.
- **Boldest of the Bold:** When charging an enemy that causes *Terror*, the bearer receives a +2 bonus to his Courage value. Additionally, the bearer the bearer receives a bonus of +2 to his Courage when models with the *Blades of the Dead* special rule make Strikes against him/her.
- **Burly**
- **Captain:** The character has military training in commanding troops, aiding him to inspire his men. All friendly characters within 3" of the captain treat him as a banner (though the character does not count as a banner for the purposes of scenario scoring and victory conditions). If only one character in the party takes this ability, that person also gains the **Army Leader** keyword for the purposes of scenario victory conditions. If multiple party members take this ability, the party decides who will be the army leader from the list of captains in the party for the purposes of victory conditions for a scenario.
- **Combat Synergy:** If the bearer and another member of the party are in base contact, the two may choose to swap places at the start of any phase. This does not count as moving.
- **Dark Powers:** If, when a Casting test is made, the bearer rolls a natural 6 on one or more dice, then the Will point that rolled the 6 is returned to the bearer.
- **Expert Rider**
- **Fearless**
- **Fleetfoot**
- **Ghastly Presence:** Choose one of the following keywords: *Goblin*, *Man*, *Orc*, *Spirit*, *Uruk-Hai*, or *Warg*: allies with that keyword within 3" of you cause *Terror*.

- **Goading:** If the bearer is within 3” of an allied character at the start of a turn, that character may spend one of the bearer’s Will points to declare a Heroic Move instead of spending one of his/her own Might points.
- **Half-Swording:** The character grasps the sword by the hilt and the blade, wielding it like a spear to maneuver it past the defenses of the target. The character gains the *Shielding* special rule when fighting with a sword, may wield it two-handed (even if it is a one-handed sword), and may not gain bonuses from a shield while performing this maneuver.
- **Hatred (FACTION):** For this campaign, we recommend only taking this for the following races: Gondor, Khazad Dum, and The Fiefdoms.
- **Horse Lord**
- **Hunt Master:** When mounted, the bearer ignores the penalties suffered by **Cavalry** models attempting to move in difficult terrain – this even allows him to gain the bonuses for charging!
- **Loyal to the Captain:** If the bearer is within 6” of the Army Leader, this model will receive a +1 bonus to its Fight Value. This is cumulative with other Fight Value bonuses. This special rule may not be taken by the Army Leader.
- **Master of Ambush:** In scenarios where you roll for additional forces to arrive, you may modify the Reinforcements roll for the bearer’s warband (which includes the party) by +1 or -1. If the bearer is already on the board, then all allied reinforcements may also modify their Reinforcements roll by +1 or -1. In scenarios where you roll to see which part of the board your warband deploys in, you may modify the dice roll by +1 or -1.
- **Master of Traps:** At the start of the battle before the priority roll for the first turn, the bearer may place four 25mm Trap Markers on the board: two each of Snare Trap and Tripwire Trap. These should be placed face-down so your opponent cannot tell which Trap is which.
- **Mountain Dweller**
- **Oblivious to Pain:** Every time the bearer suffers a wound, roll a D6. On a 6, 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.
- **Orc Drink:** In the Move Phase, instead of moving, the bearer may attempt to reinvigorate a friendly model with which he is in base contact. Roll a D6: on a 1, the target suffers a S2 hit. On a 2-3, there is no effect. On a 4-5, the model regains a Might Point lost previously in the game (or campaign). On a 6, the model gains all its Might Points.
- **Preternatural Agility:** The bearer can never be Trapped whilst still standing.
- **Reckless Charge:** The bearer must charge an enemy model if he is able to do so. Additionally, on a turn in which the bearer charges, the bearer may reroll any failed To Wound rolls during the Fight Phase.
- **Resistant to Magic**
- **Shieldwall**
- **Sprint:** After declaring a charge but before selecting a target, the bearer rolls a D6: on a 1-3, the model adds +1” to its Move statistic. On a 4-6 the model adds +2” to its Move statistic. The model must charge this turn if you roll for *Sprint*.
- **Stalk Unseen**
- **Swift Parry:** The bearer may force one enemy model in the same fight as him/her to reroll a single D6 for the Duel roll. This must be done before any Might points are used.
- **Throw Stones**

- **Thunderous Charge:** The character rides forward with great speed. If the bearer is mounted, the character (and its steed, as appropriate) is +1 Strength when on the charge.
- **Tracker:** The character is trained as a tracker, adept in finding and following things while in the wilderness. The character is +1 to Search, may adjust their roll by 1 when deploying in a random deployment for a scenario, is +1 Strength to resist the elements, and is proficient in recognizing prints and plants (automatic success to identify them).
- **Trained Soldier:** The character has been formally trained in the art of war, making him more reliable and proficient on the field of battle. The character gains the *Weapon Master*, *Shieldwall*, or *Expert Shot* special rule. Characters may take this skill more than once to gain additional skills, to a maximum of one of each.
- **Veteran:** The character is a veteran of battle, trained to keep his head and shrug off the minor injuries of war. The character benefits from the effects of a channeled *Frenzy* spell when in battle (the character automatically passes all Courage tests, and may ignore wounds on a 6+ roll as if saved by a Point of Fate).
- **Warrior Born:** The bearer must reroll all 1s on his wound rolls in melee combat
- **Deep Magic** (*goblin, orc, and man only*): The character is trained in the use of dark magic. The character gains the **Wizard** keyword, and may spend 1 Will Point each turn without spending a Will Point from his/her Will store.
- **Woodland Creature**

ADVANCED SKILL LIST

Players who roll a 6 on their roll to select skills may select any of the following special abilities (all skills not present in the Middle Earth Strategy Battle Game Rules Manual are reproduced with their rules below):

- **Bane of Kings**
- **Battle Brother:** Select another party member or allied NPC upon purchasing this ability: if the target is engaged in a Fight within 6" of the bearer, the bearer may call a Heroic Combat without using Might. If the Heroic Combat is successful the bearer must use the following move to join the target's combat. If this is not possible then the bearer must move as close as possible to the target.
- **Battle Haze:** Every time the bearer suffers a wound, roll a D6. On a 5 or higher, the Wound is ignored exactly as if a point of Fate had been spent. If the bearer possesses *Oblivious to Pain* before purchasing *Battle Haze*, this roll is increased to a 4+.
- **Blood and Glory**
- **Deadeye:** If the bearer scores a 6 when rolling to hit with a ranged attack, do not take any In the Way tests, and do not roll to wound. His target automatically suffers a single wound.
- **Flurry of Blows:** The character attacks with swift fury against their enemies. The bearer may reroll a single dice to win the duel roll. This is cumulative with bonuses from banners and other special rules.
- **Legendary Hero:** The first time each turn that the bearer expends a point of Might, roll a D6. On a 4+ the point of Might is free and does not reduce the bearer's store of Might.

- **Lethal Aim:** Each turn, the bearer may spend a single point of Might without reducing his store (even if he has none remaining) to modify either a To Hit roll, an In the Way roll or a To Wound roll when using a ranged weapon.
- **Master Archer:** The bearer only fails In the Way rolls of a 1. Additionally each time this model slays an enemy **Hero** or **Monster** model, restore the bearer's Might to its starting level.
- **Master-Forged Weapon:** The character's weapon has been masterfully forged, being both strong and light. One of the character's weapons gains the *Master-Forged* weapon ability (chosen when this ability is purchased).
- **Master of Battle (3+)**
- **Mighty Blow**
- **Searing Magic:** The character knows how to make their magic more potent and dangerous to their enemies. The character gains +1 to the wound rolls of all spells they cast.
- **Steadfast:** Whenever the bearer is targeted by a Magical Power or special rule, he may try to ignore its effects. Roll a D6: on a 2+ the effect is ignored. This roll may be modified by Might. If you wish to try to Resist a Magical Power, you must do so before making the Steadfast roll.
- **Terror**
- **Unbending Resolve:** The bearer always counts as having had the *Fortify Spirit* Magic Power cast upon him. This is always in effect, even if his Will is reduced to 0.
- **Unyielding Combat Stance**
- **Veteran Captain:** The bearer is a veteran commander, aiding him in inspiring his men. All friendly characters within 3" of the captain treat him as a banner (though the character does not count as a banner for the purposes of scenario scoring and victory conditions), and at the start of the character's Move may make a *Rally Cry*: the bearer makes a Courage test (modified by *Ancient Evil*, *Harbinger of Evil*, and similar special abilities as applicable): if the bearer succeeds, all allies within 3" who have 0 Might immediately regain a single point of Might. If only one character in the party takes this ability, that person also gains the **Army Leader** keyword for the purposes of scenario victory conditions (and is considered the Army Leader even if other persons have taken the *Captain* special ability). If multiple party members take this ability, the party decides who will be the army leader from the list of veteran captains in the party for the purposes of victory conditions for a scenario.

MAGIC SPELLS

In addition, **Wizards** (most often shamans or spirits of long-dead wielders of magic) may add spells for **10 pts** per spell, to a maximum of **5 spells**. Spells from the following list are available for selection, and list the range, casting difficulty, and spell type (Aura, Control, Damage, and Nature) for the purposes of specialization bonuses:

- **Aura of Command** [Aura] (Range: Self, Difficulty: 2+)
- **Aura of Dismay** [Aura] (Range: Self, Difficulty: 5+)
- **Black Dart** [Damage] (Range: 12", Difficulty: 5+)
- **Bladewrath** [Aura] (Range: 6", Difficulty: 2+)
- **Chill Soul** [Damage] (Range: 6", Difficulty: 5+)
- **Collapse Rocks** [Damage, Nature] (Range: 6", Difficulty: 4+)

- **Compel** [Control] (Range: 12", Difficulty: 4+)
- **Curse** [Control] (Range: 12", Difficulty: 4+)
- **Drain Courage** [Control] (Range: 12", Difficulty: 2+)
- **Enchanted Blades** [Aura] (Range: 6", Difficulty: 4+)
- **Enrage Beast** [Control, Nature] (Range: 12", Difficulty: 2+)
- **Flameburst** [Damage, Nature] (Range: 12", Difficulty: 3+)
- **Fortify Spirit** [Aura] (Range: 12", Difficulty: 3+)
- **Fury (CHOOSE 2 RACES)** [Aura] (Range: Self, Difficulty: 3+)
- **Instill Fear** [Control] (Range: Self, Difficulty: 4+)
- **Panic Steed** [Control, Nature] (Range: 12", Difficulty: 2+)
- **Paralyze** [Control] (Range: 12", Difficulty: 4+)
- **Sap Will** [Control] (Range: 12", Difficulty: 3+)
- **Shatter** [Control] (Range: 12", Difficulty: 4+)
- **Shroud of Shadows** [Aura] (Range: 12", Difficulty: 3+)
- **Sorcerous Blast** [Damage] (Range: 12", Difficulty: 5+)
- **Terrifying Aura** [Aura] (Range: Self, Difficulty: 3+)
- **Transfix** [Control] (Range: 12", Difficulty: 3+)
- **Tremor** [Damage, Nature] (Range: 6", Difficulty: 5+)
- **Wither** [Control] (Range: 12", Difficulty: 4+)

Characters may also take **additional Heroic Actions** by paying **5 pts** per action. All characters are assumed to begin with Heroic Move, Heroic Shoot, and Heroic Combat, in addition to what is written in their profile (as noted in the Middle Earth Strategy Battle Game Core Rulebook). The only heroic action that may not be taken by a character is **Heroic Channeling**.

Example: Chris looks at his options, and he thinks that taking a special rule sounds fun, as does taking more spells. He rolls a D6 for his special rule, and rolls a 2. Since he did not roll a 6, he looks at the Standard Skill List, and chooses *Deep Magic* to gain a free Will Point each turn. This costs him 10 pts, which brings him to 80 points spent.

He then looks at his Will Store, and notes that he only has 3 Will (+1 free each turn), and his spells (*Wither* and *Flameburst*) are cast on a 4+ and a 3+ respectively. Those are not that hard to cast with 1-2 Will Points, so he looks at the spells and opts to take two more that are easy casts but good to round out the party: *Transfix* and *Bladenwrath*. Each costs 10 pts, bringing him to the maximum 100 Advancement Points.

And that's it! Your character is ready. All that remains is to discuss how to advance your character.

STEP 4: ADVANCING YOUR CHARACTER

During the campaign you will earn additional Advancement Points to upgrade your character. It will not be much (around 25 Advancement Points plus some specialty items), but it will be enough to purchase a few additional bonuses to your character. So if you find that there is something that you'd like to have but lack the points to purchase, just stay alive long enough to purchase it.

Advancement Points (hereafter “AP”) are awarded for completing scenario objectives and are assigned to player characters evenly. So unlike roleplay games that require you to track your kills, this game simply requires you to complete the scenario objectives. So work together to attain victory.

You don’t need to spend all of your points during character creation – if you don’t spend all 100 points you will maintain the unspent points in your AP Store to spend later in the campaign. This can be particularly useful in case you are saving for an upgrade or skill and you want to

CONCLUSION

We hope that you enjoy your adventures in Middle Earth. We plan to release additional adventures in the future, complete with new profiles, new equipment, etc. as we continue testing. If you have recommendations for changes to the campaign, want further explanations on an element of the campaign, or are really enjoying it and want to let us know, contact me at aaronk@zurncentral.com.

I look forward to hearing from you!

Chapter III: Middle Earth as a Roleplay Game Setting

To end this packet we want to present a brief chapter discussing some things that all characters in Middle Earth would be familiar with to set a baseline for your player knowledge, as well as a gauge for how much your character would know (as we want to encourage player-character separation).

Middle Earth is also quite different from other fantasy realms, especially those used in traditional tabletop roleplay settings. Because of this, we find it useful to cover these differences as a means of setting the tempo for the campaign.

HISTORY, ALIGNMENT, AND POLITICS

First, the story takes place in the year **1356** of the **Third Age** (which predates the Shire Calendar). The Witchking of Angmar has established his kingdom, the Kingdom of Arnor has been split into three parts, and the in-fighting over the past generation has led to their decline. They have predominately fought each other for control of the great watchtower at Amon Sul (also known as “Weathertop”), and while the minor kingdom of Arthedain still retains a pale shadow of the former glory of the kingdom, Cardolan and Rhudaur in particular have grown weak.

The elves have retreated to the Blue Mountains to the west near Lindon and toward the vales of the Trollshaws to the east of Rhudaur, where Elrond of Rivendell leads the quendi there. Orcs marshal from Angmar, with their seat of power being the old dwarf hall of Mount Gundabad.

The dwarven lords still control Moria, and the descendants of Durin have established themselves in Erebor. The kingdoms of orcs are small, and in need of victories if they hope to topple the children of Illuvatar. This campaign is one such story.

Middle Earth is unique in that there are characters that are clearly aligned with the Forces of Good and others that are clearly aligned with the Forces of Evil. This presents a great difference from most roleplay games, where an orc may be good or evil based on his personal decisions. For the purposes of this campaign, all characters may assume that an **elf** or **dwarf** is hostile to the character.

Middle Earth is set in a **feudal age**. This means that while player characters may vote on paths to choose, decisions in this time are generally made by one person, and on a geopolitical level there are no democracies. So ideas of “voting for what you want” or “having a say” are foreign concepts, and will not be practiced (or granted, should it be requested) by the NPCs. You may want to select a **party leader** to make decisions for the group in a time of crisis as well to simulate this structure.

ASSUMED KNOWLEDGE FOR CHARACTERS ABOUT THE NORTH

Different characters will know different things about the cultures, races, creatures, and geography in this campaign. Naturally every campaign we put out will be different in what it covers, so for this campaign the following things are assumed to be known by all characters, regardless of army selection:

- North of the ancient kingdom of Arnor is the **Kingdom of Angmar**. It sits above the Misty Mountains, and is a predominately orc kingdom founded by the **Witchking**, the strongest of the Nazgul. Rumored to be a Black Numenorian king from the past, stories say that he is a formidable warrior and a cunning ruler.
- Many **monsters** and other savage beasts also dwell in Angmar, including trolls, wargs, and Gulhavar, a demidragon of great power. Some of them are trained by the powers of Angmar, and are either killed on sight or the person flees from them.
- Within the Misty Mountains dwell clans of **dwarves**, **goblins**, **mountain giants**, and other strange beasts. One is never totally sure what one will find in the mountain passes, but these are reliably found at different points across the northern portion of the mountain range.
- Further east there are men that were aligned with Sauron in past centuries. Known as the **Easterlings**, these men use heavy armor and martial discipline to great effect, and are among the most reliable of the forces of the Dark Lord. Since Sauron was destroyed at the end of the Second Age the clans of the Easterlings have grown wild and unruly, following local warlords in their desire to plunder those who live in the north country.
- Somewhere in the northeast section of Arnor is a valley known as **Imladris**, and within this valley lies Rivendell, the city of the elves led by Elrond Tar-Minyatur. He is a known ally of the Free Peoples, and should you come to his abode in peace, you will find The Last Homely House hospitable to you in your quest.
- Far to the east lies the human city of **Dale**, known to be allied with the dwarves of the **Iron Hills**. They are excellent tradesmen and watermen, and while they were reestablished only 50 years prior, they are growing in strength. Enemies of the orcs of Angmar will find them kind and hospitable, as they share your enmity for them.

In addition, the following things are known by characters based on their army selection:

- Humans from **Rohan** and **Gondor** gain no additional knowledge.
- **Shire** characters also know that there is a troop of humans that still watch the ruined kingdom of Arnor; these rangers are hard men with gray eyes and dark faces, lacking in the cheer and merriment of hobbits. They do not tend to like their appearance, as they put a damper on everything around them.
- **Dwarves** are assumed to know the exact location of dwarf settlements in the north country, as well as the passes of the Misty Mountains that are safe to travel (as the known goblin towns are relayed to fellow dwarves).
- **High Elves** (Rivendell and the Grey Havens) are assumed to know the exact location of Imladris and the location of towns in Arnor.
- Elves from **Mirkwood** are assumed to know the exact location of Imladris and the general location of the strongholds of Angmar, as they have defended against raids from the north.
- **Rangers** are assumed to know the location of all Arnor towns and ranger outposts. They are also assumed to know the general location of the orc strongholds in Angmar, as they have fought the armies of Angmar for centuries.
- Humans from **Dale** are assumed to know the location of the Iron Hills settlements and the relative location of Easterling settlements in the Rhun region.

We hope that you have found this overview useful, and hope that you enjoy the campaign!

Appendix A: Sample Character Sheet for Characters

For ease of play, we have created a sample character sheet that you can use to keep track of your stats, equipment, and abilities. We hope that you find this useful!

Name: Profile/Specialization: Hometown:	Might Points: (Max: __) Will Points: (Max: __) Fate Points: (Max: __)
<u>MOVE</u> <u>FV/SV</u> <u>S</u> <u>D</u> <u>A</u> <u>W</u> <u>C</u>	
<u>Equipment:</u> Primary Hand: Secondary Hand: Ranged Weapon: Throwing Weapon: Armor: Cloak: Mount: Other Items:	<u>Special Abilities:</u>
<u>Magic Spells (if any):</u>	<u>Heroic Actions:</u> Heroic Move Heroic Shoot Heroic Combat