

1500 Pts - Gondor & Arnor

Name	#	Form	Race	Type	M	F	S	D	A	R	C	Mt	Ma	Option Summary	Cost
Squad (6 ⁺, 325 pts)															
Court of the Dead King	6	L	Spirit	Infantry	8	3/-	3	5	8	1	5	-	-		325
Uses Warriors of the Dead; Hand Weapons; Banner Bearer ; Spirit Grasp ; Spirit Walk ; Terror ; We Stand Alone															
The King of the Dead	1		Spirit			4/-				2	6	[OO]	-		[0]
Shadowstride : (p.101)															
Squad (6 ⁺, 445 pts)															
Warriors of the Dead	6	R	Spirit	Infantry	8	3/4+	3	5	8	1	5	-	-		445
Hand Weapons; Banner Bearer ; Spirit Grasp ; Spirit Walk ; Terror ; We Stand Alone															
Captain of the Dead	1		Spirit			4/-				2	6	[OO]	-		[50]
Squad (3 ⁺, 50 pts)															
Avenger Bolt Thrower	1	R	Man	Infantry	6	3/4+	3	8	3	1	4	-	-		50
Base 80x60 mm; Bolt Thrower: Range 24", Str 6. 1-2 Miss, 3-5 On Target. D6+4 Str 6hits, 6+ Lucky Strike. D6+8 Str 6 hits.; Hand Weapons; Heavy armour; Artillery															
Squad (5 ⁺, 295 pts)															
Haldir's Elves [Elves]	4	L	Elf	Infantry	8/9	5/3+	3	4	8	1	5	-	-		295
Uses 'Galadhrim Warriors'; Armour; Hand Weapons; Longbows; Banner Bearer ; Hornblower : +1 Move; Pathfinders(Master) ; Terror															
Haldir [Elves]	1		Elf			6/-				2	6	[OOO]	-		[0]
Take Aim!															
Squad (4 ⁺, 340 pts)															
High Elf Cohort [Elves]	4	R	Elf	Infantry	8/9	6/3+	3	5/7	8	1	5	-	-		340
Hand Weapons; Heavy armour; Shields; Banner Bearer ; Hornblower : +1 Move; Pathfinders(Master) ; Terror															
Commander [Elves]	1		Elf			7/-				2	6	[OOO]	-		[50]
Squad (6 ⁺, 315 pts)															
The Grey Company	6	L	Man	Infantry	8	4/3+	4	5	8	1	3	-	-		315
Uses Ranger of the North; Hand Weapons; Heavy armour; Longbows; Indomitable ; Pathfinders(Master) ; Stalwart : (p.324); The Value of Forgotten Armor : (p.102)															
Halbarad	1		Man			5/-				2	5	[OOO]	-		[0]
Squad (1 ⁺, 200 pts)															
Aragorn, Isildur's Heir	1		Man	Hero		7/-				3	6	[OOO]	-		200
Anduril : (p.104); Epic Challenge ; Epic Duel ; Epic Journey : (p.104); Epic Strike ; Inspiring Leader ; Mighty Hero : (p.104)															
Squad (1 ⁺, 200 pts)															
Legolas, Prince of Mirkwood [Elves]	1		Elf	Hero		6/-				2	6	[OOO]	-		200
Crippling Shot : p.126; Epic Defense ; Epic Shot ; Pathfinders(Master) ; Swift Strike : p.126; Terror															
Squad (0 ⁺, 175 pts)															
Gimli, son of Glóin [Dwarf]	1		Dwarf	Hero		6/-				3	6	[OOOO]	-		175
Baruk Khazâd : Rng 6", D3 automatic hits (p.138); Epic Rage ; Epic Rampage : Company is allowed another attack every time a hit is scored in close combat (p.138); Epic Strike ; Inspiring Leader ; Orcbane ; Pathfinders(Mountain)															
Total Cost:															2345

Option Footnotes

Command	
Banner Bearer	May reroll charge and panic test.
Epic	
Epic Challenge	Challenge one enemy Hero within 18". Challenged Hero's formation must pass Courage test at -3 or cannot move and may only charge the challenger. Challenger must move towards and attempt to charge the challenged Hero's formation. Then fight a Heroic Duel (no further Might required). (p.69)
Epic Defense	Formation +2 Defence.(p.69)
Epic Duel	As heroic duel but roll 2 dice a use the highest(p.103)
Epic Rage	Company +4 Strength. Formation's Defence reduced to 3.(p.69)
Epic Shot	Enemy within 12" and arc of sight suffers D6 automatic hits.(p.69)
Epic Strike	Hero's Fight value is increased to 10.(p.69)
Wargear	
Longbows	Range 36", Str 2 (p.58)
Shields	+2D for infantry & +1D for cavalry units. Included in monster profiles. Only valid for front attacks (p.59)
Special	
Artillery	1 or less: Opponent chooses formation within 6" of target – D6 hits at the siege engine's Strength. Or counts as a miss. 2: Miss. 3-5: D6 hits at the siege engine's Strength. 6: D6+4 hits at the siege engine's Strength. 7+: 2D6+4 hits at the siege engine's Strength. Target consists of 1 company -1 Target consists of more than 4 companies +1 Target consists of more than 8 companies +2 Target is in a building +2 (p.61)
Indomitable	Hope is Lost rule (final company removed when it reaches half-strength) does not apply.(p.62)
Inspiring Leader	(Men)
Orcbane	+1 to dice results against named race.(p.61)
Pathfinders(Master)	Ignore movement penalties in given terrain.(p.62)
Pathfinders(Mountain)	Ignore movement penalties in given terrain.(p.62)
Spirit Grasp	Calculate To Hit roll using Courage, rather than Defence.(p.63)
Spirit Walk	No penalties for moving through difficult terrain. Can move through other formations, defensible terrain features, and impassable terrain, but cannot end up inside.(p.63)
Take Aim!	/1+ shooting for 1 might pt. (p.101)

Terror	When charged by a Terror-causing creature, enemy must pass Courage test or Fight value reduced to 0. Enemies must take Courage test to charge a Terror-causing creature.(p.63)
We Stand Alone	May not be joined by Epic Heroes.(p.63)

Validation Report

Regular: Default ruleset

No more than 1/4 of the army can contain allied troops

Rare formations/companies exceed Common formations/companies

Total points exceed maximum allowed army size (max 1500).

You must include at least one Common formation

Army Statistics

Might: 23

Models: 214

Group	Min	Max	Used
Heroes	1	0	3
<i>Common</i>	<i>1</i>	<i>0</i>	<i>0</i>