

! 3750 Pts - Mordor

Name	#	Form	Race	Type	M	F	S	D	A	R	C	Mt	Ma	Option Summary	Cost
Squad (9 ⚔, 405 pts)															
Mordor Orc Warband	9	C	Orc	Infantry	6/7	3/5+	3	3/5	8	1	2/3	-	-	⚔	405
	Hand Weapons; Shields; Banner Bearer ; MobRule ; Orc Drummer : +1 Move; Orc Taskmaster														
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
	Spells of Darkness : (p.75)														
Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
Squad (9 ⚔, 405 pts)															
Mordor Orc Warband	9	C	Orc	Infantry	6/7	3/5+	3	3/5	8	1	2/3	-	-	⚔	405
	Hand Weapons; Shields; Banner Bearer ; MobRule ; Orc Drummer : +1 Move; Orc Taskmaster														
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
	Spells of Darkness : (p.75)														
Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
Squad (9 ⚔, 405 pts)															
Mordor Orc Warband	9	C	Orc	Infantry	6/7	3/5+	3	3	8	1	2/3	-	-	⚔	405
	Bows; Hand Weapons; Banner Bearer ; MobRule ; Orc Drummer : +1 Move; Orc Taskmaster														
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
	Spells of Darkness : (p.75)														
Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
Squad (6 ⚔, 375 pts)															
Morannon Orc Warband	6	C	Orc	Infantry	6/7	3/-	4	5/7	8	1	2/3	-	-	⚔	375
	Hand Weapons; Heavy armour; Shields; Banner Bearer ; Orc Drummer : +1 Move; Orc Taskmaster														
Morannon Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
	Spells of Darkness : (p.75)														
Squad (6 ⚔, 375 pts)															
Morannon Orc Warband	6	C	Orc	Infantry	6/7	3/-	4	5/7	8	1	2/3	-	-	⚔	375
	Hand Weapons; Heavy armour; Shields; Banner Bearer ; Orc Drummer : +1 Move; Orc Taskmaster														
Morannon Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
	Spells of Darkness : (p.75)														
Squad (1 ⚔, 100 pts)															
Mordor Troll	1	R	Troll	Monster	8	7/4+	7	7	3	2	4	-	-		100
	Armour; Hand Weapons; Thrown Weapons; Hard to Kill! ; Terror														
Squad (1 ⚔, 100 pts)															
Mordor Troll	1	R	Troll	Monster	8	7/4+	7	7	3	2	4	-	-		100
	Armour; Hand Weapons; Thrown Weapons; Hard to Kill! ; Terror														
Squad (1 ⚔, 100 pts)															
Mordor Troll	1	R	Troll	Monster	8	7/4+	7	7	3	2	4	-	-		100
	Armour; Hand Weapons; Thrown Weapons; Hard to Kill! ; Terror														
Squad (1 ⚔, 100 pts)															
Mordor Troll	1	R	Troll	Monster	8	7/4+	7	7	3	2	4	-	-		100
	Armour; Hand Weapons; Thrown Weapons; Hard to Kill! ; Terror														
Squad (1 ⚔, 200 pts)															
Mordor Troll Chieftain	1	R	Troll	Monster	8	8/4+	8	8	3	2	5	[OO]	-		200
	Hand Weapons; Heavy armour; Thrown Weapons; Inspiring Leader ; Terror ; Troll Charge : All friendly Trolls within 6" join Heroic Charge for free.; Very Hard to Kill!														
Squad (1 ⚔, 150 pts)															
Mordor Troll Drummer	1	R	Troll	Monster	8	7/4+	7	7	3	2	4	-	-		150
	Armour; Hand Weapons; Thrown Weapons; Drums of Doom : Any friendly formation within 12" counts as having a Drummer; Hard to Kill! ; Terror														
Squad (6 ⚔, 200 pts)															
Warg Rider Warband	6	C	Orc	Cavalry	10	3/5+	4	4	2	2	2	-	-		200
	Bows; Hand Weapons; Thrown Weapons; Prowlers ; Skilled Riders : May move full speed & shoot in same turn, but not charge (p.62)														
Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
Squad (3 ⚔, 405 pts)															
Castellans of Dol Guldur	3	L	Spirit	Infantry	8	3/4+	5	7	8	2	5	-	-		405
	Hand Weapons; Indomitable ; Spirit Grasp ; Spirit Walk ; Terror ; We Stand Alone														
Squad (6 ⚔, 200 pts)															
War Catapult Battery	2	R	Orc	Infantry	6	3/4+	3	8	3	1	3	-	-		200
	Base: 120x80 mm; Hand Weapons; Heavy armour; Artillery ; War Catapult : Range: 12-72", Strength: 10														
Squad (1 ⚔, 100 pts)															
Mordor Troll	1	R	Troll	Monster	8	7/4+	7	7	3	2	4	-	-		100
	Armour; Hand														

Name	#	Form	Race	Type	M	F	S	D	A	R	C	Mt	Ma	Option Summary	Cost
Squad (1 $\frac{1}{2}$, 250 pts)															
Winged Nazgûl [The Undying]	1	L	Spirit	Flying	12	5/-	6	8	4	2	5	1	3		250
Hand Weapons: Razor Sharp Teeth & Claws; The Undying: (p.163); Hard to Kill! ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Spirit Walk ; Swoop Attack ; Terror															
Squad (1 $\frac{1}{2}$, 250 pts)															
Winged Nazgûl [The Tainted]	1	L	Spirit	Flying	12	5/-	6	8	4	2	5	1	3		250
Hand Weapons: Razor Sharp Teeth & Claws; The Tainted: (p.163); Hard to Kill! ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Spirit Walk ; Swoop Attack ; Terror															
Squad (1 $\frac{1}{2}$, 110 pts)															
Gothmog, Castellan of Minas Morgul	1		Orc	Hero		5/-				3	5	[OOOO]	-		110
Epic Defense ; Epic Strike ; Master of Battle : May duplicate enemy heroic or epic actions within 12" for free(p.164); Overlord															
Squad (1 $\frac{1}{2}$, 125 pts)															
Ringwraith [The Shadow Lord]	1		Spirit	Hero		5/-				2	5	1	3		125
Hand Weapons; The Shadow Lord: (p.163); Epic Strike ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Terror															
Squad (1 $\frac{1}{2}$, 125 pts)															
Ringwraith [The Knight of Umbar]	1		Spirit	Hero		5/-				2	5	1	3		125
Hand Weapons; The Knight of Umbar: (p.163); Epic Strike ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Terror															
Squad (1 $\frac{1}{2}$, 125 pts)															
Ringwraith [The Dwimmerlaik]	1		Spirit	Hero		5/-				2	5	1	3		125
Hand Weapons; The Dwimmerlaik: (p.163); Epic Strike ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Terror															
Squad (1 $\frac{1}{2}$, 125 pts)															
Ringwraith [The Dark Marshal]	1		Spirit	Hero		5/-				2	5	1	3		125
Hand Weapons; The Dark Marshal: (p.163); Epic Strike ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Terror															
Squad (1 $\frac{1}{2}$, 125 pts)															
Ringwraith [The Betrayer]	1		Spirit	Hero		5/-				2	5	1	3		125
Hand Weapons; The Betrayer: (p.163); Epic Strike ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Terror															
Squad (1 $\frac{1}{2}$, 125 pts)															
Ringwraith [Khamûl the Easterling]	1		Spirit	Hero		5/-				2	5	1	3		125
Hand Weapons; Khamûl the Easterling: (p.163); Epic Strike ; Spells of Darkness : (p.75); Spells of Dismay : (p.71); Spirit Grasp ; Terror															
Total Cost:															5435

Option Footnotes

Command	
Banner Bearer	May reroll charge and panic test.
Epic	
Epic Defense	Formation +2 Defence.(p.69)
Epic Strike	Hero's Fight value is increased to 10.(p.69)
Wargear	
Bows	Range 24", Str 2 (p.58)
Shields	+2D for infantry & +1D for cavalry units. Included in monster profiles. Only valid for front attacks (p.59)
Thrown Weapons	Range 6". Uses users strength. Only half the company may throw. May charge in same turn (p.58)
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)
Hard to Kill!	1: No effect. 2-3: 1 wound counter. 4-5: 2 wound counters. 6: Slain. Driven back D3" for every wound counter gained during shoot phase.(p.62)
Indomitable	Hope is Lost rule (final company removed when it reaches half-strength) does not apply.(p.62)
Inspiring Leader	(Trolls)
MobRule	+2 dice when supporting rather than +1
Overlord	Friendly formations within 24" can use model's Might to call Heroic actions.
Prowlers	+1 to dice results when attacking in the side or rear.(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)
Swoop Attack	Move 24-36". Every enemy formation takes D3 Str 6 hits(p.143)
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)
Very Hard to Kill!	-1 penalty on Hard to Kill! table.(p.63)
We Stand Alone	May not be joined by Epic Heroes.(p.63)

Validation Report

Regular: Default ruleset

Rare formations/companies exceed Common formations/companies

Total points exceed maximum allowed army size (max 3750).

Army Statistics

Might: 36

Models: 379

Group	Min	Max	Used
Common	1	0	7
Heroes	1	0	11