

# 3750 Pts - Mordor

Name	#	Form	Race	Type	M	F	S	D	A	R	C	Mt	Ma	Option Summary	Cost
<b>Squad (3½, 140 pts)</b>															
Corsair Raiding Party [Fal]	3	C	Man	Infantry	6	3/4+	3	4/6	8	1	3	-	-		140
	Hand Weapons; Shields														
Corsair Captain [Fal]	1		Man			5/-				2	4	[OO]	-		[50]
<b>Squad (5½, 260 pts)</b>															
Easterling Archer Cohort [Fal]	5	C	Man	Infantry	6	4/4+	3	5	8	1	3	-	-	↳	260
	Bows; Hand Weapons; Heavy armour; <b>Banner Bearer</b>														
Easterling Captain [Fal]	1		Man			5/-				2	4	[OO]	-		[50]
<b>Squad (5½, 260 pts)</b>															
Easterling Cohort [Fal]	5	C	Man	Infantry	6	4(5)/4+	3	5/7	8	1	3	-	-	↳	260
	Hand Weapons; Heavy armour; Pikes; Shields; <b>Banner Bearer</b>														
Easterling Captain [Fal]	1		Man			5(6)/-				2	4	[OO]	-		[50]
<b>Squad (3½, 140 pts)</b>															
Haradrim Raider Warband [Fal]	3	C	Man	Cavalry	10	3/4+	3	4	2	2	3	-	-		140
	Armour; Bows; Hand Weapons; Lances; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
Haradrim Chieftain [Fal]	1		Man			4/-				2	4	[OO]	-		[50]
<b>Squad (145½, 250 pts)</b>															
War Mûmak of Harad [Fal]	1	R	Mûmak	Monster	3D6	4/-	9	8	*	2	4	-	-		250
	(p.198); <b>Charge of the Mûmakil!</b> : (p.198); <b>Massive Monster</b> : Counts as elevated position(p.198); <b>Ridiculously Hard to Kill!</b> ; <b>Stampede!</b> : (p.198); <b>Stomp and Gore</b> : D3 hits per company at str 10 for charged and str8 for chargers(p.198); <b>Terror; Trample:</b> (p.198)														
Mûmak Crew [Fal]	12		Man		-	3/4+	-	-	12	-	-	-	-		[0]
	(p.198); Bows; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
<b>Squad (145½, 250 pts)</b>															
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	(p.198); <b>Charge of the Mûmakil!</b> : (p.198); <b>Massive Monster</b> : Counts as elevated position(p.198); <b>Ridiculously Hard to Kill!</b> ; <b>Stampede!</b> : (p.198); <b>Stomp and Gore</b> : D3 hits per company at str 10 for charged and str8 for chargers(p.198); <b>Terror; Trample:</b> (p.198)														
Mûmak Crew [Fal]	12		Man		-	3/4+	-	-	12	-	-	-	-		[0]
	(p.198); Bows; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
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	(p.198); <b>Charge of the Mûmakil!</b> : (p.198); <b>Massive Monster</b> : Counts as elevated position(p.198); <b>Ridiculously Hard to Kill!</b> ; <b>Stampede!</b> : (p.198); <b>Stomp and Gore</b> : D3 hits per company at str 10 for charged and str8 for chargers(p.198); <b>Terror; Trample:</b> (p.198)														
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	(p.198); Bows; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
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	(p.198); <b>Charge of the Mûmakil!</b> : (p.198); <b>Massive Monster</b> : Counts as elevated position(p.198); <b>Ridiculously Hard to Kill!</b> ; <b>Stampede!</b> : (p.198); <b>Stomp and Gore</b> : D3 hits per company at str 10 for charged and str8 for chargers(p.198); <b>Terror; Trample:</b> (p.198)														
Mûmak Crew [Fal]	12		Man		-	3/4+	-	-	12	-	-	-	-		[0]
	(p.198); Bows; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
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	(p.198); <b>Charge of the Mûmakil!</b> : (p.198); <b>Massive Monster</b> : Counts as elevated position(p.198); <b>Ridiculously Hard to Kill!</b> ; <b>Stampede!</b> : (p.198); <b>Stomp and Gore</b> : D3 hits per company at str 10 for charged and str8 for chargers(p.198); <b>Terror; Trample:</b> (p.198)														
Mûmak Crew [Fal]	12		Man		-	3/4+	-	-	12	-	-	-	-		[0]
	(p.198); Bows; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
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Mûmak Crew [Fal]	12		Man		-	3/4+	-	-	12	-	-	-	-		[0]
	(p.198); Bows; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
<b>Squad (6½, 265 pts)</b>															
Haradrim Warband [Fal]	6	C	Man	Infantry	6	3/4+	3	4	8	1	3	-	-	↳	265
	Armour; Bows; Hand Weapons; <b>Banner Bearer</b> ; <b>Poisoned Weapons</b> : May reroll To Hit rolls of 1 (p.192)														
Haradrim Chieftain [Fal]	1		Man			4/-				2	4	[OO]	-		[50]
<b>Squad (3½, 155 pts)</b>															
Morgul Knight Regiment [Fal]	3	R	Man	Cavalry	10	4/4+	3	6/7	2	2	3	-	-		155
	Hand Weapons; Heavy armour; Lances; Shields														
Knight Commmander [Fal]	1		Man			5/-				2	4	[OO]	-		[50]
<b>Squad (9½, 365 pts)</b>															
Mordor Orc Warband	9	C	Orc	Infantry	6	3/5+	3	3/5	8	1	2	-	-	↳	365
	Hand Weapons; Shields; <b>Banner Bearer</b> ; <b>MobRule</b>														
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
	<b>Spells of Darkness</b> : (p.75)														
Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]

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Mordor Orc Warband	9	C	Orc	Infantry	6	3/5+	3	3/5	8	1	2	-	-		365
Hand Weapons; Shields; <b>Banner Bearer</b> ; <b>MobRule</b>															
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
<b>Spells of Darkness</b> : (p.75)															
Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
<b>Squad (6 <sup>+</sup>, 300 pts)</b>															
Warg Rider Warband	6	C	Orc	Cavalry	10	3/5+	4	4/5	2	2	2	-	-		300
Hand Weapons; Shields; Thrown Weapons; <b>Prowlers</b> ; <b>Skilled Riders</b> : May move full speed & shoot in same turn, but not charge (p.62)															
Mordor Shaman	1		Orc			3/-				1	3	1	1		[100]
<b>Spells of Darkness</b> : (p.75)															
Orc Captain	1		Orc			4/-				2	3	[OO]	-		[50]
<b>Total Cost:</b>															<b>3750</b>

Option Footnotes	
Command	
Banner Bearer	May reroll charge and panic test.
Wargear	
Bows	Range 24", Str 2 (p.58)
Lances	+1 bonus to dice result when rolling To Hit (p.56)
Pikes	+1F, no enemy charge bonus if charging the front. Pike formations never receive charge bonus(p.57)
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	
MobRule	+2 dice when supporting rather than +1
Prowlers	+1 to dice results when attacking in the side or rear.(p.62)
Ridiculously Hard to Kill!	1-3: 1 crew slain, 4-7: 1 crew slain & wound, 8-11: 2 crew & 2 wounds, 12-14: 3 crew & 3 wounds, 15+: Dead. Reroll natural 6 and apply both results(p.199)
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)

#### Validation Report

Regular: Default ruleset

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

Your army must have at least one Legendary Formation or Epic Hero

#### Army Statistics

Might: 21

Models: 1190

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