

‡INTRODUCTION‡

This is a Force Supplement for the FUBAR Medieval rule set. It covers the years preceding & during the War of the Ring in Middle Earth.

You will quickly note that some Heroes are mentioned in a number of lists. This is because at different times in the story they had different profiles.

Characters listed in **Bold** can lead their nation's forces.

It is advised that, except for the Fellowship, when you deploy a named hero he or she is outnumbered by at least ten to one by their troops. Thus one or two heroes per side is usually sufficient for a fun game.

Note that all of this is based upon the books not the films.

The various magic and special items mentioned in this lists are described in full on the second page.

Please remember that this a game of small unit actions and skirmishes not full battles.

‡THE ARMIES OF THE WEST‡

The War of the Ring did not just happen in Rohan & Gondor. Across Middle Earth the forces of Sauron attacked the free peoples of the West.

In these dark times Man stood beside Elf and Dwarf to hold back the evil that was engulfing them all.

THE FELLOWSHIP OF THE RING

This is the Fellowship as it was at Rivendell and during its journey west as far as its sundering. Gandalf the Grey was lost in Moria to the Balrog, and later reappeared as Gandalf the White in Fangorn Forest.

**Gandalf** Elite, Ring [Narya], Staff, Sword [Glamdring], Istari Magic, Elven Grace @ 30pts

**Aragorn** Elite, Light Armour, Shield, Sword, Bow @ 13pts

**Boromir** Elite, Light Armour, Shield, Sword, Bow, The Horn of Gondor @ 18pts

**Gimli** Elite, Medium Armour, Shield, Greataxe, Battleaxe, Throwing Axes x2 @ 16pts

**Legolas** Elite, Elven Grace, Elven Bow, Elven Blades x2 @ 15pts

**Frodo** Seasoned, Heavy Armour (Mithril Shirt), Sword (Barrow blade then Sting), the One Ring, the Light of Elendil @ 30pts

**Sam, Merry & Pippin** Green/Seasoned, Sword (Barrow blades) @ 8 or 10pts

The three Hobbits above begin the War as Green & become Seasoned as their quest continues.

THE MEN OF THE WEST

Gondor

The proud defender of the West, they are hard pressed throughout the war. Boromir is the Captain of Gondor and can command any force. Until Boromir's death Faramir can only command the Rangers of Ithilien.

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Prince Imrahil is the Captain of the Swan Knights of Dol Amroth.

When commanding Gondorian forces Aragorn has been revealed as the true King.

**Aragorn** Elite, Heavy Armour, Shield, Sword [Anduril] 15pts

**Boromir** Elite, Heavy/Medium Armour, Shield, Sword, Bow, The Horn of Gondor @ 20pts

**Faramir** Elite, Light Armour, Shield, Sword, Longbow @ 14pts

**Imrahil** Elite, Mounted on Warhorse [Heavy Armour], Heavy Armour, Shield, Sword, Lance @ 24pts

**Knights** Veteran, Mounted on Warhorses [Heavy Armour], Heavy Armour, Shield, Sword, Lance @ 22pts

**Fountain Guard** Veteran, Heavy Armour, Shield, Spear, Sword @ 12pts

**Soldiers** Seasoned, Medium Armour, Shield, Spear or Bow, Sword @ 10pts

**Rangers** Veteran, Light Armour, Shield, Sword, Longbow @ 12pts

**The Dead** Seasoned, equivalent of Heavy Armour, Swords & Axes.

The Army of the Dead are problematical for any rule set. Effectively they are immune to all but magical weapons. Use them with caution.

Arnor, the Lost Kingdom

This is where Aragorn spent his youth and the stat's below represent him as he was first encountered by the hobbits in Bree.

**Aragorn** Elite, Light Armour, Shield, Sword, (Strider) Longbow @ 14pts

**Rangers** Veteran, Light Armour, Shield, Sword, Longbow @ 12pts

The Rohirrim

These are the lists for the Rohirrim after Gandalf frees Theoden from the fell influence of Saruman and Wormtongue. Before that you cannot include Theoden, Arwen or the Royal Guard in a Rohirrim force. Theoden's son, Theodred, was then the second Marshal of the Mark and Eomer the third.

**Theoden** Veteran, Heavy Armour, Shield, Mounted [Medium Armour], Lance, Sword @ 21pts

**Theodred** Elite, Heavy Armour, Shield, Mounted [Medium Armour], Lance, Sword @ 24pts

**Eomer** Elite, Heavy Armour, Shield, Mounted [Medium Armour], Lance, Sword @ 24pts

**Hama** Veteran, Heavy Armour, Shield, Mounted [Medium Armour], Lance, Sword @ 21pts

**Eowyn** Veteran, Heavy Armour, Shield, Mounted [Light Armour], Lance, Sword @ 21pts

**Royal Guard** Veteran, Heavy Armour, Shield, Mounted [Medium Armour], Lance, Sword @ 21pts

**Riders of Rohan** Seasoned, Medium Armour, Shield, Mounted, Spear, Bow, Axe @ 14pts

**Fyrdsmen** Green, Light Armour, Shield, Spear or Bow, Axe @ 7pts

THE ELVES

Rivendell

The home of Elrond and his children Elrohir, Elladan and Arwen. It is the place where the council is held to form the Fellowship.

**Elrond** Elite, Light Armour, Elven Grace, Ring [Vilya], Sword, Elven Magic @ 22pts

**Elrohir & Elladan** Elite, Elven Grace, Light Armour, Swords x2 @ 13pts

**Glorfindel** Elite, Elven Grace, Light Armour, Sword @ 12pts

**Arwen** Elite, Elven Grace, Sword, Elven Magic @ 22pts.

**Elven Warriors** Veteran, Elven Grace, Medium Armour, Shield, Sword, Elven Bow @ 15pts

Lothlorien

The most powerful remaining kingdom in Middle Earth in the Third Age. Despite this its warriors rarely ventured beyond their own borders. Note that no Elves of Lorien attended the Battle for the Hornburg as shown in the films.

**Galadriel** Elite, Elven Grace, Ring [Nenya], Sword, Elven Magic @ 20pts

**Celeborn** Elite, Elven Grace, Sword, Elven Magic @ 20pts

**Haldir** Elite, Elven Grace, Medium Armour, Shield, Sword, Elven Bow @ 17pts

**Elven Warriors** Veteran, Elven Grace, Medium Armour, Shield, Sword, Elven Bow @ 15pts

Mirkwood

**Legolas** Elite, Elven Grace, Elven Bow, Elven Blades x2 @ 15pts

**Wood Elves** Veteran, Elven Grace, Elven Bow, Sword @ 11pts

Elven Grace effectively increases an Elf's armour by one place.

Elven Bows are Longbows that have a range of 40".

THE DWARVES

Khazadum, Iron Hills & the Lonely Mountain

After the Battle of Five Armies and the disastrous attempt to recolonize Khazadum there were very few dwarven forces left in the War of the Ring.

**Gimli** Elite, Medium Armour, Shield, Greataxe, Battleaxe, Throwing Axes x2 @ 16pts

**Balin** Elite, Heavy Armour, Greataxe @ 15pts

**Warrior** Veteran, Heavy Armour, Shield, Battleaxe, Crossbow or 2 Throwing Axes @ 14pts

OTHERS

**The Ents** Elite, Very Heavy Armour, Two-handed Club equivalent. Can take 5 wounds before dying @ 20pts

**ISTARI & ELVEN MAGIC**

Instead of shooting an Istari or Elven Leader can use one of the following magical effects:

**Light** This illuminates the surrounding area (12" radius). All Orcs, Goblins & Trolls in this radius have their activation rolls made more difficult by one place.

**Healing** The Wizard or Elf can restore an ally who has been wounded in this or the last turn. Wounds caused by Morgul Blades take much longer to heal.

**Awe** All enemy forces within 6" must make a Activation roll or move 6" away from the Wizard or Elf. The Nazgul are immune to this effect.

**Hold Portal** This causes a door or gate to hold fast against anything except another Wizard, a Troll or a Nazgul.

**+THE FORCES OF DARKNESS+**

Although the hand of Sauron was behind all the dark forces in Middle Earth during the War of the Ring there were a number of distinct armies.

**THE ARMIES OF ISENGARD**

The corruption of Saruman through the Palantir is one of the great tragedies of the Third Age. In the books the forces of Isengard were made up of equal numbers of orcs, goblins, wargs and Uruk-hai. There is no mention of 'Berserkers' in the books.

Dunlendings were used by Saruman to harry the Rohirrim from their steadings in the West.

**Saruman the White** Elite, Staff, Istari Magic @30pts

**Ugluk** Elite, Heavy Armour, Shield, Two-handed Sword, Bow @ 17pts

**Uruk-Hai** Veteran, Medium Armour, Shield Sword [1/3 have bows]. Can be equipped with Pikes. @ 11pts

**Orc Warriors** Seasoned, Light Armour, Shield, Spear or Sword, some have Bows @ 9pts

**Goblin Warriors** Seasoned, Light Armour, half have Shield & Spear, half have bows @ 8pts

**Wargs** Seasoned, Light Armour [hides], can carry Goblins [as above] @ 12pts

**Dunlendings** Seasoned, Light Armour, Shield, Spear or Bow, Axe @ 8pts

**THE GOBLIN KINGDOM OF MORIA**

This list can be used for Moria or the Goblin halls under the Misty Mountains in the Hobbit.

**The Goblin King** Veteran, Medium Armour, Two-handed Mace @ 12pts

**Goblin Warriors** Green, Light Armour, half have Shield & Sword, half have bows @ 8pts

**Cave Trolls** Veteran, Medium Armour, Two-handed Club. Can take 4 wounds before dying @ 16pts

**The Balrog** Elite, Very Heavy Armour, Two-handed Sword and Fiery Whip (each add 3 to attacks) @ 30pts

Note that the Balrog causes fear in Elves. When in his presence they make two rolls for activation and take the worst each time.

**THE ARMIES OF MORDOR**

This includes the armies of Minas Morgul, as well as Baradur and the Black Gate

**The Witch King of Angmar** Elite, Heavy Armour, Immune to normal weapons, Two-handed Sword, Dark Magic @ 28pts

**The Nazgul** Elite, Light Armour, Immune to normal weapons, Two-handed Swords @ 18pts

These can be mounted on Warhorses with Heavy Armour (+9pts) or upon fell beasts that fly (+20pts).

The Witch King & other Nazgul can use a Morgul Blade (@5 pts). This blade can be used once & if it hits no armour can save against it & the figure hit cannot take suppression instead of a wound.

**Gothmog** Elite, Heavy Armour, Sword @ 13pts

**Orc Captains** Veterans, Medium Armour, Shield, Sword or Axe [includes Grishnakh, Shagrat & Gorbag] @ 11pts

**Orc Warriors** Seasoned, Light Armour, Shield, Spear or Sword, some have Bows @ 9pts

**Mordor Trolls** Veterans, Heavy Armour, Two-handed Swords/Hammers, Can take four wounds before dying @ 18pts

**Shelob** Elite, Medium Armour, Poison Sting, can move over any surface, Web @ 20pts

**THE HARADRIM**

Described as an army of Evil Men, they came at Sauron's bidding to fight against their ancient enemies in Gondor.

**Prince** Elite, Medium Armour, Scimitar @ 12pts

**Royal Guard** Veteran, Medium Armour, Shield, Scimitar & Spear @ 12pts

**Warrior** Seasoned, Light Armour, Shield, Spear and Bow @ 10pts

**Mahout** Veteran, Knife @ 7pts

**Mumakil** Veteran, Thick Hide (Heavy Armour), Great Tusks (Two-handed weapons), Can carry ten Warriors plus their Mahout. Can take ten wounds before dying @ 25pts

**THE CORSAIRS OF UMBAR**

These never appear in the War of the Ring, except to have their vessels taken from them by Aragorn and the Army of the Dead.

**Captain** Veteran, Light Armour, Sword @ 9pts

**Marine** Seasoned, Light Armour, Knives, Bows @ 9pts

**DARK MAGIC**

Instead of shooting the Nazgul can use one of the following magical effects:

**Darkness** This darkens the surrounding area (12" radius). All Orcs, Goblins & Trolls in this radius have their activation rolls made easier by one place.

**Terrify** All enemy forces within 6" in this radius have their activation rolls made more difficult by one place. Elves & Istari are immune to this effect.

**+MAGIC & SPECIAL ITEMS+**

There are a range of magic items that may affect the course of play. Note that many of items, such as the other magic rings, Lembas, the Black Draught etc., would have little effect on battles so are not listed below.

Where such items are listed on the various characters their points costs has already been included.

**The Barrow blades** – These weapons allow the hobbits that bear them to harm supernatural creatures such as the Nazgul.

**Glamdring** – This magical blade give Gandalf +1 in close combat, and +2 against Orcs, Goblin and Uruk-hai.

**Anduril** – The Flame of the West, the Blade that was Broken. This blade gives Aragorn +3 in close combat and can harm any creature, even Nazgul.

**Sting** – This has the same characteristics as the Barrow blades and gives Frodo +1 in combat against Orcs, Goblins and Uruk-hai.

**The Light of Elendil** – This will counter the Dark Magic spell 'Darkness', and is the equivalent of the spell 'Light'. It was given to Frodo by Galadriel and was very effective against Shelob.

**The Horn of Gondor** – This can be sounded once per battle by Boromir or Faramir. On the turn it is sounded all men of Gondor add one to their Activation Rolls.

**The One Ring** – This makes its wearer invisible, and thus he cannot be targeted by weapons or spells. However, it slows the bearer by 2" and will attract the immediate attention of any Nazgul on the Battlefield.

**Morgul Blades** - The Witch King & other Nazgul can use this (@5 pts). This blade can be used once & if it hits no armour can save against it & the figure hit cannot take suppression instead of a wound.

**Shelob's Poison Sting & Web** – If a figure is hit by her sting their armour save is reduced by two places. Even Trolls with multiple wounds are affected by the poison.

Instead she can fire a web up to 12". This hit ignores armour and disables the target. Lie the figure down, it is not dead it is just defenceless until cut free.