



Wargaming Rules For
The War of the Ring
(For Dux Britanniarum)



Dux Arda

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Dux Arda is a not-for-sale fan-mod for gaming Middle Earth with the Dux Britanniarum rules from Too Fat Lardies. You must have Dux Britanniarum to pay this game, though feel free to use it as source material for your own games.

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WHAT IS DUX ARDA?

JRR Tolkien was a Dark Ages scholar and linguist, and in most of his works his descriptions of the various societies of Middle Earth are drawn from Dark Ages societies of Europe and the Levant (including North Africa). Many of the battles he describes are essentially warband level frays (aside from the massive wars every few thousand years) between feudal and tribal Dark Ages factions,

This makes [Dux Britanniarum](#) from Too Fat Lardies a great choice for wargaming Middle Earth.

Welcome to *Dux Arda!*

Dux Arda (aka Lard of the Rings) is a fan-mod for using the [Dux Britanniarum](#) system from Too Fat Lardies to wargame the battles of Middle Earth. You must have Dux Britanniarum (and other referenced rules, such as Magic for Dux Britanniarum in [Christmas Special 2015](#)) to play this mod.

The *Dux Arda: Lard of the Rings* supplement adds at least eleven entirely new forces, new unit types, special rules, and a campaign system for each force. These new armies will present more variation and tactical challenges in addition to some new rules both for battles and campaigns in Tolkein's Middle Earth during the War of the Ring. This “book” contains all the faction lists appearing during the period of the Hobbit and the Lord of the Rings in the closing days of the Third Age of Middle Earth. From time to time the authors of this fan mod may issue updates and campaigns. Please feel free to create your own and let us know about them!

DUX ARDA – THE FREE PEOPLES OF MIDDLE EARTH

This section describes the primary factions of the Free Peoples of Middle Earth, including the cultures of Man, the Dwarves and the Elves.

- Men of Dale
- Free Peoples of Eriador
- Riders of Rohan
- Gondor
- Durin’s Folk
- Elves of Lothlorien
- Elves of Rivendell
- Elves of Thanduil’s Realm

[DUX ARDA: THE MEN OF DALE FORCE INFORMATION](#)



The Men of Dale are a people who have reformed their kingdom within the last century. Under Bard’s line, the northmen have reforged their alliance with Durin’s Folk after the Battle of the Five Armies. This resulted in great wealth flowing back into the region, drawing many of the scattered peoples of Rhovanian and Dorwinion back to Dale. Due to their close relationship with Durin’s Folk, the Men of Dale are well-equipped for war. When they were approached by emissaries of Sauron, demanding they swear fealty, they and the dwarves turned them away, resulting in an invasion by Sauron’s Easterling allies. While the Men of Dale are well-prepared for war, they are still vastly outnumbered by their enemies, who are often just as well-trained and well-equipped as they are. However, the Men of

DUX ARDA – GAMING MIDDLE EARTH WITH DUX BRITANNIARUM

Dale have known hardship and peril for many years and they will not balk in the defense of their realm.

The Dalian player takes the place of a Captain of Dale leading a small force of warriors defending a region of Dale. The forces of Rhun and the East are marching West, intent on slaughtering your people and taking your homes. You are sworn to stop them.



Gripping Beast Rus

One change from the Romano-British force in the Main Rules is the ability for the Dale Lord to have mounted units exchanged for some of their infantry. A Lord may elect to substitute six Elite foot soldiers with four Elite Shock Cavalry in any game. He may also elect to substitute six of his Warriors with four Warrior Shock Cavalry. The Lord may select one or both options, or he may elect to keep his men on foot. Men who are mounted will fight on horseback for the duration of the game; they may not dismount.

When fielding mounted troops, the Dalians may attach any of their Nobles to command the cavalry. If a Lord is mounted then his champion will be too. A mounted noble may only influence cavalry troops during the game.

The troop types of the Men of Dale are the same as troops presented for the Romano-British in the main

rules and The Raiders supplement.



Gripping Beast Rus

Force Rules

Prepared for War: The Men of Dale, have just taken back their homes, are well-prepared to defend it to their dying breath. To Reflect this, at the start of the game, the Dalian player may make a pre-battle speech, even for Raids. When they roll for the results, they add a plus one (+1) to the result. If the player rolls a result of seven (7), rather than just receiving the results listed for a six (6), all infantry and cavalry groups will roll a plus one (+1) To Hit in the first round of combat in addition to the results for rolling a six (6). This modifier will stack with all other modifiers.



Gripping Beast Rus

STARTING FORCES

The starting forces for the Men of Dale are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have one Group of Elite troops, two Groups of Warriors, and three Groups of Levy troops. All of these Groups will be six figures strong. You will also have one Group of four Missile troops armed with bows.

Reinforcements for the Men of Dale are gained the same way as the Romano-British in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the Group indicated in row 1, the second time the Group shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the Group from the row numbered higher, but this will mean that he will never receive the Group he passes over.

Order	Men of Dale
1	Four Missile Troops
2	Six Warriors
3	Six Warriors
4	Four Warrior Light Cavalry
5	Four Warrior Shock Cavalry with a Status II noble



Gripping Beast Rus



Gripping Beast Rus

MEN OF DALE CARDS

The Men of Dale begin the game with one Stout Hearts card and one Shieldwall Braced card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Strong Arm x 1
- Hero of the Age x 1
- Aggressive Charge x 2
- Stout Hearts x 2

Stout Hearts - This card allows the Dalian player to not roll on the Force Morale Change table if he would normally be forced to do so. However, they may also chose to play this card after losing a combat. If they do so, they reduce the level of defeat by one. For example: If they are defeated by three (3) men killed the player may play the card and reduce the result to defeated by two (2) men killed. This is a Retreat Card in Post-Game Phase. (Use unused Romano-British cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/08/dux-arda-men-of-dale/>

DUX ARDA: THE FREE PEOPLES OF ERIADOR FORCE INFORMATION



What was once the greatest kingdom in Middle Earth, Arnor, collapsed into squabbling petty kingdoms over the course of the Third Age. Due to infighting between the sons of the line of Isildur, Arnor was split into three kingdoms competing for supremacy, which left them vulnerable to a rising threat, Angmar. The Witch King of Angmar absorbed Rhudaur after the line of Isildur became extinct and launched an assault on Arthedain and Cardolan, the other two petty kingdoms of Arnor. While the Witch King was ultimately defeated and Angmar destroyed, this victory left the region so devastated that both petty kingdoms collapsed,

leaving the remaining Dunedain as nomadic protectors of the free peoples living in Eriador. This region is dangerous and wild, the Remnants of Angmar threaten the North, Dunland threatens the South, and bandits and orcs raid with relative impunity. Left with little industry and dwindling populations, the *Free Peoples of Eriador* do not have standing armies or well-equipped forces. However, the Northern Dunedain and other free peoples are not without defenses and will defend their homes to their dying breath.

The *Free Peoples* player takes the place of a Captain of a force of *Free Peoples* leading a small force of warriors defending a region of Eriador. While there are no major threats like Mordor or Harad, orcs from the North and East, as well as raiding hillmen remain a significant threat to the depopulated and disparate elements of Eriador.

The troop types of the *Free Peoples of Eriador* are the same as troops presented for the Romano-British in the main rules with a few additional unit types, shown below:

RANGERS

The *Rangers* of the North are the most well trained and motivated soldiers of the Numenorean successor kingdoms. To reflect this, they are able to both function as *Missiles*, but with as many figures that are present in the *Group*, and melee infantry. This means that a *Group* of six models will use 6D6 to attack, rather than the 4D6 of regular *Missiles*. In melee combat, they will function as *Elites*. They count as *Elites* when consulting the Force Morale change table.



HOBBITS

The *Hobbits* of the Shire are a peace loving people, little experienced in the ways of war and with little desire to become involved with it. This does not mean that all *Hobbits* feel the same. Once in a while, *Hobbits* will feel a need for adventure and will venture away from their idyllic homes for a taste of the real world. Due to their small stature and lack of experience, they are often at a serious disadvantage when forced into battle. However, *Hobbits* are stout-hearted, even if diminutive and when forced to fight, they often surprise both their allies and enemies with their tenacity. To reflect this, *Group of Hobbits* will be six (6) figures and will fight as one level below *Levy* in combat in regards to troop quality, but die on a 4, 5, or 6 and only *Shock* on a 3. However, due to a sense of protectiveness most good people of Middle Earth feel over *Hobbits*, they count as *Warriors* for morale changes.



FORCE RULES

Trained Archers: *Rangers* are trained to fight in melee as well as with the bow. To reflect this, they may elect to stand and fight when contacted by the enemy. *Missiles* will fight as *Levy* in combat to represent their lack of formation and preparedness. If they are defeated in combat, they will disperse like standard *Missiles* troops. However, because these archers are not merely boys learning the way of war, when they are killed, routed, or dispersed, they count as *Elites* when consulting the Force Morale change table.

In addition, unlike *Missiles* in the main rules, *Nobles* may activate and command any *Ranger* troops.

STARTING FORCES

The starting forces for the *Free Peoples of Eriador* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.



Credit to Fenrir on Lead Adventure

Led by these Nobles, you will have three *Groups* of *Warriors*, and six *Groups* of *Levy* troops. All of these *Groups* will be six figures strong. You will also have one *Group* of four *Missile* troops armed with bows.



Credit to Fenrir on Lead Adventure

Reinforcements for the *Free Peoples of Eriador* are gained the same way as the Romano-British in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Free Peoples of Eriador
1	Four Missile Troops
2	Six Warriors
3	Two Groups of Six Hobbits
4	Six Rangers
5	Four Warrior Shock Cavalry with a Status II noble

FREE PEOPLES OF ERIADOR CARDS

The *Free Peoples of Eriador* use the same cards as the Romano-British.

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-the-free-peoples-of-eriodor-and-dunedain/>

DUX ARDA: MEN OF GONDOR FORCE INFORMATION

Descended from the Numenoreans, the Kingdoms of Gondor represents the greatest bastion of defense that the good peoples of Middle Earth have left. While the rest of Middle Earth have enjoyed relative peace since the destruction of Angmar and the dissolution of Arnor, Gondor has been fighting to contain the greatest threats to the West, a resurgent Mordor along with their greatest allies, the men of the South, or the Haradrim. While Gondor remains the most powerful defender of Middle Earth, their power has been waning for some time. The former outposts of Minas Ithil and Cirith Ungol, along with the rest of the Gondorian holdings across the Anduin, have been overrun since Sauron's last defeat and even East Osgiliath has been taken. However, the soldiers of Gondor continue to hold faith and continue to defend the West, both East and West of the Anduin, even while they seem doomed to fall.

The Gondorian player takes the place of a Captain of Gondor leading a small force of warriors defending a region of Gondor. While the bulk of the armies of Gondor are occupied in both the South against Harad and the East against Mordor, small bands of raiders that have managed to cross the Anduin must be dealt with smaller, more nimble forces.



The only change from the Romano-British force in the Main Rules is the ability for the Gondor Lord to have mounted units exchanged for some of their infantry. A Lord may elect to substitute six elite foot soldiers with four elite Shock cavalry in any game. He may also elect to substitute six of his Warriors with four Warrior Shock cavalry. The Lord may select one or both options, or he may elect to keep his men on foot. Men who are mounted will fight on horseback for the duration of the game; they may not dismount.

When fielding mounted troops, the Gondorians may attach any of their Nobles to command the cavalry. If a Lord is mounted then his champion will be too. A mounted noble may only influence cavalry troops during the game.

The troop types of the *Men of Gondor* are the same as troops presented for the Romano-British in the main rules and *The Raiders* supplement with one additional unit type, shown below:

RANGERS

The *Rangers* of Ithilien are the most well trained and motivated soldiers of the Numenorean successor kingdoms. To reflect this, they are able to both function as *Missiles*, but with as many figures that are present in the *Group*, and melee infantry. This means that a *Group* of six models will use 6D6 to attack, rather than the 4D6 of regular *Missiles*. In combat, they will function as *Elites*.

FORCE RULES:

Trained Archers: Gondorian *Missiles*, including *Rangers*, are trained to fight in melee as well as with the bow. To reflect this, they may elect to stand and fight when contacted by the enemy. *Missiles* will fight as *Levy* in combat to represent their lack of formation and preparedness. If they are defeated in combat, they will disperse like standard *Missiles* troops. However, because these archers are not merely boys learning the way of war, when they are killed, routed, or dispersed, they count as *Warriors* when consulting the Force Morale change table.

DUX ARDA – GAMING MIDDLE EARTH WITH DUX BRITANNIARUM

Rangers will count as *Elites* when consulting the table.

In addition, unlike *Missiles* in the main rules, *Nobles* may activate and command any *Missile* troops as if they were standard *Warriors*.

STARTING FORCES

The starting forces for the *Men of Gondor* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.



Led by these Nobles, you will have one *Group* of *Elite* troops, two *Groups* of *Warriors*, and three *Groups* of *Levy* troops. All of these *Groups* will be six figures strong. You will also have one *Group* of four *Missile* troops armed with bows.



Reinforcements for the *Men of Gondor* are gained the same way as the Romano-British in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Men of Gondor
1	Four Missile Troops
2	Six Warriors
3	Six Warriors
4	Six Rangers
5	Four Warrior Shock Cavalry with a Status II noble

GONDOR CARDS

The *Gondor* uses the same cards as the Romano-British.

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-men-of-gondor/>

DUX ARDA: MEN OF ROHAN FORCE INFORMATION



Property of Jimboba from Root Around the Warchest

The Men of Rohan , or the Rohirrim, are Northmen who were granted their new homeland, the Riddermark, by Gondor during the Third Age as compensation for aid provided in a time of great need. Since this time, the Rohirrim have traditionally provided military support to Gondor and received it in return. However, in these dark days, Gondor is under attack from their greatest threat yet and Rohan is on it's own. Under Theoden, the realm is paralyzed with inaction and only the personal initiatives of his son Theodred and nephew Eomer have prevented the wolves at the gates from entering the Fold.

The Men of Rohan player takes the place of a Captain of Rohan leading a small force of warriors defending a your realm. While your king is ineffective, your prince and Lord Eomer have tasked you with defending the Riddermark from the Dunlendings and orcs of Isengard.

The troop types of the Men of Rohan are the same as troops presented in the main rules and The Raiders supplement.



Property of Xintao on TMP

STARTING FORCES

The starting forces for the Men of Rohan are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Beneath these Nobles you will have one Group of four Elite Shock Cavalry , two Groups of four Raider Cavalry , and two Groups of six Warriors . The force will also be accompanied by one Group of four Skirmish Cavalry and one Group of four Skirmishers .



Property of Thorondor on TMP

The Rohan Lord may elect to fight on foot or mounted, but must choose at the start of the game and his Champion must follow suit. He may also choose to have one or two of his Nobles mounted, but the number of mounted Nobles, including the Lord, may not exceed two at any point. A mounted noble may only influence cavalry troops during the game. He may also elect to have any of his Shock Cavalry or Raider Cavalry fight dismounted. If he chooses to dismount his cavalry, the Elite Shock Cavalry will become a Group of six Elites and the

Raider Cavalry Groups become Groups of six Warriors.

As the campaign progresses a Rohan Lord who gains success in battle will find that additional followers will join his force. Normally this will be just two additional men turning up to join your force, but occasionally a significant victory will allow the player to take reinforcements from the Reinforcements Table as a completely fresh Group of men join you.

Where two men join a force, these will normally be added to one of the six man Warrior Groups to bring them up to eight men. If this occurs three times then these will be grouped together to form a new six man Group , with the eight man Groups being reduced to their original size.

Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the Group indicated in row 1, the second time the Group shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the Group from the row numbered higher, but this will mean that will never receive the Group he passes over.

Order	Men of Rohan
1	Four Skirmishers
2	Six Warriors
3	Four Warrior Shock Cavalry
4	Four Raider Cavalry and Four Skirmish Cavalry
5	Four Warrior Shock Cavalry with a Status II Noble



Property of Pat Grogard

MEN OF ROHAN CARDS

The Men of Rohan begin the game with one Bounding Move card and one Darting Blow card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Bounding Move x 2
- Darting Blow x 1
- Thundering Hooves x 2

Thundering Hooves - A Group or Formation of Cavalry moving into close combat may play this card to instill fear upon their target as they see their dreaded enemies charge. Roll 1D6 for each attacking figure before the charge, counting one point of Shock on the front rank of their target for each 5 or 6 rolled. All morale effects will take place before the charge continues, meaning that the target unit may fall back or flee before receiving the charge. The charge will then proceed as normal. This is a Pursuit Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!).

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-men-of-rohan/>

DUX ARDA: DURIN'S FOLK FORCE INFORMATION



Durin's Folk are stalwart warriors and dedicated protectors of their realms. Occupying the Iron Hills throughout the Third Age and periodically Erebor and Moria, they greedily delve deep into the earth for precious gems and metals. These riches are fiercely guarded, which often leads to conflict with other races of Middle Earth. Caring little for anything beyond their mountain homes, they do not take part in the wars of Middle Earth, unless they directly affect them. However, the location of their homes and their enmity for orcs leads to much conflict with the *Orcs of Gundabad* and the *Orcs of the Misty Mountains*.

The *Dwarf* player takes the place of a Captain of *Durin's Folk* leading a small force of warriors defending a dwarven realm. You must protect your halls as well as the frontiers around your mountain home from all threats.



The troop types of the *Durin's Folk* are the same as troops presented for the Saxons in the main rules with one additional unit type, shown below:

DRAGON SLAYERS

The *Dragon Slayers*, much as their name implies, are the greatest warriors in all of the dwarven realms. Extremely well-trained and equipped, they are the best heavy infantry in all of Middle Earth. They are specifically trained to fight large threats and are equipped with great weapons best suited for killing great beasts. To reflect this, they function as one level greater than *Elites* in melee combat against cavalry, *Trolls*, and *Giant Spiders*. Against all other enemies, they function as *Elites*. These dwarves will always fight to the death and will not *Shock*. They count as *Elites* when consulting the Force Morale change table.

FORCE RULES

Stout-Hearts: Dwarves rarely run from a fight and will always ignore the first *Shock* applied to them.

STARTING FORCES

The starting forces for *Durin's Folk* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have two *Groups* of *Elites*, and three *Groups* of *Warriors*. All of these *Groups* will be six figures strong. You will also have one *Group* of four *Missile* troops armed with bows.





REINFORCEMENTS

Reinforcements for *Durin's Folk* are gained the same way as the Saxons in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Durin's Folk
1	Four Missile Troops
2	Six Warriors
3	Six Warriors
4	Six Dragon Slayers
5	Four Warrior Light Cavalry of Dale

DURIN'S FOLK CARDS

Durin's Folk begin the game with one **Hated Foes** card and one **Shieldwall Braced** card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x3
- Goad x1
- Hero of the Age x1
- A Strong Arm x
- Aggressive Charge x2
- **Hated Foes** x1 (you can use the *Bibamus* Card)

Hated Foes: This card functions the same as the *Bibamus* card, but the effects will apply to both forces in the game if the dwarf player is playing against any orc faction. If they are playing against any other force, the card only affects the *Durin's Folk* player.

Book of the Dwarves:

<https://sbminisguy.wordpress.com/2019/02/04/faction-book-for-dux-arda-durins-folk-book-of-the-dwarves/>

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-durins-folk-the-dwarves/>

DUX ARDA: THE ELVES OF LOTHLORIEN
FORCE INFORMATION



The *Elves of Lothlorien*, or the Silvan Elves, are the oldest and wisest of the races of Middle Earth. Secluded within the mysterious forest of Lothlorien, they tend to stay out of the affairs of Middle Earth as a whole. While they do not take part in much of the warring around them, they still defend their realms with unmatched skill and resolve. The *Elves of Lothlorien* defend their forest homes and the surrounding area from orcs and evil men from Isengard and the Misty Mountains, killing any who dare stray too close to their realm.

The *Elven* player takes the place of a Captain of *Lothlorien* leading a small force of warriors defending the forest. You must protect your halls as well as the frontiers around your secluded home from all threats



The troop types of the *Elves of Lothlorien* are the same as troops presented for the Saxons in the main rules.

FORCE RULES

Immortals: Elves do not sacrifice their immortal lives without great cause. Therefore, they will receive a *Force Morale Loss* if their Force Morale ever reaches three (3) or less. However, they may use any *Retreat* cards that they hold, unless their Force Morale drops from four (4) or above to zero (0) in the same activation phase.

For example: The Elven Force Morale is currently at four (4). The Lord and a Group of Elites are attacked by several Groups of orcs and they are killed to a man, including the Lord. The resulting Force Morale roll for the loss of the Elites is a three (3), meaning that the Force Morale drops two (2) points to two (2). The Force Morale roll for the death of the Lord is also a three (3), meaning that the Force Morale drops two (2) points to two (0). At this point, the Elven force has been truly routed and they must sacrifice their Retreat cards for the Post Game Phase.

Skilled Ambushers: The forces of the *Lothlorien* are skilled ambushers. To reflect this they may elect to use either the *Surprise*, *Feign Flight*, or *Flank* Miracle from the main rules before every game. They do not inform their opponent of their decision to use this ability or which option they select.

Skilled Marksmen: Every elf in Lothlorien is a master of the bow, loosing arrows with unerring accuracy. To reflect this, all *Missile* troops, including infantry *Groups* acting as *Missiles*, attacks with a plus one (+1) on all To Hit rolls. These effects stack with any cards played on the *Groups*.

Warrior Archers: Elven *Missiles* are trained to fight in melee as well as with the bow. To reflect this, they may elect to stand and fight when contacted by the enemy. *Missiles* will fight as *Warriors* in combat to represent their skills in combat. If they are defeated in combat, they will disperse like standard *Missiles* troops. However, because these archers are not merely boys learning the way of war, when they are killed or dispersed,

they count as *Warriors* when consulting the Force Morale change table.

In addition, unlike *Missiles* in the main rules, *Nobles* may activate and command any *Missile* troops as if they were standard *Warriors*.

Missiles: All Elven *Groups* carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, To reflect this, they are able to both function as *Missiles*, but with as many figures that are present in the *Group*, and melee infantry. This means that a *Group* of six models will use 6D6 to attack, rather than the 4D6 of regular *Missiles*. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Elites* is contacted while acting as *Missiles* they will fight as *Warriors* and receive double *Shock* and if a *Group* of *Warriors* is contacted while acting as *Missiles* they will fight as *Levy* in regards to troop quality and receive double *Shock*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the lack of preparedness as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all Elves to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually occur if combatants were forced to drop their bows and fight unprepared.)



Vendel Elves

STARTING FORCES

The starting forces for the *Elves of Lothlorien* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have two *Groups* of *Elites*, and two *Groups* of *Warriors*. All of these *Groups* will be six figures strong. You will also have one *Group* of four *Missile* troops armed with bows.



Property of Dan Mersey

Reinforcements for the *Elves of Lothlorien* are gained the same way as the Saxons in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the Group indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Elves of Lothlorien
1	Four Missile Troops
2	Six Warriors
3	Six Warriors
4	Six Warriors
5	Six Warriors



Property of James Manto

ELVES OF LOTHLORIEN CARDS

Elves of Lothlorien begin the game with one Bounding Move card and one Evade card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Darting Blow x 2
- Bounding Move x 1
- Peerless Warriors x 2

Peerless Warriors: This card, when played on a single *Group* of *Elites*, doubles it's dice rolled for attack in the first round of combat, as well as doubling any kills inflicted. This is a *Pursuit* or *Retreat* Card in Post-Game Phase. (Use unused Romano-British cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-elves-of-lothlorien/>

DUX ARDA: THE ELVES OF RIVENDELL FORCE INFORMATION



The *Elves of Rivendell*, or the Noldor, are the oldest and wisest of the races of Middle Earth. Long acting as protectors of the land, the Noldor have begun to take a less aggressive role in recent times. After the first defeat of Sauron, they have begun to return to Valinor, leaving Men to rule and squabble over Middle Earth. While they do not take part in much of the warring around them, they still defend their realms with unmatched skill and resolve. The *Elves of Rivendell* defend the Imladris and the surrounding area from orcs and evil men from Angmar and the Misty Mountains, killing any who dare stray too close to their realm.

The *Elven* player takes the place of a Captain of *Rivendell* leading a small force of warriors defending Imladris. You must protect your halls as well as the frontiers around your secluded home from all threats.

The troop types of the *Elves of Rivendell* are the same as troops presented for the Saxons in the main rules with one additional unit type, shown below:

SMITHS OF EREGION

The *Smiths of Eregion* are a revered group of warriors who forge the greatest of weapons and armor in Middle Earth. They are equipped with peerless armor and weapons and possess unmatched skill in combat. To reflect this, they function as one level greater than *Elites* in melee combat. When shot

at by *Missiles* or attacked by *Skirmishers* they are treated as *Elites*. They count as *Elites* and the Elven player must roll twice when consulting the Force Morale change table. In addition to these rules, the *Smiths of Eregion* will never leave the Realm of Imladris and will be left behind if the Elven Lord ever conducts operations outside their realm.

FORCE RULES

Immortals: Elves do not sacrifice their immortal lives without great cause. Therefore, they will receive a *Force Morale Loss* if their Force Morale ever reaches three (3) or less. However, they may use any *Retreat* cards that they hold, unless their Force Morale drops from four (4) or above to zero (0) in the same activation phase.

For example: The Elven Force Morale is currently at four (4). The Lord and a Group of Elites are attacked by several Groups of orcs and they are killed to a man, including the Lord. The resulting Force Morale roll for the loss of the Elites is a three (3), meaning that the Force Morale drops two (2) points to two (2). The Force Morale roll for the death of the Lord is also a three (3), meaning that the Force Morale drops two (2) points to two (0). At this point, the Elven force has been truly routed and they must sacrifice their Retreat cards for the Post Game Phase.

Warrior Archers: Elven *Missiles*, are trained to fight in melee as well as with the bow. To reflect this, they may elect to stand and fight when contacted by the enemy. *Missiles* will fight as *Warriors* in combat to represent their skills in combat. If they are defeated in combat, they will disperse like standard *Missiles* troops. However, because these archers are not merely boys learning the way of war, when they are killed or dispersed, they count as *Warriors* when consulting the Force Morale change table.

In addition, unlike *Missiles* in the main rules, *Nobles* may activate and command any *Missile* troops as if they were standard *Warriors*.

Missiles: All Elven *Groups*, except *Smiths of Eregion*, carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, To reflect this, they are able to both function as *Missiles*, but with as many figures that are present in the *Group*, and melee infantry. This means that a *Group* of six models will use 6D6 to attack, rather than the 4D6 of regular *Missiles*. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Elites* is contacted while acting as *Missiles* they will fight as *Warriors* and receive double *Shock* and if a *Group* of *Warriors* is contacted while acting as *Missiles* they will fight as *Levy* in regards to troop quality and receive double *Shock*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the lack of preparedness as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all Elves to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually occur if combatants were forced to drop their bows and fight unprepared.)

STARTING FORCES

The starting forces for *Elves of Rivendell* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.



Oathmark Elves

Led by these Nobles, you will have two *Groups* of *Elites*, and two *Groups* of *Warriors*. All of these *Groups* will be six figures strong. You will also have one *Group* of four *Missile* troops armed with bows.



Oathmark Elves

Reinforcements for *Elves of Rivendell* are gained the same way as the Saxons in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are

available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Elves of Rivendell
1	Four Missile Troops
2	Six Warriors
3	Six Warriors
4	Six Warriors
5	Six Smiths of Eregion

Elves of Rivendell Cards

Elves of Rivendell begin the game with one Bounding Move card and one Shieldwall Braced card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Darting Blow x 2
- Audacia x 1
- Peerless Warriors x 2

Peerless Warriors: This card, when played on a single *Group* of *Elites* or *Smiths of Eregion*, doubles it’s dice rolled for attack in the first round of combat, as well as doubling any kills inflicted. This is a *Pursuit* or *Retreat* Card in Post-Game Phase. (Use unused Romano-British cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-elves-of-rivendell/>

DUX ARDA: THRANDUIL'S REALM FORCE INFORMATION



The *Elves of Thranduil’s Realm*, or Mirkwood, are part of the oldest and wisest of the races of Middle Earth. Descended from both the Silvan and Sindar elven peoples, the elves of Mirkwood have defended the great forest against all evil. However, their power is waning and they can no longer hold back the tide alone. They have renewed their traditional friendship with the Men of Dale and have ended their rivalry with Durin’s Folk, who have resettled Erebor. While they do not take part in much of the warring around them, they still defend their realms with unmatched skill and resolve. The *Elves of Thranduil’s Realm* defend their homes and the surrounding area from orcs and evil men lurking in the shadows of the forest and to the East, killing any who dare stray too close to their realm.

The *Elven* player takes the place of a Captain of *Thranduil’s Realm* leading a small force of warriors defending Mirkwood. You must protect your halls as well as the frontiers around your secluded home from all threats.

The troop types of the *Elves of Thranduil’s Realm* are the same as troops presented for the Saxons in the main rules with one additional unit type, shown below:

FOREST WARDENS

The *Forest Wardens* are the greatest warriors in *Thranduil’s Realm*. To reflect this, they are able to both function as *Missiles*, but with as many figures that are present in the *Group*, and melee infantry. This means that they will also be able to be commanded by a noble. However, unlike normal *Missiles*, they are not dispersed if contacted or

defeated in contact. This means that a *Group* of six models will use 6D6 to attack, rather than the 4D6 of regular *Missiles*. In melee combat, they will function as *Elites*. They will always receive a plus one (+1) for all To Hit rolls. *Forest Wardens* are also able to fire over friendly *Groups* and *Formations*. They count as *Elites* when consulting the Force Morale change table.



Vendel Elves

FORCE RULES

Immortals: Elves do not sacrifice their immortal lives without great cause. Therefore, they will receive a *Force Morale Loss* if their Force Morale ever reaches three (3) or less. However, they may use any *Retreat* cards that they hold, unless their Force Morale drops from four (4) or above to zero (0) in the same activation phase.

For example: The Elven Force Morale is currently at four (4). The Lord and a Group of Elites are attacked by several Groups of orcs and they are killed to a man, including the Lord. The resulting Force Morale roll for the loss of the Elites is a three (3), meaning that the Force Morale drops two (2) points to two (2). The Force Morale roll for the death of the Lord is also a three (3), meaning that the Force Morale drops two (2) points to two (0). At this point, the Elven force has been truly routed and they must sacrifice their Retreat cards for the Post Game Phase.

Warrior Archers: Elven *Missiles* are trained to fight in melee as well as with the bow. To reflect this, they may elect to stand and fight when contacted by the enemy. *Missiles* will fight as *Warriors* in combat to represent their skills in combat. If they are defeated in combat, they will disperse like standard *Missiles* troops. However, because these archers are not merely boys learning the way of war, when they are killed or dispersed, they count as *Warriors* when consulting the Force Morale change table.

In addition, unlike *Missiles* in the main rules, *Nobles* may activate and command any *Missile* troops as if they were standard *Warriors*.

Missiles: All Elven *Groups* carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, To reflect this, they are able to both function as *Missiles*, but with as many figures that are present in the *Group*, and melee infantry. This means that a *Group* of six models will use 6D6 to attack, rather than the 4D6 of regular *Missiles*. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Elites* is contacted while acting as *Missiles* they will fight as *Warriors* and receive double *Shock* and if a *Group* of *Warriors* is contacted while acting as *Missiles* they will fight as *Levy* in regards to troop quality and receive double *Shock*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect

the lack of preparedness as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all Elves to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually occur if combatants were forced to drop their bows and fight unprepared.)

STARTING FORCES

The starting forces for *Thranduil’s Realm* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.



Property of James Manto

Led by these Nobles, you will have two *Groups* of *Elites*, and two *Groups* of *Warriors*. All of these *Groups* will be six figures strong. You will also have one *Group* of four *Missile* troops armed with bows.



Property of Dan Mersey

Reinforcements for *Thranduil’s Realm* are gained the same way as the Saxons in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Thranduil’s Realm
1	Four Missile Troops
2	Six Warriors
3	Six Warriors
4	Six Warriors
5	Six Forest Wardens

THRANDUIL'S REALM CARDS

Thranduil's Realm begin the game with one Bounding Move card and one Shieldwall Braced card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Darting Blow x 2
- Bounding Move x 1
- **Peerless Warriors** x 2

Peerless Warriors: This card, when played on a single *Group of Elites* or *Forest Wardens*, doubles it's dice rolled for attack in the first round of combat, as well as doubling any kills inflicted. This is a *Pursuit* or *Retreat* Card in Post-Game Phase. (Use unused Romano-British cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-elves-of-thranduils-realm/>

DUX ARDA – THE FORCES OF SAURON

This section describes the primary factions of the Forces of Sauron Earth, including the cultures of Man allied with Sauron and various factions of Orcs.

- Orcs of Mordor
- Orcs of the Misty Mountains
- Orcs of Gundabad
- Denizens of Mirkwood
- Remnants of Angmar
- Men of the East
- Men of Harad
- Corsairs of Umbar

DUX ARDA: ORCS OF MORDOR FORCE INFORMATION

The Orcs of Mordor are a numerous and well equipped, but brittle force. They do not suffer from the lack of arms and armor that their cousins in the Misty Mountains and elsewhere do, and are able to provide all necessary equipment needed to combat their enemies. The Age of Men is over, the Age of the Orc is about to begin.

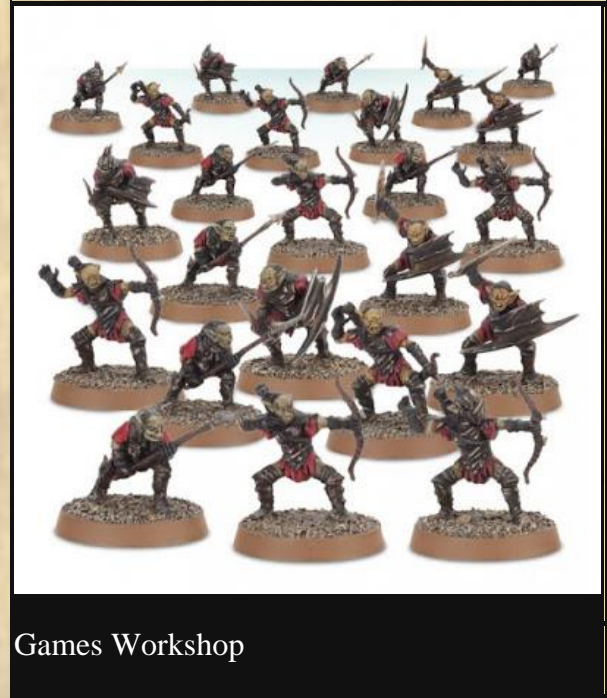


The Orc player takes the role of an Orc Captain, commanding a band of raiders, in service to the armies of Sauron. He seeks to slaughter the Men of Gondor wherever he finds them, and in doing so, advance his position using both loot and the favor he gains through success. Sauron is a harsh master, but he rewards those who please him, and you aim to do so. There are several troop types unique to the Orcs of Mordor , as follows:

SNAGA

Snaga are the smallest and weakest of the orcs serving the Dark Lord and as such, are used as slaves by those higher in the orcish pecking order. Unskilled and under-equipped, they are mere fodder in the armies of Mordor. Their only hope for victory is to massively overwhelm their enemies with their numbers. To reflect this, a Group of Snaga will be twelve (12) figures, fighting in three (3) ranks of four (4) with only the first two (2) ranks fighting and will fight as one level below Levy in combat in regards to troop quality, but die on a 4, 5, or 6 and Shock on a 1, 2, or 3. They may not form shieldwall or Spear Hedge without being in formation with Uruks .

When shot at by Missiles or attacked by Skirmishers they are treated as Levy as well as for Morale Changes.



SOLDIER ORCS

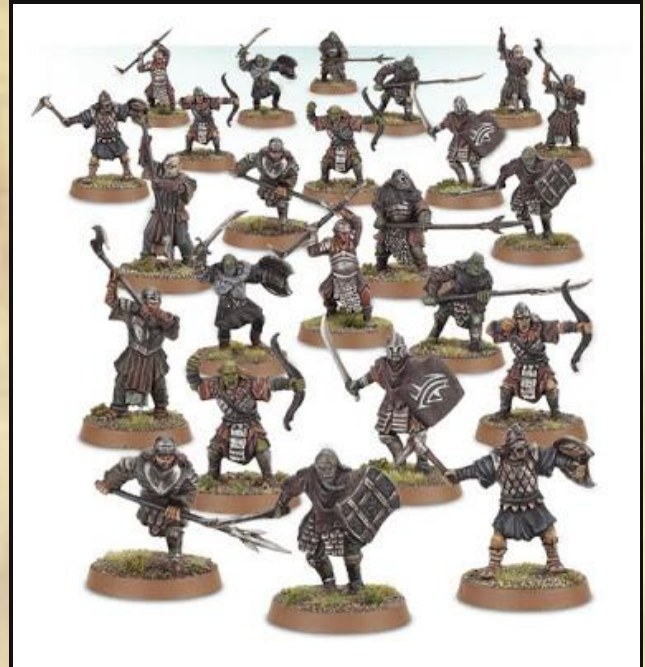
Soldier Orcs form the vast majority of the armies of Sauron. Small and stooped in stature, they are no match for the average human warrior in a one on one fight, but what they lack in skill, they make up in numbers. To reflect this, a Group of Soldier Orcs will be nine (9) figures fighting in three (3) ranks of three (3) with only the first two (2) ranks fighting and will fight as Levy in combat, but die on a 5 or 6 and Shock on a 2, 3, or 4. They may not form shieldwall or Spear Hedge without being in formation with Uruks . When shot at by Missiles or attacked by Skirmishers they are treated as Levy as well as for Morale Changes.



Oathmark Goblins

URUKS

Uruks are the vilest and most fierce of orcs, fighting with ferocity and skills that nearly match their average human foes and well equipped by the forges of Mordor. However, they are still orcs and are prone to flight like the rest of their brethren. To reflect this, a Group of Uruks will be six (6) figures and will fight as Warriors in combat, but die on a 6 and Shock on a 3, 4, or 5. They may not form shieldwall, but may form a Spear Hedge defensive formation along with any other Uruks and Soldier Orcs in Formation with them. When shot at by Missiles or attacked by Skirmishers they are treated as Warriors as well as for Morale Changes.



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WARG RIDERS

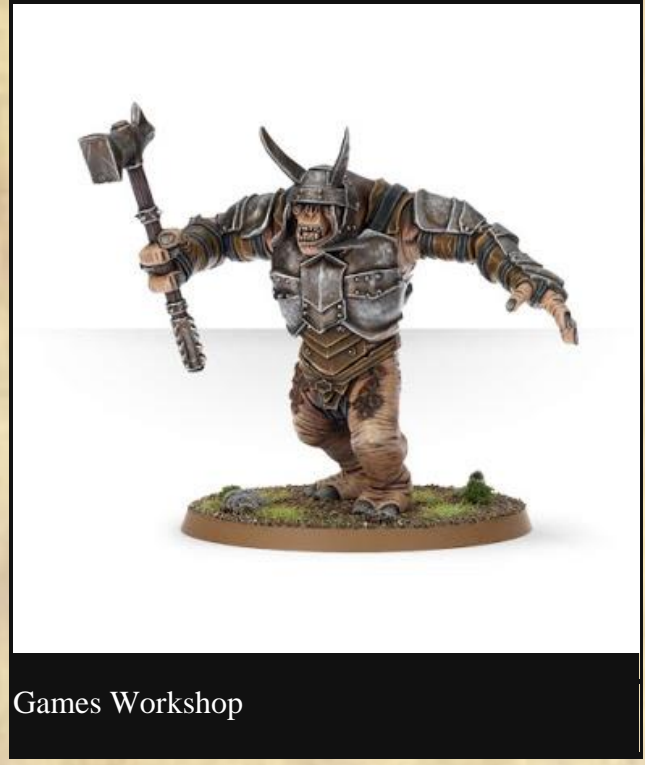
Warg Riders function the same as Raider Cavalry in The Raiders supplement, but will double any shock inflicted when they are the attacker.



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TROLLS

Trolls are the strongest and most powerful infantry available to the armies of Mordor. Great, hulking beasts from the deepest caves and equipped by the forges of the Barad Dur, trolls are a terrifying presence on the battlefield and instill doubt in even the greatest of men. To reflect this, a Troll is one (1) figure and will fight as Elites in combat, but are wounded on a 6 and Shock on a 5. They may not form shieldwall or Spear Hedge . When shot at by Missiles or attacked by Skirmishers they are treated as Elites . They fight with six (6) dice in combat and have six (6) wounds, but for every wound they reduce their attack dice by one. Unless commanded by a noble attached to the Troll , the Troll will always move directly towards the nearest enemy Group and attack as soon as possible. They are treated as Elites for Morale Changes.



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FORCE RULES

Out of Command: Orcs that are not in command range of a Noble's Command Radius are considered Out of Command . Any orc Group or Formation that are Out of Command will not advance and will accrue one point of Shock per Group every turn that they are Out of Command . Any Group or Formation that is Out of Command and has a number of Shock equal to or greater than the number of miniatures in the unit, the will be treated as Misplacing their Amphora . They can no longer be rallied and will leave the field of battle as quickly as possible. Each time the turn ends they will move 3D6 inches towards their friendly table edge.

Follow Up: All Orcs of Mordor Groups and Formations must follow up after winning a combat unless the Noble makes his follow up test.

Weak Willed: Any orc Group or Formation that is passed through by withdrawing units will suffer the full effects of their routing allies. Any friendly Groups withdrawn through will suffer one point of Shock for each point of Shock on the retiring Group . If there is a difference in troop quality, they will add or subtract Shock depending on their level.

For example: A group of six Snaga have eight points of Shock and are obliged to withdraw eight inches (4 inches for each excess point of Shock). They must withdraw through a Group of Uruks to do so. The Snaga have eight points of Shock , so the Uruks should suffer eight points of Shock when interpenetrated. However, this number is reduced by two as the Uruks are two levels of quality greater than the Snaga , leaving the Uruks to take six Shock . Had the roles been reversed, the Snaga would have taken eight points of Shock , plus another two points as the Uruks are two quality levels higher, for a total of ten points.

Missiles: All orc Groups carry bows and may elect to function as Missile Troops during the turn. If they choose to do so, they're unit size does not change, but they will function as a Group of four (4) Missiles until their next activation. If they are attacked, they may attempt to Evade like Missile Troops , but may only evade 2D6 inches. If they are contacted, they will receive double Shock for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a Group of Uruks is contacted while acting as Missiles they will fight as Levy and receive double Shock and if a Group of Soldier Orcs is contacted while acting as Missiles they will fight as one level below Levy in regards to troop

quality and receive double Shock . Any Group of Snaga that is unable to evade will be dispersed, like standard Missiles. As long as all Groups in a Formation are within two inches on each other, they remain in Formation . However, if any Group is further than this distance, they are no longer in the Formation and must be re-attached. The Evade may be stopped if the attacker uses a Carpe Diem card, the same as in the standard rules. If acting as Missile Troops during the turn, the Fleet of Foot card may be used on the Group .

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the poor quality and morale of orcs as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all orcs to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually occur if orcs were forced to drop their bows and fight unprepared.)



Oathmark Goblins

STARTING FORCES

The starting forces for the Orcs of Mordor are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One

Status I Noble), and a Champion.

Led by these Nobles, you will have four Groups of Snaga , four Groups of Soldier Orcs , and three Groups of Uruks. Reinforcements for the Orcs of Mordor are gained the same way as the Saxons in the main game.

Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the Group indicated in row 1, the second time the Group shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the Group from the row numbered higher, but this will mean that will never receive the Group he passes over.

Order	Orcs of Mordor
1	Nine Soldier Orcs
2	Nine Soldier Orcs and twelve Snaga
3	Four Warg Riders
4	Four Warg Riders with a Status I Noble
5	One Troll and a Status I Noble

ORCS OF MORDOR CARDS

The Orcs of Mordor begin the game with one Aggressive Charge card and one Rage card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Bounding Move x 1
- Spear Hedge x 1
- Aggressive Charge x 2
- The Eye is Watching x 2

The Eye is Watching: This card must be used on a Group or Formation within the command radius of the Orc Lord. When played, the Lord uses the threat of Sauron’s displeasure to rally his troops. For the first two rounds of combat for these units this turn, they will receive no Shock . This is a Pursuit Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-orcs-of-mordor/>

DUX ARDA: ORCS OF THE MISTY MOUNTAINS FORCE INFORMATION



The *Orcs of the Misty Mountains* are, much like other orcs, a multitudinous but brittle force. Dwelling in the Misty Mountains and the hills and forests nearby, they are a serious threat to all who live around the mountains or those who attempt to pass from Eriador to the West to Dorwinion in the East. They are the most numerous and most poorly equipped of all of the servants of Sauron, but they are also the least organized. Divided in rule, they are much different than the unified forces in other orc realms. This does not mean that they are not a threat. What they lack in larger and better-equipped orcs, they make up for in both numbers and the availability of Cave Trolls. Those who pass through the Misty Mountains must take their threat seriously.

The *Orcs of the Misty Mountains* player takes the role of an Orc Captain, commanding a band of raiders, in service to his chieftain and Sauron. He seeks to slaughter all those who dwell nearby or whoever dares pass through the mountains and in doing so, advance his position using both loot and the favor he gains through success. While not directly in the view of the Great Eye, his successes and failures do not go unnoticed.

There are several troop types unique to the *Orcs of Mordor*, as follows:

SNAGA

Snaga are the smallest and weakest of the orcs serving the Dark Lord and as such, are used as slaves by those higher in the orcish pecking order. Unskilled and under-equipped, they are mere fodder in the armies of the orcs. Their only hope for victory is to massively overwhelm their enemies with their numbers. To reflect this, a *Group of Snaga* will be twelve (12) figures, fighting in three (3) ranks of four (4) with only the first two (2) ranks fighting and will fight as one level below *Levy* in combat in regards to troop quality, but die on a 4, 5, or 6 and Shock on a 1, 2, or 3. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for Morale Changes.



Games Workshop

SOLDIER ORCS

Soldier Orcs form the vast majority of the armies of Sauron. Small and stooped in stature, they are no match for the average human warrior in a one on one fight, but what they lack in skill, they make up in numbers. To reflect this, a *Group* of *Soldier Orcs* will be nine (9) figures fighting in three (3) ranks of three (3) with only the first two (2) ranks fighting and will fight as *Levy* in combat, but die on a 5 or 6 and Shock on a 2, 3, or 4. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for Morale Changes.

URUKS

Uruks are the vilest and most fierce of orcs, fighting with ferocity and skills that nearly match their average human foes and well equipped by orc forges. However, they are still orcs and are prone to flight like the rest of their brethren. To reflect this, a *Group* of *Uruks* will be six (6) figures and will fight as *Warriors* in combat, but die on a 6 and Shock on a 3, 4, or 5. They may not form shieldwall, but may form a *Spear Hedge* defensive formation along with any other *Uruks* and *Soldier Orcs* in *Formation* with them. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Warriors* as well as for Morale Changes.

TROLLS

Trolls are the strongest and most powerful infantry available to the armies of the Dark Lord. Great, hulking beasts from the deepest caves and equipped by orc forges, trolls are a terrifying presence on the battlefield and instill doubt in even the greatest of men. To reflect this, a *Troll* is one (1) figure and will fight as

Elites in combat, but are wounded on a 6 and Shock on a 5. They may not form shieldwall or *Spear Hedge*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Elites*. They fight with six (6) dice in combat and have six (6) wounds, but for every wound they reduce their attack dice by one. Unless commanded by a noble attached to the *Troll*, the *Troll* will always move directly towards the nearest enemy *Group* and attack as soon as possible. They are treated as *Elites* for Morale Changes.



Property of The Stuff of Legends

FORCE RULES

Out of Command: Orcs that are not in command range of a Noble's *Command Radius* are considered *Out of Command*. Any orc *Group* or *Formation* that are *Out of Command* will not advance and will accrue one point of *Shock* per *Group* every turn that they are *Out of Command*. Any *Group* or *Formation* that is *Out of Command* and has a number of *Shock* equal to or greater than the number of miniatures in the unit, they will be treated as *Misplacing their Amphora*. They can no longer be rallied and will leave the field of battle as quickly as possible. Each time the turn ends they will move 3D6 inches towards their friendly table edge.

Follow Up: All *Orcs of the Misty Mountains Groups* and *Formations* must follow up after winning a combat unless the Noble makes his follow up test.

Weak Willed: Any orc *Group* or *Formation* that is passed through by withdrawing units will suffer the full effects of their routing allies. Any friendly *Groups* withdrawn through will suffer one point of *Shock* for each point of *Shock* on the retiring *Group*. If there is a difference in troop quality, they will add or subtract *Shock* depending on their level.

For example: A group of six Snaga have eight points of Shock and are obliged to withdraw eight inches (4 inches for each excess point of Shock). They must withdraw through a Group of Uruks to do so. The Snaga have eight points of Shock, so the Uruks should suffer eight points of Shock when interpenetrated. However, this number is reduced by two as the Uruks are two levels of quality greater than the Snaga, leaving the Uruks to take six Shock. Had the roles been reversed, the Snaga would have taken eight points of Shock, plus another two points as the Uruks are two quality levels higher, for a total of ten points.

Ambushers: The forces of the *Orcs of the Misty Mountains* are skilled ambushers. To reflect this they may elect to use either the *Surprise* or *Flank Miracle* from the main rules before every game. They do not inform their opponent of their decision to use this ability or which option they select.

Missiles: All orc *Groups* carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, they're unit size does not change, but they will function as a *Group* of four (4) *Missiles* until their next

activation. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Uruks* is contacted while acting as *Missiles* they will fight as *Levy* and receive double *Shock* and if a *Group* of *Soldier Orcs* is contacted while acting as *Missiles* they will fight as one level below *Levy* in regards to troop quality and receive double *Shock*. Any *Group* of *Snaga* that is unable to evade will be dispersed, like standard *Missiles*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the poor quality and morale of orcs as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all orcs to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually occur if orcs were forced to drop their bows and fight unprepared.)

STARTING FORCES

The starting forces for the *Orcs of the Misty Mountains* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have six *Groups* of *Snaga*, three *Groups* of *Soldier Orcs*, and one *Group* of *Uruks*. They will also two *Groups* of *Skirmishers* under the command of the Status I Noble. Reinforcements for the *Orcs of the Misty Mountains* are gained the same way as the *Saxons* in the main game.

Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that will never receive the *Group* he passes over.

Order	Orcs of the Misty Mountains
1	Two Groups of twelve Snaga
2	One Troll
3	Nine Soldier Orcs
4	Nine Soldier Orcs with a Status I Noble
5	One Troll and a Status I Noble

ORCS OF THE MISTY MOUNTAINS CARDS

The *Orcs of the Misty Mountains* begin the game with one Bounding Move card and one Darting Blow card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Bounding Move x 1
- Darting Blow x 1
- Goad x 1
- Spear Hedge x 1
- **The Eye is Watching** x 2

The Eye is Watching: This card must be used on a *Group* or *Formation* within the command radius of the Orc Lord. When played, the Lord uses the threat of Sauron’s displeasure to rally his troops. For the first two rounds of combat for these units this turn, they will receive no *Shock*. This is a **Pursuit** Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/06/dux-arda-orcs-of-the-misty-mountains/>

DUX ARDA: LARD OF THE RINGS- THE DENIZENS OF MIRKWOOD FORCE INFORMATION



The *Denizens of Mirkwood* are, much like their brethren in Mordor, a multitudinous but brittle force. They are a serious threat to all those who live in or near Mirkwood as well as those attempt to pass through. Made up of orcs of Dol Guldur, orcs of Mirkwood, and terrifying giant spiders, the *Denizens of Mirkwood* are a fearsome threat to the good people of Mirkwood and Dale. Only the Woodland Realm and Men of Dale keep this threat contained to Mirkwood itself, but there's no way of knowing how long this might last.

The *Denizens of Mirkwood* player takes the role of an Orc Captain, commanding a band of raiders, in service to Sauron. He seeks to slaughter the good people of Dorwinion wherever he finds them, and in doing so, advance his position using both loot and the favor he gains through success. While not directly in the view of the Great Eye, his successes and failures do not go unnoticed.

There are several troop types unique to the *Denizens of Mirkwood*, as follows:

SNAGA

Snaga are the smallest and weakest of the orcs serving the Dark Lord and as such, are used as slaves by those higher in the orcish pecking order. Unskilled and under-equipped, they are mere fodder in the armies of Mirkwood. Their only hope for victory is to massively overwhelm their enemies with their numbers. To reflect this, a *Group of Snaga* will be twelve (12) figures, fighting in three (3) ranks of four (4) with only the first two (2) ranks fighting and will fight as one level below *Levy* in combat in regards to troop quality, but die on a 4, 5, or 6 and Shock on a 1, 2, or 3. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for Morale Changes.

SOLDIER ORCS

Soldier Orcs form the vast majority of the armies of Sauron. Small and stooped in stature, they are no match for the average human warrior in a one on one fight, but what they lack in skill, they make up in numbers. To reflect this, a *Group of Soldier Orcs* will be nine (9) figures fighting in three (3) ranks of three (3) with only the first two (2) ranks fighting and will fight as *Levy* in combat, but die on a 5 or 6 and Shock on a 2, 3, or 4. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for Morale Changes.

URUKS

Uruks are the vilest and most fierce of orcs, fighting with ferocity and skills that nearly match their average human foes and well equipped by the forges of Dol Guldur. However, they are still orcs and are prone to flight like the rest of their brethren. To reflect this, a *Group of Uruks* will be six (6) figures and will fight as *Warriors* in combat, but die on a 6 and Shock on a 3, 4, or 5. They may not form shieldwall, but may form a *Spear Hedge* defensive formation along with any other *Uruks* and *Soldier Orcs* in *Formation* with them. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Warriors* as well as for *Morale Changes*.

WILD WARGS

Wild Wargs are savage war beasts, somewhat tamed by the orcs and men of Angmar. While they are a fearsome threat, they are by no means as dangerous as the tamed beasts that bear orc riders. Starved and savagely treated they think of little more than eating. To reflect this, a *Group of Wild Wargs* will be three (3) *Wild Warg* figures and one (1) *Warg Master* and will act as *Shock Cavalry*, doubling any *Shock* they inflict in the first round of combat. However, they may never evade like standard cavalry and function the same as stationary cavalry if charged. If they are victorious in combat, they must spend the next activation devouring their fallen foes. The *Warg Master* must roll 1D6 to attempt to regain control of his Wargs, succeeding on a 4, 5, or 6. They may not take any further actions until he regains control. If any enemies are within twelve (12) inches of victorious *Wild Wargs*, they must roll 1D6 and take that number of *Shock* to represent the

horror of their friends being eaten before their eyes. If they are defeated in combat by two or more kills, they will automatically disperse. This will not affect *Force Morale*.



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WARG RIDERS

Warg Riders function the same as *Raider Cavalry* in *The Raiders* supplement, but will double any shock inflicted when they are the attacker.

TROLLS

Trolls are the strongest and most powerful infantry available to the armies of Mirkwood. Great, hulking beasts from the deepest caves and equipped by the forges of the Dol Guldur, trolls are a terrifying presence on the battlefield and instill doubt in even the greatest of men. To reflect this, a *Troll* is one (1) figure and will fight as *Elites* in combat, but are wounded on a 6 and Shock on a 5. They may not form shieldwall or *Spear Hedge*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Elites*. They fight with six (6) dice in combat and have six (6) wounds, but for every wound they reduce their attack dice by one. Unless commanded by a noble attached to the *Troll*, the *Troll* will always move directly towards the nearest enemy *Group* and attack as

soon as possible. They are treated as *Elites* for Morale Changes.

GIANT SPIDERS

Giant Spiders strike fear in the hearts of all who oppose them. Their frightful appearance and terrifying speed cause all manner of fear and disorder to their opponents. To reflect this, a *Group* of four (4) *Giant Spiders* will act as *Elite Shock Cavalry*, but they will double any *Shock* they inflict in the first two (2) rounds of combat rather than just the first. However, since they are more interested in survival than a battlefield victory, all shock on them is doubled as well. In addition to this, if they are defeated in combat by two or more kills, they will automatically disperse. They are treated as *Warriors* for morale changes.



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FORCE RULES

Out of Command: Orcs that are not in command range of a Noble's *Command Radius* are considered *Out of Command*. Any orc *Group* or *Formation* that are *Out of Command* will not advance and will accrue one point of *Shock* per *Group* every turn that they are *Out of Command*. Any *Group* or *Formation* that is *Out of Command* and has a number of *Shock* equal

to or greater than the number of miniatures in the unit, they will be treated as *Misplacing their Amphora*. They can no longer be rallied and will leave the field of battle as quickly as possible. Each time the turn ends they will move 3D6 inches towards their friendly table edge.

Follow Up: All *Denizens of Mirkwood Groups* and *Formations* must follow up after winning a combat unless the Noble makes his follow up test.

Weak Willed: Any orc *Group* or *Formation* that is passed through by withdrawing units will suffer the full effects of their routing allies. Any friendly *Groups* withdrawn through will suffer one point of *Shock* for each point of *Shock* on the retiring *Group*. If there is a difference in troop quality, they will add or subtract *Shock* depending on their level.

For example: A group of six *Snaga* have eight points of *Shock* and are obliged to withdraw eight inches (4 inches for each excess point of *Shock*). They must withdraw through a *Group* of *Uruks* to do so. The *Snaga* have eight points of *Shock*, so the *Uruks* should suffer eight points of *Shock* when interpenetrated. However, this number is reduced by two as the *Uruks* are two levels of quality greater than the *Snaga*, leaving the *Uruks* to take six *Shock*. Had the roles been reversed, the *Snaga* would have taken eight points of *Shock*, plus another two points as the *Uruks* are two quality levels higher, for a total of ten points.

Ambushers: The forces of the *Denizens of Mirkwood* are skilled ambushers. To reflect this they may elect to use either the *Surprise* or *Flank Miracle* from the main rules before every game. They do not inform their opponent of

their decision to use this ability or which option they select.

Missiles: All orc *Groups* carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, they're unit size does not change, but they will function as a *Group* of four (4) *Missiles* until their next activation. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Uruks* is contacted while acting as *Missiles* they will fight as *Levy* and receive double *Shock* and if a *Group* of *Soldier Orcs* is contacted while acting as *Missiles* they will fight as one level below *Levy* in regards to troop quality and receive double *Shock*. Any *Group* of *Snaga* that is unable to evade will be dispersed, like standard *Missiles*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the poor quality and morale of orcs as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all orcs to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually

occur if orcs were forced to drop their bows and fight unprepared.)



Property of Garfy on Tale of Painters

STARTING FORCES

The starting forces for the *Denizens of Mirkwood* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have three *Groups* of *Snaga*, three *Groups* of *Soldier Orcs*, one *Groups* of *Uruks*, and two groups of *Raiders*. They will also have one *Group* of *Wild Wargs*.

Reinforcements for the *Denizens of Mirkwood* are gained the same way as the *Saxons* in the main game.

Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no

further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that will never receive the *Group* he passes over.

Order	Denizens of Mirkwood
1	Two Groups of Twelve Snaga
2	Four Giant Spiders
3	Four Wild Wargs and Warg Master
4	Nine Soldier Orcs
5	One Troll and a Status I Noble

DENIZENS OF MIRKWOOD CARDS

The *Denizens of Mirkwood* begin the game with one Goad card and one Darting Blow card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Darting Blow x 1
- Spear Hedge x 1
- Goad x 1
- Aggressive Charge x 1
- **The Eye is Watching** x 2

The Eye is Watching: This card must be used on a *Group* or *Formation* within the command radius of the Orc Lord. When played, the Lord uses the threat of Sauron’s displeasure to rally

his troops. For the first two rounds of combat for these units this turn, they will receive no *Shock*. This is a **Pursuit** Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!).

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-the-denizens-of-mirkwood-dol-guldur/>

DUX ARDA: ORCS OF GUNDABAD FORCE INFORMATION



The *Orcs of Gundabad* are, like all orcs a numerous and well equipped, but brittle force. They do not suffer from the lack of arms and armor that their cousins in the Misty Mountains and elsewhere do, and are able to provide all necessary equipment needed to combat their enemies. Sworn enemies of the Dwarves of Erebor, the men of Dale, and the Elves of the Woodland Realm, they are one of the primary dangers facing the good people of the Northern Dorwinion.

The *Gundabad* player takes the role of an Orc Captain, commanding a band of raiders, in service to the armies of Sauron. He seeks to slaughter the good people of the Northern Dorwinion wherever he finds them, and in doing

so, advance his position using both loot and the favor he gains through success. Sauron is a harsh master, but he rewards those who please him, and you aim to do so.

There are several troop types unique to the *Orcs of Gundabad*, as follows:

SNAGA

Snaga are the smallest and weakest of the orcs serving the Dark Lord and as such, are used as slaves by those higher in the orcish pecking order. Unskilled and under-equipped, they are mere fodder in the armies of Gundabad. Their only hope for victory is to massively overwhelm their enemies with their numbers. To reflect this, a *Group* of *Snaga* will be twelve (12) figures, fighting in three (3) ranks of four (4) with only the first two (2) ranks fighting and will fight as one level below *Levy* in combat in regards to troop quality, but die on a 4, 5, or 6 and Shock on a 1, 2, or 3. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for Morale Changes.

SOLDIER ORCS

Soldier Orcs form the vast majority of the armies of Sauron. Small and stooped in stature, they are no match for the average human warrior in a one on one fight, but what they lack in skill, they make up in numbers. To reflect this, a *Group* of *Soldier Orcs* will be nine (9) figures fighting in three (3) ranks of three (3) with only the first two (2) ranks fighting and will fight as *Levy* in combat, but die on a 5 or 6 and Shock on a 2, 3, or 4. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles*

or attacked by *Skirmishers* they are treated as *Levy* as well as for Morale Changes.



Oathmark Goblins

URUKS

Uruks are the vilest and most fierce of orcs, fighting with ferocity and skills that nearly match their average human foes and well equipped by the forges of Gundabad. However, they are still orcs and are prone to flight like the rest of their brethren. To reflect this, a *Group* of *Uruks* will be six (6) figures and will fight as *Warriors* in combat, but die on a 6 and Shock on a 3, 4, or 5. They may not form shieldwall, but may form a *Spear Hedge* defensive formation along with any other *Uruks* and *Soldier Orcs* in *Formation* with them. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Warriors* as well as for Morale Changes.

BERSERKERS

Berserkers are the fiercest of orc warriors that fight for Gundabad. Lightly armored, but armed with cruel weapons, greater size, and no fear, they are a serious threat to even the best warriors. To reflect this, a *Group* of *Berserkers*

will be six (6) figures and will fight as *Warriors* in combat, but die on a 5 or 6 and do not *Shock*. Unless commanded by a noble attached to the *Berserkers*, the *Berserkers* will always move directly towards the nearest enemy *Group* and attack as soon as possible. They may not form shieldwall or *Spear Hedge*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy*. They are treated as *Warriors* for *Morale Changes*.



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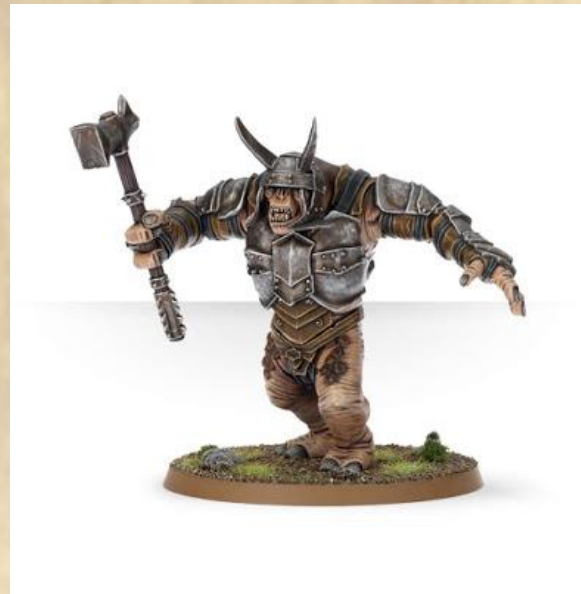
WARG RIDERS

Warg Riders function the same as *Raider Cavalry* in *The Raiders* supplement, but will double any shock inflicted when they are the attacker.

TROLLS

Trolls are the strongest and most powerful infantry available to the armies of Mordor. Great, hulking beasts from the deepest caves and equipped by the forges of the Barad Dur, trolls are a terrifying presence on the battlefield and instill doubt in even the greatest of men. To

reflect this, a *Troll* is one (1) figure and will fight as *Elites* in combat, but are wounded on a 6 and *Shock* on a 5. They may not form shieldwall or *Spear Hedge*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Elites*. They fight with six (6) dice in combat and have six (6) wounds, but for every wound they reduce their attack dice by one. Unless commanded by a noble attached to the *Troll*, the *Troll* will always move directly towards the nearest enemy *Group* and attack as soon as possible. They are treated as *Elites* for *Morale Changes*.



FORCE RULES

Out of Command: Orcs that are not in command range of a Noble's *Command Radius* are considered *Out of Command*. Any orc *Group* or *Formation* that are *Out of Command* will not advance and will accrue one point of *Shock* per *Group* every turn that they are *Out of Command*. Any *Group* or *Formation* that is *Out of Command* and has a number of *Shock* equal to or greater than the number of miniatures in the unit, they will be treated as *Misplacing their*

Amphora. They can no longer be rallied and will leave the field of battle as quickly as possible. Each time the turn ends they will move 3D6 inches towards their friendly table edge.

Follow Up: All *Orcs of Gundabad Groups* and *Formations* must follow up after winning a combat unless the Noble makes his follow up test.

Weak Willed: Any orc *Group* or *Formation* that is passed through by withdrawing units will suffer the full effects of their routing allies. Any friendly *Groups* withdrawn through will suffer one point of *Shock* for each point of *Shock* on the retiring *Group*. If there is a difference in troop quality, they will add or subtract *Shock* depending on their level.

For example: A group of six Snaga have eight points of Shock and are obliged to withdraw eight inches (4 inches for each excess point of Shock). They must withdraw through a Group of Uruks to do so. The Snaga have eight points of Shock, so the Uruks should suffer eight points of Shock when interpenetrated. However, this number is reduced by two as the Uruks are two levels of quality greater than the Snaga, leaving the Uruks to take six Shock. Had the roles been reversed, the Snaga would have taken eight points of Shock, plus another two points as the Uruks are two quality levels higher, for a total of ten points.

Missiles: All orc *Groups*, except *Berserkers*, carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, they're unit size does not change, but they will function as a *Group* of four (4) *Missiles* until their next activation. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are

contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Uruks* is contacted while acting as *Missiles* they will fight as *Levy* and receive double *Shock* and if a *Group* of *Soldier Orcs* is contacted while acting as *Missiles* they will fight as one level below *Levy* in regards to troop quality and receive double *Shock*. Any *Group* of *Snaga* that is unable to evade will be dispersed, like standard *Missiles*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the poor quality and morale of orcs as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all orcs to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually occur if orcs were forced to drop their bows and fight unprepared.)

STARTING FORCES

The starting forces for the *Orcs of Gundabad* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have four *Groups* of *Snaga*, four *Groups* of *Soldier Orcs*, and three *Groups* of *Uruks*.

Reinforcements for the *Orcs of Gundabad* are gained the same way as the *Saxons* in the main game.

Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that will never receive the *Group* he passes over.

Order	Orcs of Gundabad
1	Nine Soldier Orcs
2	Six Berserkers
3	Nine Soldier Orcs and Twelve Snaga
4	Four Warg Riders
5	One Troll and a Status I Noble

ORCS OF GUNDABAD CARDS

The *Orcs of Gundabad* begin the game with one **Hated Foes** card and one Rage card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Spear Hedge x 1
- Goad x 1
- Aggressive Charge x 1
- **Hated Foes** x 1 (Use the *Bibamus* Card)
- **The Eye is Watching** x 2

Hated Foes: This card functions the same as the *Bibamus* card, but the effects will apply to both forces in the game if the Orc player is playing against the Dwarves of Erebor, the men of Dale, or the Elves of the Woodland Realm. If they are playing against any other force, the card only affects the *Orcs of Gundabad* player.

The Eye is Watching: This card must be used on a *Group* or *Formation* within the command radius of the Orc Lord. When played, the Lord uses the threat of Sauron’s displeasure to rally his troops. For the first two rounds of combat for these units this turn, they will receive no *Shock*. This is a **Pursuit** Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-the-orcs-of-gundabad/>

DUX ARDA: THE REMNANTS OF ANGMAR FORCE INFORMATION



The *Remnants of Angmar* are, much like their brethren in Mordor, a multitudinous but brittle force. While they were formerly led by the Witch King himself, they are no longer a primary threat to the West in the same way they once were. However, the forges of Angmar still burn and there are multitudes of orcs and evil men willing to fight the forces of good. Residing in the Northwest of the Misty Mountains as well as the Hills and Forests of Rhudar, these servants of Sauron are less well equipped than their cousins in Mordor. However, they have adapted well to their circumstances, utilizing more skirmish tactics and playing into their skills at ambushing. They also utilize the evil Hillmen of Rhudar to bolster their ranks and provide strength and stability to their forces.

The *Remnants of Angmar* player takes the role of an Orc or Human Captain, commanding a band of raiders, in service to the Remnants of Angmar. He seeks to slaughter the good people of Eriador wherever he finds them, and in doing so, advance his position using both loot and the favor he gains through success. While not directly in the view of the Great Eye, his successes and failures do not go unnoticed.



Property of Hannanibal

The troop types of the *Remnants of Angmar* are the same as troops presented for the Picts in *The Raiders* supplement with several troop types unique to the *Remnants of Angmar*, as follows:

SNAGA

Snaga are the smallest and weakest of the orcs serving the Dark Lord and as such, are used as slaves by those higher in the orcish pecking order. Unskilled and under-equipped, they are mere fodder in the armies of Angmar. Their only hope for victory is to massively overwhelm their enemies with their numbers. To reflect this, a *Group of Snaga* will be twelve (12) figures, fighting in three (3) ranks of four (4) with only the first two (2) ranks fighting and will fight as one level below *Levy* in combat in regards to troop quality, but die on a 4, 5, or 6 and Shock on a 1, 2, or 3. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles*

or attacked by *Skirmishers* they are treated as *Levy* as well as for *Morale Changes*.



Games Workshop

SOLDIER ORCS

Soldier Orcs form the vast majority of the armies of Sauron. Small and stooped in stature, they are no match for the average human warrior in a one on one fight, but what they lack in skill, they make up in numbers. To reflect this, a *Group* of *Soldier Orcs* will be nine (9) figures fighting in three (3) ranks of three (3) with only the first two (2) ranks fighting and will fight as *Levy* in combat, but die on a 5 or 6 and *Shock* on a 2, 3, or 4. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for *Morale Changes*.

URUKS

Uruks are the vilest and most fierce of orcs, fighting with ferocity and skills that nearly match their average human foes and well equipped by the forges of Angmar. However, they are still orcs and are prone to flight like the rest of their brethren. To reflect this, a *Group* of *Uruks* will be six (6) figures and will fight as *Warriors* in combat, but die on a 6 and *Shock* on a 3, 4, or 5. They may not form shieldwall, but may form a *Spear Hedge* defensive formation along with any other *Uruks* and *Soldier Orcs* in *Formation* with them. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Warriors* as well as for *Morale Changes*.

WILD WARGS

Wild Wargs are savage war beasts, somewhat tamed by the orcs and men of Angmar. While they are a fearsome threat, they are by no means as dangerous as the tamed beasts that bear orc riders. Starved and savagely treated they think of little more than eating. To reflect this, a *Group* of *Wild Wargs* will be three (3) *Wild Warg* figures and one (1) *Warg Master* and will act as *Shock Cavalry*, doubling any *Shock* they inflict in the first round of combat. However, they may never evade like standard cavalry and function the same as stationary cavalry if charged. If they are victorious in combat, they must spend the next activation devouring their fallen foes. The *Warg Master* must roll 1D6 to attempt to regain control of his *Wargs*, succeeding on a 4, 5, or 6. If any enemies are within twelve (12) inches of victorious *Wild Wargs*, they must roll 1D6 and take that number of *Shock* to represent the horror of their friends being eaten before their eyes. If they are

defeated in combat by two or more kills, they will automatically disperse. This will not affect *Force Morale*.



Property of Clarence Harrison of Quindia Studios

WARG RIDERS

Warg Riders function the same as *Raider Cavalry* in *The Raiders* supplement, but will double any shock inflicted when they are the attacker.

TROLLS

Trolls are the strongest and most powerful infantry available to the armies of Angmar. Great, hulking beasts from the deepest caves and equipped by the forges of the Angmar, trolls are a terrifying presence on the battlefield and instill doubt in even the greatest of men. To reflect this, a *Troll* is one (1) figure and will fight as *Elites* in combat, but are wounded on a 6 and Shock on a 5. They may not form shieldwall or *Spear Hedge*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Elites*. They fight with six (6) dice in combat and have six (6) wounds, but for every wound they reduce their attack dice by one. Unless commanded by a noble attached to the *Troll*, the *Troll* will always move directly towards the nearest enemy *Group* and attack as soon as possible. They are treated as *Elites* for *Morale Changes*.



Games Workshop

FORCE RULES

Out of Command: Orcs that are not in command range of a Noble's *Command Radius* are considered *Out of Command*. Any orc *Group* or *Formation* that are *Out of Command* will not advance and will accrue one point of *Shock* per *Group* every turn that they are *Out of Command*. Any *Group* or *Formation* that is *Out of Command* and has a number of *Shock* equal to or greater than the number of miniatures in the unit, they will be treated as *Misplacing their Amphora*. They can no longer be rallied and will leave the field of battle as quickly as possible. Each time the turn ends they will move 3D6 inches towards their friendly table edge.

Follow Up: All *Remnants of Angmar Groups* and *Formations* must follow up after winning a combat unless the Noble makes his follow up test.

Weak Willed: Any orc *Group* or *Formation* that is passed through by withdrawing units will suffer the full effects of their routing allies. Any

friendly *Groups* withdrawn through will suffer one point of *Shock* for each point of *Shock* on the retiring *Group*. If there is a difference in troop quality, they will add or subtract *Shock* depending on their level.

For example: A group of six Snaga have eight points of Shock and are obliged to withdraw eight inches (4 inches for each excess point of Shock). They must withdraw through a Group of Uruks to do so. The Snaga have eight points of Shock, so the Uruks should suffer eight points of Shock when interpenetrated. However, this number is reduced by two as the Uruks are two levels of quality greater than the Snaga, leaving the Uruks to take six Shock. Had the roles been reversed, the Snaga would have taken eight points of Shock, plus another two points as the Uruks are two quality levels higher, for a total of ten points.

Ambushers: The forces of the *Remnants of Angmar* are skilled ambushers. To reflect this they may elect to use either the *Surprise* or *Flank* Miracle from the main rules before every game. They do not inform their opponent of their decision to use this ability or which option they select.

Missiles: All orc *Groups* carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, they're unit size does not change, but they will function as a *Group* of four (4) *Missiles* until their next activation. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Uruks* is contacted while acting as *Missiles* they will fight as *Levy* and receive

double *Shock* and if a *Group* of *Soldier Orcs* is contacted while acting as *Missiles* they will fight as one level below *Levy* in regards to troop quality and receive double *Shock*. Any *Group* of *Snaga* that is unable to evade will be dispersed, like standard *Missiles*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the poor quality and morale of orcs as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all orcs to use bows, which Tolkien described nearly all of them carrying, as well as being relatively accurate to what would actually occur if orcs were forced to drop their bows and fight unprepared.)

STARTING FORCES

The starting forces for the *Remnants of Angmar* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have three *Groups* of *Snaga*, three *Groups* of *Soldier Orcs*, one *Groups* of *Uruks*, and two groups of *Raiders*. They will also have one *Group* of *Wild Wargs* with a *Warg Master*.



Order	Remnants of Angmar
1	Nine Soldier Orcs
2	Six Raiders and twelve Snaga
3	Three Wild Wargs and Warg Master
4	Four Warg Riders with a Status I Noble
5	One Troll and a Status I Noble

Games Workshop

Reinforcements for the *Remnants of Angmar* are gained the same way as the *Saxons* in the main game.

Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that will never receive the *Group* he passes over.

REMNANTS OF ANGMAR CARDS

The *Remnants of Angmar* begin the game with one Aggressive Charge card and one Darting Blow card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Darting Blow x 1
- Spear Hedge x 1
- Aggressive Charge x 2
- **The Eye is Watching** x 2

The Eye is Watching: This card must be used on a *Group* or *Formation* within the command radius of the Orc Lord. When played, the Lord uses the threat of Sauron’s displeasure to rally his troops. For the first two rounds of combat for these units this turn, they will receive no *Shock*. This is a **Pursuit** Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-the-remnants-of-angmar/>

DUX ARDA: MEN OF THE EAST FORCE INFORMATION



While they have not always been in service to Sauron, the *Men of the East* have traditionally been enemies of the men of the West. The threat of the Wainriders during the middle of the Third Age is what led to the formation of Rohan and their alliance with Gondor as well as the dramatic decrease in Gondor's power East of the Anduin as Sauron consolidated power in Mordor. Made up of several tribes and nations, the *Men of the East* are a varied force, relying on cavalry, chariots, and many types of infantry. However, the true power of the Easterlings' armies are the cataphracts and heavy infantry of Rhun. The former empire of Kamul, second most powerful of the Nazgul, Rhun boasts the greatest heavy cavalry East of the Anduin and arguably all of Middle Earth. The *Men of the East* form the backbone of the armies of Sauron, fighting on an equal, or often better, footing than their enemies.

The Easterling player takes the role of an Easterling Captain, commanding a band of raiders, in service to the armies of Sauron. He seeks to slaughter the *Men of Gondor* and *Dale* wherever he finds them, and in doing so, advance his position using both loot and the

favor he gains through success. Sauron is a harsh master, but he rewards those who please him, and you aim to do so.



Gripping Beast Attila

The troop types of the *Men of the East* are the same as troops presented for the Romano-British in the main rules and *The Raiders* supplement with two additional unit types shown below:

BALCHOTH CHARIOTS

The very sight of *Balchoth Chariots* strikes fear into the hearts of the men of the West, who's memory of the Wainriders is one of terror. While they are not as well armored as the chariots of the Wainriders, their effect on the morale of their enemies is great. To reflect this, a *Group of Balchoth Chariots* functions as *Warrior Shock Cavalry*. However, if they are within twelve inches of an enemy *Group* or *Formation* at the start of their activation, they will inflict two (2) points of *Shock* on each *Group* within this range.



CATAPHRACTS

The greatest heavy cavalry in Middle Earth, *Cataphracts* are both extremely effective in combat and a fearful sight to behold. Completely covered in armor and riding armored horses, they strike fear into their enemies and form an nigh-unstoppable hammer blow to enemy formations. To reflect this, a *Group of Cataphracts* functions as *Elite Shock Cavalry* and die on a 6 and Shock on a 4, or 5. Due to their hulking armor, they also *Always* count as being in one level of cover higher than they are currently in and they also *Always* ignore the first kill in combat. However, this protection comes at a cost. *Cataphracts* do not gain the bonus inches of movement that cavalry typically receives, they may only move 3D6. Also, if *Cataphracts* are ever forced to take a test for being unhorsed, subtract one (-1) from the roll for each man.



Gripping Beast

FORCE RULES

Easterling Bows: All *Raider Cavalry* and *Raider Skirmish Cavalry* carry bows, rather than javelins. To reflect this, they use the To Hit table for *Missile* troops, rather than the To Hit table for *Skirmish* troops.



Gripping Beast Attila

STARTING FORCES

The starting forces for the *Men of the East* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

A Lord may substitute up to two *Groups* of six *Warriors* or two *Groups* of six *Elites*, once

he has *Elites*, with two *Groups* of four *Warrior Light Cavalry* or *Elite Shock Cavalry*, respectively. He may also elect to substitute up to two *Groups* of six *Levy* for four *Raider Skirmish Cavalry*. The Lord may select any of these options, or he may elect to keep his men on foot. Men who are mounted will fight on horseback for the duration of the game; they may not dismount.

When fielding mounted troops, the *Men of the East* may attach any of their Nobles to command the cavalry. If a Lord is mounted then his champion will be too. A mounted noble may only influence cavalry troops during the game.

The Lord may also elect to fight mounted on horseback or on a chariot. The chariot functions the same way as a chariot mounted Lord in *The Raiders* supplement, but he moves and fights as whichever type of *Group* he is attached to. If he is not attached to a *Group*, he functions as *Warrior Shock Cavalry*. When mounted on horse or chariot, he may only influence mounted or chariot troops.



Property of James Wappel

Led by these Nobles, you will have one *Group* of *Elites*, two *Groups* of *Warriors*, and three *Groups* of *Levy* troops. All of these *Groups* will be six figures strong. You will also have one *Group* of four *Missile* troops armed with bows, and one *Group* of four *Raider Cavalry* (From *The Raiders* supplement).

Reinforcements for the *Men of the East* are gained the same way as the Saxons in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Men of the East
1	Six Warriors
2	Four Raider Cavalry
3	Four Balchoth Chariots
4	Six Warriors with a Status I Noble
5	Four Cataphracts with a Status I noble



Footsore Late Romans

MEN OF THE EAST CARDS

The *Men of the East* begin the game with one Variags! card and one Darting Blow card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Aggressive Charge x 1
- Goad x 1
- Thundering Hooves x 2
- Variags! x 1

Thundering Hooves - A *Group of Shock*

Cavalry moving into close combat may play this card to instill fear upon their target as they see their dreaded enemies charge. Roll 1D6 for each attacking figure before the charge, counting one point of Shock on the front rank of their target for each 5 or 6 rolled. All morale effects will take place before the charge continues, meaning that the target unit may fall back or or before

receiving the charge. The charge will then proceed as normal and if they contact a routed enemy cavalry will fight a single round of close combat, doubling the number of dice it rolls. This is a *Pursuit* Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!)

Variags! - A *Group of Raider Cavalry* or *Raider Skirmish Cavalry* may play this card if they are within twelve (12) inches of an enemy *Group* or *Formation* and form a shooting circle. By doing so, they fire at a minus one (-1) To Hit. However, what this allows the unit to do is mimic the movement of their enemy, moving the exact same distance as the nearest enemy *Group*, maintaining the same distance from the nearest enemy *Group* while still remaining in the shooting circle. They will remain in the shooting circle for this activation and their next activation. The enemy may be stop this action by playing a Carpe Diem card during their activation.

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-the-easterlings/>

DUX ARDA: MEN OF HARAD FORCE
INFORMATION



Originally servants of the Black Numenoreans, the Men of Harad have been enemies of Gondor for thousands of years. Even though they no longer serve the Black Numenoreans, their hatred for Gondor still burns and they now serve Sauron. With their lightly armored infantry, skirmish cavalry, and cataphracts, these evil men represent one of the most persistent and dangerous threats to the men of the West. This is to say nothing of the beasts and abominations that serve them as well, which test the resolve of even the most steadfast of men.



The Harad player takes the role of an Harad Captain, commanding a band of raiders, in service to the armies of Sauron. He seeks to slaughter the Men of Gondor wherever he finds them, and in doing so, advance his position using both loot and the favor he gains through success. Sauron is a harsh master, but he rewards those who please him, and you aim to do so.

The troop types of the Men of Harad are the same as troops presented for the Romano-British in the main rules and The Raiders supplement with one additional unit type shown below:

TROLL-MEN

The Troll-Men of Far Harad are a terrifying mystery to the Men of the West. Whether they are truly half-troll or simply massive, exotic-looking men is of little matter. They wear little armor beyond their hides and carry simple but cruel weapons that they wield with a ferocity unmatched by most men. To reflect this, a Group of Troll Men will be six (6) figures and will fight as Elites in combat, but die on a 5 or 6 and Shock only on a 4. They may not form shieldwall or Spear Hedge . All Shock will be caused by Troll Men is doubled in the first round of any combat. When shot at by Missiles or attacked by Skirmishers they are treated as Warriors and Elites for Morale Changes.



FORCE RULES

Shifting Sands: All Harad Warrior Groups may elect to Evade 1D6 inches if they are outnumbered by an attacking enemy. They will function as a Group of four (4) Skirmishers and throw missiles at the attacking enemies before evading. Groups in Shieldwall will break their Shieldwall, but so long as all Groups in a Formation are within two inches on each other, they remain in Mass Formation. However, if any Group is further than this distance, they are no longer in the Formation and must be reattached.

Skirmishers: All Harad infantry Groups carry bows or javelins and may elect to function as Skirmish Troops during the turn. If they choose to do so, they're unit size does not change, but they will function as a Group of four (4) Skirmishers until their next activation. If they are attacked, they may attempt to Evade like Skirmish Troops, but may only evade 2D6 inches. If they are contacted, they will receive double Shock for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a Group of

Warriors is contacted while acting as Skirmishers they will fight as Levy and receive double Shock and if a Group of Levy is contacted while acting as Skirmishers they will fight as one level below Levy in regards to troop quality and receive double Shock. As long as all Groups in a Formation are within two inches on each other, they remain in Formation. However, if any Group is further than this distance, they are no longer in the Formation and must be reattached. The Evade may be stopped if the attacker uses a Carpe Diem card, the same as in the standard rules. If acting as Skirmish Troops during the turn, the Fleet of Foot card may be used on the Group.



(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the poor quality and morale of unprepared soldiers as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all Men of Harad to use bows, which would be in tune with their historical counterparts the Sassanids, as well as being relatively accurate to what would actually occur if they were forced to drop their weapons and fight unprepared.)

STARTING FORCES

The starting forces for the Men of Harad are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

A Lord may substitute up to two Groups of six Warriors or two Groups of six Elites, once he has Elites, with two Groups of four Warrior or Elite Shock Cavalry, respectively. The Lord may select one or both options, or he may elect to keep his men on foot. Men who are mounted will fight on horseback for the duration of the game; they may not dismount.



Gripping Beast



Gripping Beast



Footsore



Gripping Beast

When fielding mounted troops, the Men of Harad may attach any of their Nobles to command the cavalry. If a Lord is mounted then his champion will be too. A mounted noble may only influence cavalry troops during the game.

Led by these Nobles, you will have three Groups of Warriors, and three Groups of Levy troops. All of these Groups will be six figures strong. You will also have one Group of four Missile troops armed with bows, and two Groups of four Raider Cavalry (From The Raiders supplement).

Reinforcements for the Men of Harad are gained the same way as the Saxons in the main game.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the Group indicated in row 1, the second time the Group shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the Group from the row numbered higher, but this will mean that he will never receive the Group he passes over.

Order	Men of Harad
1	Six Warriors
2	Four Raider Cavalry
3	Six Warriors
4	Six Troll-Men
5	Four Warrior Shock Cavalry with a Status II noble

MEN OF HARAD CARDS

The Men of Harad begin the game with one Bounding Move card and one Darting Blow card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

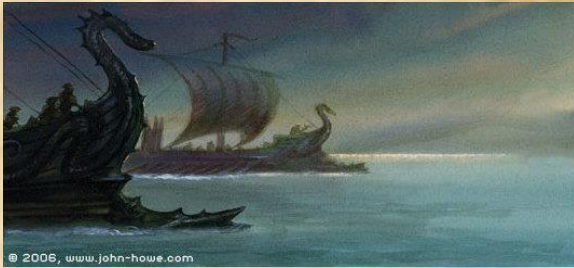
- Carpe Diem x 3
- Bounding Move x 1
- Aggressive Charge x 1
Darting Blow x 1
- Thundering Hooves x 2

Thundering Hooves - A Group or Formation of Cavalry moving into close combat may play this card to instill fear upon their target as they see their dreaded enemies charge. Roll 1D6 for each attacking figure before the charge, counting one point of Shock on the front rank of their target for each 5 or 6 rolled. All morale effects will take place before the charge continues, meaning that the target unit may fall back or flee before receiving the charge. The charge will then proceed as normal. This is a Pursuit Card in Post-Game Phase. (Use unused Saxon or Raider cards to Represent this card, or make your own!)

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-men-of-harad/>

DUX ARDA: CORSAIRS OF UMBAR



The Corsairs of Umbar were originally a race of Men, specifically corrupted Númenóreans, living in Middle-earth, known for their piracy of ships along the coasts of Gondor.

The island of Umbar was an old Númenórean haven settled by the King's Men, a proud faction loyal to the King and opposed to the divine authority of the Valar. After the downfall of Númenor, the Umbar settlers further descended into evil, and were called the Black Númenóreans. They took to pillaging and piracy along the coasts of Gondor. Fed up with these attacks, Gondor sieged and took Umbar in TA 1050 where it stayed under Gondorian rule until the brutal civil war known as “The Kin-Strife” that wracked Gondor and the Men of the West.

During the Kin-strife, the defeated rebels of Gondor fled to Umbar, being called Corsairs, most of them being Dúnedain. At this time Umbar became the hated enemy of Gondor. Over time these sailors drew to their number various outlaws and brigands from outlying settlements surrounding the Anduin, and they took to raiding along the southern coast of Gondor, intercepting merchant vessels and abducting women to bolster their dissident community. They were also slavers and would often seize a ship's crew along with her cargo; if any resisted, they would be thrown overboard.

In TA 1810 Gondor retook Umbar, but shortly after, in TA 1846, Umbar was lost to Harad and new Corsairs emerged. Since then and by the time of the War of the Ring, the Corsairs had mixed with the Southrons, becoming a mixed people where Númenórean blood was mostly gone. Their culture has evolved into a mix of Haradrim and Gondorian, with some echoes of their ancient Númenórean past.

The Corsair player takes the role of Captain of a ship in the service of Sauron. He seeks to raid and slaughter the Men of Gondor wherever he finds them, and in doing so, advance his position using both loot and the favor he gains through success. Sauron is a harsh master, but he rewards those who please him, and you aim to do so.



The *Corsairs of Umbar* are a Raider culture. The troop types of the *Corsairs of Umbar* are similar to the troops presented for the *Scotti* presented in [The Raiders](#) supplement with several modifications as shown below:

CORSAIR SHIP

Your warband is limited in size to the type of ship you sail. To determine this, use the *Vikings in Dux Britanniarum* rules in the [Too Fat Lardies Christmas 2012 special](#).

Roll on the Scotti Background Table (Raiders 16). Unless you roll “Exile,” your Captain’s starting ship is considered to be the equivalent

of a *Karvi* – One of the smaller of the warships. These varied between six to 16 benches for rowers. This would provide a crew from 13 to 33 men. One man would steer. These ships could reach up to 75' in length.

If you roll “Exile” you are a Bosun or First Mate in command of a landing party under the Captain of a large ship, and must pay a Tribune’s Tribute to gain your own Ship.



Ship and crew credited to Scott’s Wargaming Blog

You may trade Wealth to gain a larger ship to carry your warband and advance your Career:

- Tribune’s Tribute will gain you a *Snekka*, a mid-sized vessel.
- A Prefect’s Riches *Skei*, a large ship. You must have a *Skei* to become a Kindred King (Raiders page 27) - which Corsairs call an Admiral.
- A King’s Treasury *Busse*, a massive ship. You must have a *Busse* to become a Great King of Umbar.

BLACK NUMENOREAN WARRIORS

The Black Númenóreans are a race of Men who forged a foul alliance with the Dark Lord of Mordor many centuries ago. Some claim that the Black Númenóreans received immortality in exchange for their homage. They may be dispatched to aid a Corsair Captain who meets Sauron’s approval for their success in battle. On

the battlefield they keep themselves aloof from the rabble, forming a warband of skilled fighters against who few can withstand.



Games Workshop

To reflect this, a Group of Black Númenóreans will be six (6) figures and will fight as Elites in combat, but die on a 5 or 6 and Shock only on a 4. All Shock will be caused by Black Númenóreans is doubled in the first round of any combat. When shot at by Missiles or attacked by Skirmishers they are treated as Warriors and Elites for Morale Changes. If all the figures in Group are killed, they fade out like mist with a terrifying scream that causes 1d2 Shock to all figures within 6”.

Shifting Sands: All Corsair Warrior Groups may elect to Evade 1D6 inches if they are outnumbered by an attacking enemy. They will function as a Group of four (4) Skirmishers and throw missiles at the attacking enemies before evading. Groups in Shieldwall will break their Shieldwall, but so long as all Groups in a Formation are within two inches on each other, they

remain in Mass Formation . However, if any Group is further than this distance, they are no longer in the Formation and must be reattached.

Skirmishers: All Corsair infantry Groups carry bows or javelins and may elect to function as Skirmish Troops during the turn. If they choose to do so, they're unit size does not change, but they will function as a Group of four (4) Skirmishers until their next activation. If they are attacked, they may attempt to Evade like Skirmish Troops , but may only evade 2D6 inches. If they are contacted, they will receive double Shock for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality.

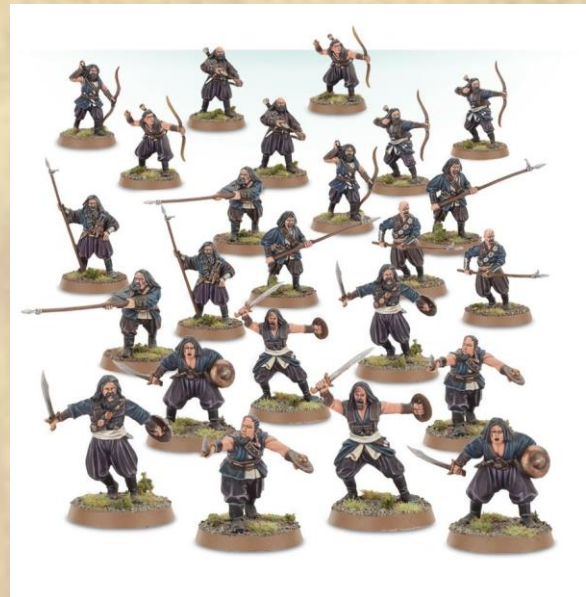


Games Workshop

For example: If a Group of Warriors is contacted while acting as Skirmishers they will fight as Levy and receive double Shock and if a Group of Levy is contacted while acting as Skirmishers they will fight as one level below Levy in regards to troop quality and receive double Shock.

As long as all Groups in a Formation are within two inches on each other, they remain in

Formation. However, if any Group is further than this distance, they are no longer in the Formation and must be reattached. The Evade may be stopped if the attacker uses a Carpe Diem card, the same as in the standard rules. If acting as Skirmish Troops during the turn, the Fleet of Foot card may be used on the Group.



Games Workshop

FORCE RULES

All Corsair infantry Groups carry bows or javelins and may elect to function as Skirmish Troops during the turn. Only one Black Númenóreans group may be in your warband.

STARTING FORCES

A Corsair force is headed by a Captain (Lord) with two subordinate leaders (First Mate and Bosun). Collectively these are your Nobles. These will be rated as Status III for the Lord whilst his Leaders are Status II and Status I. You'll also have a Champion to accompany your Lord.



Games Workshop

Beneath these Nobles you will have one *Group of Noble Raiders* and four *Groups of Raiders*, each being six figures strong. You'll also have one *Group of four missile troops* armed with Arbalests, and two *Groups of four Skirmishers* who will be under the command of the Status I Noble.

A Captain may substitute the two *Groups of four Skirmishers* with one *Group of Raiders*.

Reinforcements for the *Men of the East* are gained the same way as the Scotti in the *Raiders* supplement.

Reinforcements which arrive using the reinforcements table as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However,

at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that he will never receive the *Group* he passes over.

Order	Corsairs of Umbar
1	Two Groups of four Archers or Skirmishers
2	Six Raiders
3	Six Noble Raiders
4	Six Raiders with a Status I Noble
5	Six Black Númenóreans

CORSAIRS OF UMBAR Cards

The *Corsairs of Umbar* begin the game with one *Aggressive Charge* card and one *Darting Blow* card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Aggressive Charge x 2
- Bounding Move x 2
- Goad x 1
- Darting Blow x 2

Cards:

<https://sbminisguy.wordpress.com/2020/04/10/dux-arda-corsairs-of-umbar/>

DUX ARDA – THE FORCES OF SARUMAN

This section describes the primary factions of the Forces of Saruman.

- Men of Dunland
- Orcs of Isengard

DUX ARDA: THE MEN OF DUNLAND FORCE INFORMATION



The Men of Dunland, or the Dunlendings, are a race of middle men who have allied themselves with Isengard against Rohan. Driven from their ancestral homes by the Men of Rohan, the Dunlendings are bitter and willing to take any opportunity to reclaim what is theirs, even if it means allying with the forces of Sauron. Convinced by Saruman that they will be able to kill the “straw heads” of Rohan and take their true homes back, they willfully sold themselves into service of the Dark Lord.

The *Men of Dunland* player takes the place of a Warlord of Dunland leading a small force of warriors raiding and pillaging the lands of Rohan, the owners of your ancestral home. While your forces are not adequate to challenge the Rohirrim on your own, Saruman is also lending the support of Isengard towards your

shared goal, the destruction of Rohan and Gondor.

The troop types of the *Men of Dunland* are the same as troops presented in the main rules and *The Raiders* supplement.

STARTING FORCES

The starting forces for the *Men of Dunland* are as follows: One Warlord (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.



Footsore Picts

Beneath these Nobles you will have four *Groups* of six *Raiders*, one *Group* of four *Missiles*, one *Group* of four *Skirmishers*, and one *Group* of four *Raider Cavalry*.

The Dunlending Warlord may elect to fight on foot or mounted, but must choose at the start of the game and his Champion must follow suit. He may also choose to have one or two of his Nobles mounted, but the number of mounted Nobles, including the Lord, may not exceed two at any point. A mounted noble may only influence cavalry troops during the game. They must remain mounted throughout the game and he may only influence cavalry troops during the game.



Footsore Picts

further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that will never receive the *Group* he passes over.



Footsore Picts

As the campaign progresses a Dunlending Warlord who gains success in battle will find that additional followers will join his force. Normally this will be just two additional men turning up to join your force, but occasionally a significant victory will allow the player to take reinforcements from the Reinforcements Table as a completely fresh *Group* of men join you.

Where two men join a force, these will normally be added to one of the six man *Raider Groups* to bring them up to eight men. If this occurs three times then these will be grouped together to form a new six man *Group*, with the eight man *Groups* being reduced to their original size.

Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no

Order	Men of Dunland
1	Warhounds
2	Four Raider Cavalry
3	Six Raiders with a Status II Noble
4	Six Raiders with a Status II Noble
5	Four Noble Raider Cavalry

MEN OF DUNLAND CARDS

The *Men of Dunland* begin the game with one Bounding Move card and one Rage card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Strong Arm x 1
- Aggressive Charge x 2
- This Land is Ours! x 2

This Land is Ours!- This card, when played on a *Group* or *Formation* of *Dunlending Raiders*, *Noble Raiders*, *Raider Cavalry*, or *Noble Raider Cavalry* attached to the *Dunlending Lord* within 18 inches of an enemy *Group* or *Formation*, throws them into a mad rage. They remove up to two *Shock* per *Group* and immediately charge forward 3D6 inches. If they make contact with an enemy, they will fight combat with an additional 2D6 dice per *Group*. If they do not make contact, all *Dunlending Formations* are broken and each *Group* takes 1D6 *Shock*.

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-the-dunlendings/>

DUX ARDA: ORCS OF ISENGARD FORCE INFORMATION



The *Orcs of Isengard* are, like all orcs a numerous and well equipped, but brittle force. They serve a rising power in the West, the corrupted wizard Saruman. Saruman, once the greatest of the Istari, the stewards of Middle Earth, fell into league with Sauron due to the dark lord's influence through the Palantir of Isengard. While he was once a great and noble protector of Middle Earth, he is now one of the greatest threats to the good people of Middle Earth. The greatest weapon he possesses is his newly created Uruk Hai. While their origins remain a mystery, they stand the same height as a man, possessing the same strength and a greater stamina as any human warrior. When equipped with well-crafted armor and cruel weapons by the forges of Isengard, these orcs pose one of the greatest individual threats to the warriors of Rohan. His orcs, evil men, and Uruk Hai now march forth to bring death and ruination to all who oppose Sauron.

The *Isengard* player takes the role of an *Uruk Hai* Captain, commanding a band of raiders, in service to the armies of Saruman. He seeks to slaughter the good people of the Rohan

wherever he finds them, and in doing so, advance his position using both loot and the favor he gains through success. Saruman is a new power in the West, and the rewards from his rise will be passed along to those who serve.

There are several troop types unique to the *Orcs of Isengard*, as follows:

SNAGA

Snaga are the smallest and weakest of the orcs serving the Dark Lord and as such, are used as slaves by those higher in the orcish pecking order. Unskilled and under-equipped, they are mere fodder in the armies of Gundabad. Their only hope for victory is to massively overwhelm their enemies with their numbers. To reflect this, a *Group* of *Snaga* will be twelve (12) figures, fighting in three (3) ranks of four (4) with only the first two (2) ranks fighting and will fight as one level below *Levy* in combat in regards to troop quality, but die on a 4, 5, or 6 and *Shock* on a 1, 2, or 3. They may not form shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for *Morale Changes*.

SOLDIER ORCS

Soldier Orcs form the vast majority of the armies of Sauron. Small and stooped in stature, they are no match for the average human warrior in a one on one fight, but what they lack in skill, they make up in numbers. To reflect this, a *Group* of *Soldier Orcs* will be nine (9) figures fighting in three (3) ranks of three (3) with only the first two (2) ranks fighting and will fight as *Levy* in combat, but die on a 5 or 6 and *Shock* on a 2, 3, or 4. They may not form

shieldwall or *Spear Hedge* without being in formation with *Uruks*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy* as well as for *Morale Changes*.

URUKS

Uruks are the vilest and most fierce of orcs, fighting with ferocity and skills that nearly match their average human foes and well equipped by the forges of Gundabad. However, they are still orcs and are prone to flight like the rest of their brethren. To reflect this, a *Group* of *Uruks* will be six (6) figures and will fight as *Warriors* in combat, but die on a 6 and *Shock* on a 3, 4, or 5. They may not form shieldwall, but may form a *Spear Hedge* defensive formation along with any other *Uruks* and *Soldier Orcs* in *Formation* with them. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Warriors* as well as for *Morale Changes*.

URUK HAI

Uruk Hai are a terrible creation of Saruman's experiments. There are many rumors about their origins, but no one truly knows. Straight-legged and as large as a man, they are truly a match for their average human foes and well equipped by the forges of Isengard. However, they are still orcs and are prone to flight like the rest of their brethren. To reflect this, a *Group* of *Uruk Hai* will be six (6) figures and will fight as *Elites* in combat, but die on a 6 and *Shock* on a 3, 4, or 5. They may form shieldwall with and other *Uruk Hai*. and may also form a *Spear Hedge* defensive formation along with any other *Uruk Hai*, *Uruks*, and *Soldier Orcs* in *Formation* with them. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Elites* as well as for *Morale Changes*.



Games Workshop

URUK HAI BERSERKERS

Uruk Hai Berserkers are the fiercest of orc warriors that fight for Isengard. Lightly armored, but armed with cruel weapons, greater size, and no fear, they are a serious threat to even the best warriors. To reflect this, a *Group* of *Uruk Hai Berserkers* will be six (6) figures and will fight as *Elites* in combat, but die on a 5 or 6 and do not *Shock*. Unless commanded by a noble attached to the *Uruk Hai Berserkers*, the *Uruk Hai Berserkers* will always move directly towards the nearest enemy *Group* and attack as soon as possible. They may not form shieldwall or *Spear Hedge*. When shot at by *Missiles* or attacked by *Skirmishers* they are treated as *Levy*. They are treated as *Elites* for Morale Changes.



Games Workshop

WARG RIDERS

Warg Riders function the same as *Raider Cavalry* in *The Raiders* supplement, but will double any shock inflicted when they are the attacker.



FORCE RULES

Out of Command: Orcs that are not in command range of a Noble's *Command Radius* are considered *Out of Command*. Any orc *Group* or *Formation* that are *Out of Command* will not advance and will accrue one point of *Shock* per *Group* every turn that they are *Out of Command*. Any *Group* or *Formation* that is *Out of Command* and has a number of *Shock* equal to or greater than the number of miniatures in the unit, they will be treated as *Misplacing their Amphora*. They can no longer be rallied and will leave the field of battle as quickly as possible. Each time the turn ends they will move 3D6 inches towards their friendly table edge. This does not apply to *Uruk Hai* or *Uruk Hai Berserkers*.

Follow Up: All *Orcs of Isengard Groups* and *Formations* must follow up after winning a combat unless the Noble makes his follow up test.

Weak Willed: Any orc *Group* or *Formation* that is passed through by withdrawing units will suffer the full effects of their routing allies. Any friendly *Groups* withdrawn through will suffer one point of *Shock* for each point of *Shock* on the retiring *Group*. If there is a difference in troop quality, they will add or subtract *Shock* depending on their level.

For example: A group of six Snaga have eight points of Shock and are obliged to withdraw eight inches (4 inches for each excess point of Shock). They must withdraw through a Group of Uruks to do so. The Snaga have eight points of Shock, so the Uruks should suffer eight points of Shock when interpenetrated. However, this number is reduced by two as the Uruks are two levels of quality greater than the Snaga, leaving the Uruks to take six Shock. Had the roles been

reversed, the Snaga would have taken eight points of Shock, plus another two points as the Uruks are two quality levels higher, for a total of ten points.

Missiles: All orc *Groups*, except *Berserkers*, carry bows and may elect to function as *Missile Troops* during the turn. If they choose to do so, they're unit size does not change, but they will function as a *Group* of four (4) *Missiles* until their next activation. If they are attacked, they may attempt to *Evade* like *Missile Troops*, but may only evade 2D6 inches. If they are contacted, they will receive double *Shock* for the first two (2) rounds of combat, and will fight as one (1) level lower in troop quality. For example: If a *Group* of *Uruks* is contacted while acting as *Missiles* they will fight as *Levy* and receive double *Shock* and if a *Group* of *Soldier Orcs* is contacted while acting as *Missiles* they will fight as one level below *Levy* in regards to troop quality and receive double *Shock*. Any *Group* of *Snaga* that is unable to evade will be dispersed, like standard *Missiles*. As long as all *Groups* in a *Formation* are within two inches on each other, they remain in *Formation*. However, if any *Group* is further than this distance, they are no longer in the *Formation* and must be reattached. The *Evade* may be stopped if the attacker uses a *Carpe Diem* card, the same as in the standard rules. If acting as *Missile Troops* during the turn, the *Fleet of Foot* card may be used on the *Group*.

(Author's Note: The reason that the penalties are so great for being unable to evade are to both reflect the poor quality and morale of orcs as well as to prevent this ability to be used for too many shenanigans. This has the effect of allowing all orcs to use bows, which Tolkien described nearly all of them carrying, as well as

being relatively accurate to what would actually occur if orcs were forced to drop their bows and fight unprepared.)

STARTING FORCES

The starting forces for the *Orcs of Isengard* are as follows: One Captain (Status III Lord), two Lieutenants (One Status II Noble and One Status I Noble), and a Champion.

Led by these Nobles, you will have two *Groups* of *Snaga*, two *Groups* of *Soldier Orcs*, two *Groups* of *Uruks*, and two *Groups* of *Uruk Hai*.



Property of Unfinished Armies

Reinforcements for the *Orcs of Isengard* are gained the same way as the *Saxons* in the main game. Reinforcements which arrive using the reinforcements table will be as below.

Reinforcements arrive in the order shown, from 1 to 5. The first time a force receives reinforcements it will gain the *Group* indicated in row 1, the second time the *Group* shown in row 2, and so on up to row 5 after which no further reinforcements are available. However, at any time a player may choose to take the *Group* from the row numbered higher, but this will mean that will never receive the *Group* he passes over.



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Order	Orcs of Isengard
1	Nine Soldier Orcs and twelve Snaga
2	Six Uruk Hai
3	Six Uruk Hai Berserkers
4	Four Warg Riders
5	Four Warg Riders and a Status I Noble

ORCS OF ISENGARD CARDS

The *Orcs of Isengard* begin the game with one Fighting Uruk Hai card and one Bounding Move card. The balance of their hands are dealt at random from the Fate Deck. The remainder of their cards added to the Fate Deck are as follows:

- Carpe Diem x 3
- Spear Hedge x 1
- Bounding Move x 1
- Aggressive Charge x 2
- Fighting Uruk Hai x 2

The Fighting Uruk Hai: This card can be played on any *Uruk Hai Group* or *Formation* within the command radius of the Orc Lord. When played, the *Isengard* player may choose to either add 2D6 to the first round of combat per *Group* or move 2D6 inches of free movement (This does not count as an activation of the unit!). This reflects the increased stamina and fighting prowess of the *Uruk Hai* bred by Saruman. This is a *Pursuit* or *Retreat* Card in Post-Game Phase. (Use unused Saxon or Raider

cards to Represent this card, or make your own!).

Cards:

<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-the-orcs-of-isengard/>

ADDITIONAL RULES AND RESOURCES

The primary resources for gaming Dux Arda are:

- Dux Britanniarum
- Raiders!
- TFL Christmas Special 2012 - Dux B Vikings rules
- TFL Christmas Special 2015 - Magic in Dux B

ON MAGIC IN MIDDLE EARTH

We include Magic in Dux Arda, but only the “common” magic of the peoples of Middle Earth. For example, Wise Men, Runes Smiths, Crones, and Sorcerers (who channel the power of dark spirits aligned with Sauron) may have access to special knowledge and powers that can aid in Pre-Game or during a Battle; while Elves may be able to confuse a foe with illusions.

High Magic is only wielded by the mighty Wizards (Maiar like Gandalf, who are essentially minor Angels) and Sauron. Sorry, no flinging folks about with blasts of Magic. Instead we stick to the Magic in Dux Britanniarum rules in the Too Far Lardies Christmas Special 2015, modified for each Faction in Dux Arda.

DUX ARDA – ON RELIGIONS IN MIDDLE EARTH

Where Are the Religious Figures and Structures in Dux Arda?

In Dux Britanniarum, religious figures and buildings for the Romano-British, Saxons and other factions play a role in battles and campaigns. This is not the case in Dux Arda — the fan mod for gaming the battles of Middle Earth using the [Dux Britanniarum](#) rules from Too Fat Lardies.

Most Factions in Dux Arda will not have Religious followers in their Retinue (check each Faction listing). That’s because in Middle Earth, while there is an epic struggle between Good and Evil, organized religions play little role in the War of the Rings.

The faith story of Middle Earth is essentially Judeo-Christian in nature in that there is a God (Illuvatar); He created the Angels (the Valar); He created all the universe (Middle Earth); some of the Angels grew arrogant and Fell in a great war (Morgoth); and He has a plan for the world.



However, the world depicted by *The Lord of the Rings* intentionally has very little religion or myth-making in it. Tolkien appears to be implying that not enough time had yet passed for the “historical facts” to have become fully mythologized. This means that though characters across the various books written by Tolkien reference or venerate higher powers, most cultures don’t have an organized religion, and faith would therefore be a personal matter with few or no priests or worship leaders.

- Elves revere and respect Illuvatar, but would most likely call upon their “personal” Valar, Elbereth. No Religious Figures.
- Dwarves revere and respect Illuvatar, and would most likely call upon their “personal” Valar, Aulë. No Religious Figures.
- Men have more variety in faiths than the Elves and Dwarves, depending on their culture.

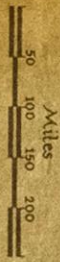
- Free Peoples of the West: Will revere and respect Illuvatar and may call upon a Valar they most identify with. No Religious Figures.
- Men of Sauron: Have created a Cult of worship around Sauron, and would most likely have a priest class. They have elevated Sauron to God status and deny that Illuvatar is the Creator. This Cult involves ritual human sacrifice and dark practices. May use Religious Figures per normal Dux Britanniarum rules.
- Wildmen: The “uncivilized” Men of Middle Earth may have fallen back to animism and spirit worship that would be unique to each tribe. May use Religious Figures per normal Dux Britanniarum rules.
- Hobbits will revere and respect Illuvatar and may call upon a Valar they most identify with. No Religious Figures.
- Orcs have elevated Sauron to God status as their Creator, and proclaim Illuvatar as the Enemy. This Cult involves ritual human sacrifice and dark practices. May use Religious Figures per normal Dux Britanniarum rules.

WHERE'S THE CARDS AND STUFF?

You can find other Dux Arda resources here, and at the back of this main document:

- The Book of the Dwarves:
<https://sbminisguy.wordpress.com/2019/01/12/dux-arda-durins-folk-the-dwarves/>
- Links to Cards and original faction notes:
<https://sbminisguy.wordpress.com/2019/01/04/dux-arda-gaming-middle-earth-with-dux-britanniarum/>

The Realm of MIDDLE EARTH



NEAR HARAD

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FORODWAITH

IRON HILLS

Sea of Rhin

MORDOR

Sea of Nurnen

ERED LITHUI (Ash Mountains)

EPHEL (Mountains of Shadow)

DUATH (Shadow)

Gondor (now a debatable and desert land)

South Gondor

ERED ANIMIRAS

ANFALAS (Angstard)

ANARAST (As North)

The Lost Realm of the Witch-Realm of Angmar

ERED LUTHIN

ARREDA

MINHIRIATH

FORLINDON

ERED MITHRIN

ROHAN

ERED ANIMIRAS

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