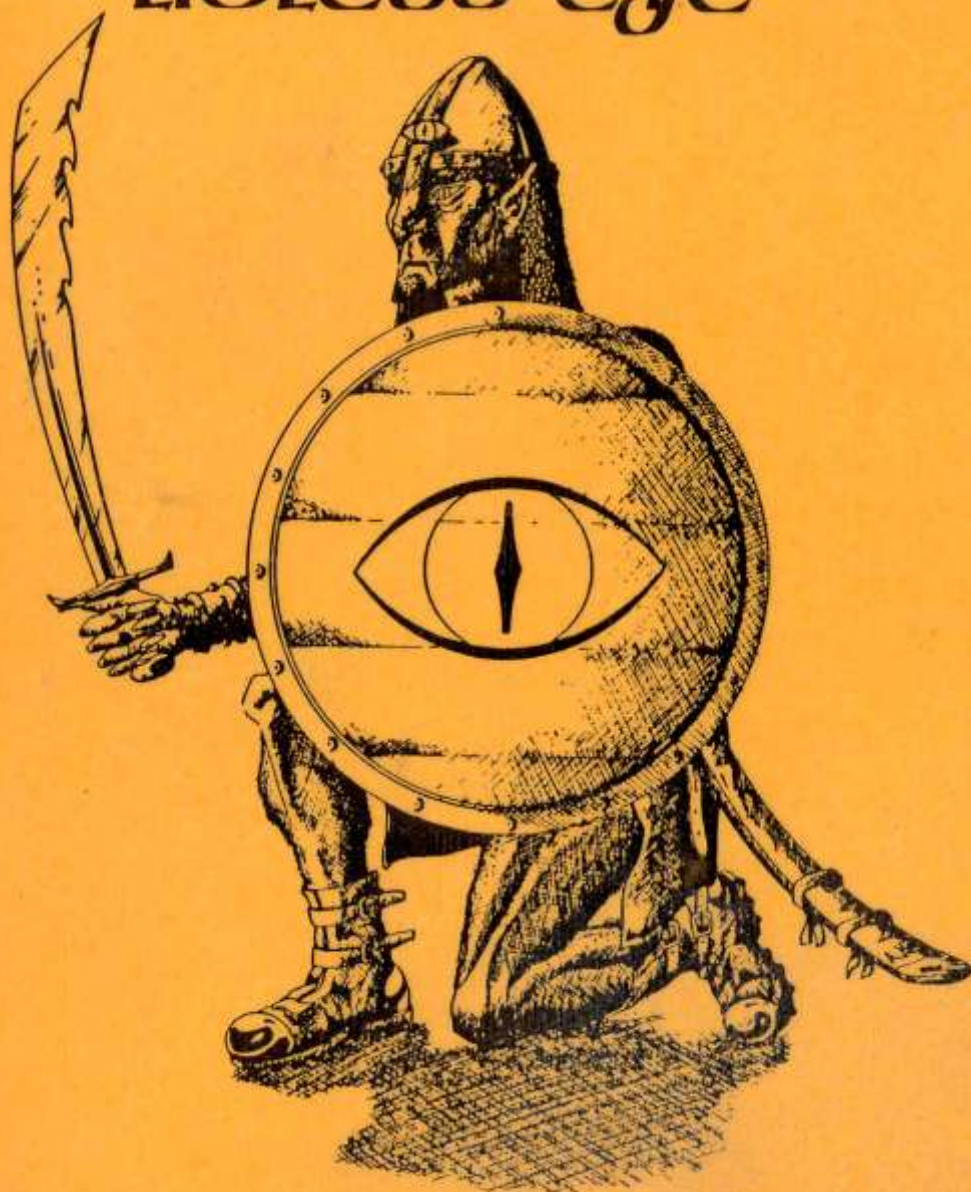


the Lioless eye



*FANTASY Army Lists for the ANCIENT Period
REVISED and EXPANDED*

the LIDLESS eye

For use with **WRG** Sixth Edition Ancient Rules

INTRODUCTION

Ever since, around ten years ago, a major manufacturer produced a range of wargaming figures based on J. R. R. Tolkien's Middle Earth, wargamers have been fighting battles of that 'series'. However, one of the biggest problems has been the lack of a universal set of rules. This isn't so bad if the only people involved are a few enthusiasts meeting, perhaps, at each others' houses and all in constant contact with each other. But, in recent years, large clubs and even larger public events and open-days have meant that in all periods universal sets of rules have become accepted and even the norm.

These army lists are an attempt to use one of the most popular (and by that we mean 'widely used') sets - the Wargames Research Groups Sixth Edition Ancient Rules - in an effort to obtain for the Middle Earth wargamer the widest possible selection of opponents (narrow-mindedness not with-standing).

These lists should be created in exactly the same way as the standard three-part WRG lists. 90% of the troop types are (for want of a better word) normal, in all but name. A further 5% are as outlined on page 55 ('Fantasy Additions') of the Sixth Edition Rules, but a final 5% or so are slightly modified. But these are explained in the text, along with particular organisational notes and brief pieces on dress etc.

Although a great deal of work has gone into the production of these lists, along with play testing over a number of years at our club, we do not claim to have got it dead right, and if enough (constructive) comments - and criticism - are received, we may consider a further revised edition. So warned however - we do not intend to bring out edition after edition after edition....

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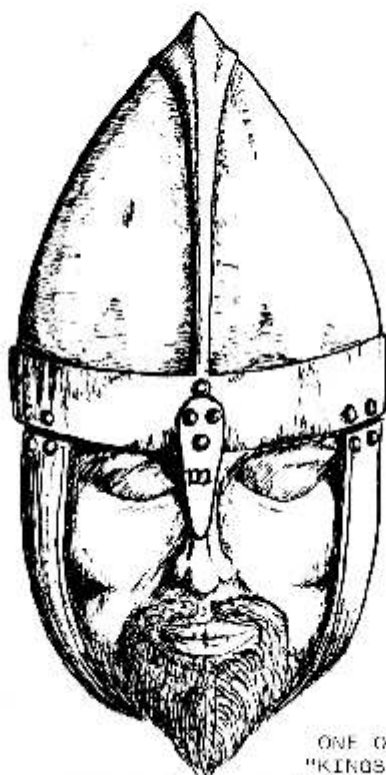
M. J. PEVER, J. W. TREADAWAY & C. GIBSON

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ONE OF THE
"KINGS MEN" -
A BLACK NUMENOREAN

First Age Alliance

Generals

General (as per troop type)	100pts	1
Allied General (as per troop type)	75pts up to 4	
Eagle Allied General (as Mumak + Flying <u>or</u> as per troop type)	75pts up to 1	
Sub General (as per troop type)	50pts up to 2	

- Extra to make any General (except Eagle 'Mumak' General) a Hero 50pts up to 3

Personal Standards to accompany any General (except Eagle and Ent Generals) 10pts if Reg, 5pts if Irreg any

- Extra to make Noldor or Gondolin C in C's Personal Standard into a Personal Army Standard 20pts up to 1
- Extra to give Noldor C in C Sacred Standard Status (E) 120pts up to 1
- Extra to make Noldor C in C Magical (L) 100pts up to 1

Cavalry

(E) Doriath	eIB	LC	LB		7pts up to 5
- Extra to make Doriath 'March Wardens' as					
	eIB	HC	JLS+LB	SHD	8pts <u>any</u>
(L) Noldor Archers	eIB	LC	LB		7pts up to 50
- Extra to give Noldor JLS					2pts up to ½
(L) Noldor Lancers	eIB	HC	L <u>or</u> LB	SHD	11pts up to 25
- Extra to Double-arm Lancers with L <u>or</u> LB					2pts <u>any</u>
- Extra to upgrade Lancers to Bodyguard as RA, EHK					7pts 3* to 5
(L) Eagles	IB	LC+Flying	2SA		18pts 5* to 15

Infantry

(E) Noldor Warriors	eIA	LMI	¼LTW, ½HCW	SHD	6pts 20* to 30
(E) Noldor Followers	eIB	LMI	¾AOW, ¾AOW <u>or</u> LB		4pts up to 100
(E) Doriath Warriors	eIB	LMI	½HCW, ½HCW <u>or</u> JLS		4pts 20* to 60
(E) Doriath Archers	eIB	LI <u>or</u> LMI	LB		4pts 20* to 60
- Extra to upgrade Doriath LMI to LHI					2pts up to ½
- Extra to give SHD to Doriath					1pt up to ½
- Extra to upgrade Doriath to RA class					1pt up to 10
(E) Nandor/Laiquendi	eIB	LI	LB		4pts 20* to 60
(E) Ents	IB	SHI	2HCT		18pts up to 5**
(E) Huorwa	IA	SHI	2HCT		19pts 5* to 15**
(L) Nargothrond	eIB	LMT	¼LB, ½HCW <u>or</u> LB,		
			¾JLS <u>or</u> LB		4pts up to 40
- Extra to upgrade Nargothrond to LHI					2pts ½ to all <u>or</u> NONE
- Extra to give Nargothrond LHI a SHD					1pt up to ½
- Extra to upgrade Nargothrond LHI, SHD to RA class					1pt up to 10
(L) Gondolin	RA	EHI	¼LTW, ½HCW	SHD	10pts 30* to 90
(L) Gondolin	RB	LHI	½HCW, ¼LB		6pts 10* to 40
- Extra to upgrade Gondolin RB to RA class					1pt up to ½
- Extra to upgrade Gondolin LHI to EHI					2pts up to ½
- Extra to give Gondolin SHD to those who lack them					1pt up to ½
(L) Naugrim	RB	EHI	2HCW	SHD	9pts 14* to 50
- Extra to upgrade Naugrim to RA class					1pt up to 14
- Extra to Upgrade Naugrim RA to SHI					11pts up to 14
(L) Noldor Warriors	eIB	LMI	¼LTW, ¼LTW <u>or</u> 2HCW	SHD	5pts 20* to 100
- Extra to upgrade Noldor to LHI					2pts up to 50

(L) Edain	IC LMT %LS,%2HCW	SHD	3pts 20*to 50
- Extra to Upgrade Edain to IB class			1pt any
- Extra to Upgrade Edain to LHI			2pts up to %
- Extra to give Edain SS or LS			1pt up to 10
(L) Easterlings	IC LHI %2HCW,%JLS		4pts 15*to 30
(L) Easterlings	ID LMI JLS		1pt 30*to 80
- Extra to upgrade Easterling IC to IB class			1pt up to 15
- Extra to give SHD to Easterlings			1pt up to 30

(E) Troops (Early), and (L) Troops (Late) cannot be mixed.

* Minimums only apply if any of that NATION's troops are used -
ic: If any Noldor Followers are used, then at least 20 Noldor Warriors must be used.

**These troops do not need normal Command Factors, but must be led by a General (An Allied Ent, Allieu Hero Ent, or Allied Hero Edain General). For more full explanation see Ent (Dhondrim) Army list on page 10.

Early Army (E)

Regular Command Factors

10pts up to 1

Irregular Command Factors

25pts up to 12

Late Army (L)

Regular Command Factors

10pts up to 6

Irregular Command Factors

25pts up to 18

Notes on First Age Alliance

This list may be used to cover virtually every battle and skirmish of the First Age, except the War of Wrath.

Armies must be led by an Elvish C in C who may be a Noldor or of Gondolin. All separate Kingdoms must be led by their own generals. These Kingdoms are Noldor, Doriath, Nandor/Laiquendi, Ent/Huorn, Gondolin, Naugrim, Edain, Easterlings, Nargothrond and Eagles.

This list was extremely difficult to assemble. While it is essentially two lists, an Early and Late, this is still not entirely satisfactory. Although the Ent/Huorns appear on the Early list, they did not, in fact, fight at all until very late, however they did only fight with the Laiquendi and Doriath troops, so this, we feel is justified. Similarly the Early Noldor never actually fought alongside the other Early army troops, but they were fighting at the same time. If we had done all we wanted with this list (some of the troop types from different Kingdoms have been grouped together under one heading) then we would have had a book of Army Lists with only one army in it: the First Age Alliance one...

The Elves in this list were unbelievably superlative warriors. To go some way towards representing this most Elvish units have a few advantages. Firstly, although the Elves are noted as using the Long Bow (LB), and use the Long Bow's Shooting Factor charts, they behave as if they are firing Short Bows. That is the troops may make normal moves and shoot. The Long Bows weapon ranges are still used, however. Secondly, all of the Elf Irregular troops have the classification Elf Irregular (or 'eI'). This is a compromise. It means this: All eI troops may fight, shoot, move and manoeuvre as per Regulars, and the troops on LHI and LMI bases may use H1 and M1 frontages as normal Regulars. They use Irregular Random factors for combat and

the Regular Random factor for shooting and establishing the length of evade, rout and pursuit moves. All EI troops test for the initial arrival as Regulars but for morale purposes and subsequent return to the table as Irregulars.

Note however, that all Regulars, Elvish or not, behave as normal Regulars, and that other Irregular troop types within this list, ie. Edain, Eagles and Easterlings behave as normal Irregulars.

Finally, also note that for these advantages, the EI troops are costed as Regulars and yet pay Irregular costs for Command Factors and Regular costs for Standards.

This use of EI troops is extended to some of the other armies within these lists.

This, of course, has the effect of making Elves a rather costly bunch, but increases their effectiveness on the battlefield.

Painting Apart from the Laiquendi who wore mostly green (and excluding clothing worn only by "Personalities") little is listed as a reference for uniform colours. However, the different groups of Guards in Gondolin are described. There were seven groups and each one probably put 200 - 300 on the gate at any one time, implying a total force of 5,000 - 6,000 Elves. Only five groups are described in any detail. Group one wore in grey. Group two were dressed in copper-coloured mail and their axes are recorded as being red. Group five had black cloaks, kite shields, mail and helmets with eagle-beak visors. Group six were archers in bright (silver) mail with white crested helms and group seven were archers with gilded mail, round red shields and helmets with tall yellow plumes. These uniforms should be used in the units Gondolin RB, LHI, %2HGW, %LB. The Naugrim in this period often wore grotesque facemasks or visors on their helms.

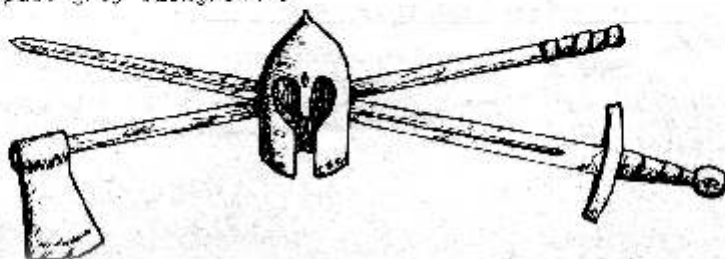
1st Age Heraldic Motifs

A = Hador 1 - blue triangles (4 of), 2 - yellow, 3 - blue with white surround (4 of), grey background with white border.

B = Elwe Silver grey "winged moon", stars, spots and border on black background.

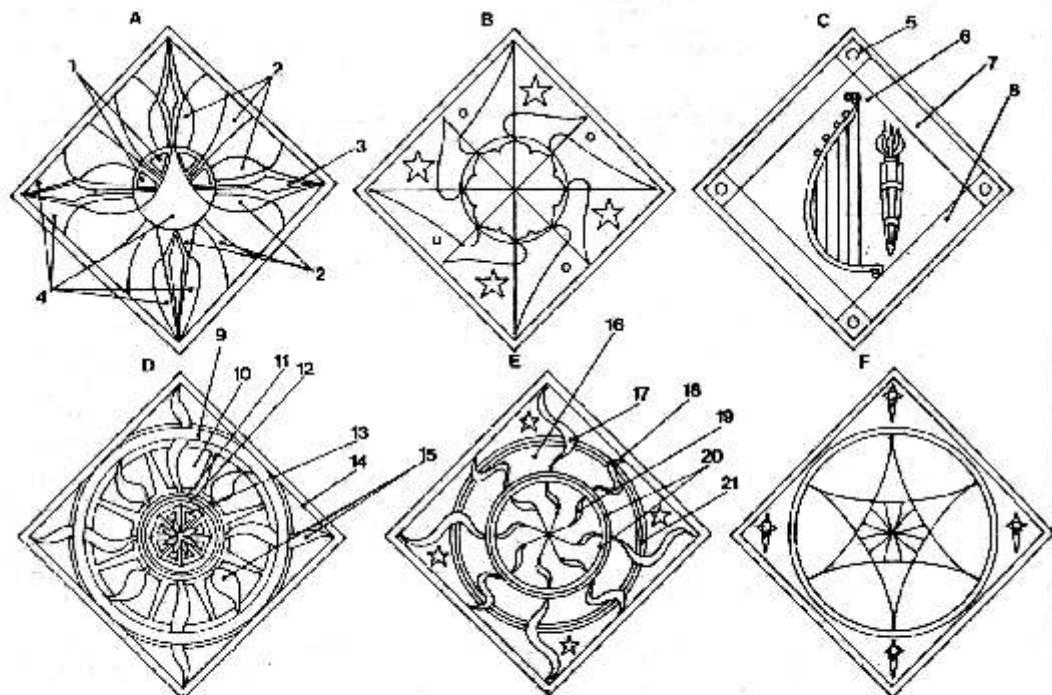
C = Finrod Felagund Silver bow and torch (with red flames), 5 - red with white dot (4 of), 6 - green, 7 - (and opposite) white, 8 - (and opposite) yellow.

D = Eänor 9 - dark grey, 10 - yellow (8 of), 11 - blue, 12 - silver, 13 - centre motif: Iron indicator line the triangles go (clockwise) green, orange, red, blue, green, orange, red, blue with white centres. Also silver star in centre. 14 - white, 15 - flames (8 of) all are white through orange to red from centre to edge. All with pale grey background.



1 - Ringalfin Blue "surrounding" background, 16 - yellow, 17 - long flames ochre through to pale yellow from centre, 18 - ochre flames, 19 - red flames on white centre, 20 - three thin red lines on white background, 21 - pale yellow circles, stars are silver as is the border.

F = Eärendil Background blue with white border, stars, circle and large six-pointed star. Central section alternately blue-white-blue etc, 6" x 6" each colour.



1st Age Evil

Generals

General	100pts	1
Allied General	75pts	up to 1
Sub General	50pts	up to 2

Choice of Generals and Added Points Cost

1) Double Magic User, Hero, SHI, 2HCW (counts as a Sacred Army Standard)	335pts	up to 1
2) Magic User, Breath Weapon, SHI, 2SA or 2HCW	115pts	up to 2
3) Great Wolf, as an Elephant	Opte	up to 1
- Extra to make above Magical	100pts	up to 1

- | | | |
|---|--------|---------|
| 4) Dragon, as Mumak, Magical and with Breath Weapon | 115pts | up to 1 |
| 5) Allied (as per troop type) | 0pts | 1+ |
| 6) Orc Sub General (as per troop type) | 0pts | up to 1 |

± Minimums only apply if troops of that type are used

General (1) can only be the C-in-C

General (2) can only be the C-in-C or Sub to General (1) or another General (2)

General (3) can only be used as a Sub to General (1) or General (2)

General (4) as General (3)

Cavalry

- | | | |
|---|-------|-------------|
| Young Dragons (IA Elephant + PFS) | 45pts | up to 10 |
| - Extra to make Old Dragons (IA Mumak + PFS + SHI missile def.) | 25pts | all or none |
| - Extra to make <u>Old</u> Dragons 'winged' | 10pts | all or none |
| Wargs ID MC | 3pts | up to 100 |
| - Extra to 'mount' Wargs (IC, JLS + SB, SHD) | 4pts | up to 50 |
| Werewolves IB MC AOW | 7pts | up to 15** |

Infantry

- | | | |
|---|-------|------------|
| Troll Bodyguard IA SHI 2HCW SHD | 19pts | 5*to 20** |
| Orcs ID LMI %SB, %JLS | 1pt | 100 to 500 |
| - Extra to make Orcs Double-armed with JLS+SB | 1pt | up to % |
| - Extra to give Orcs SHD | 1pt | up to % |
| - Option to make Orcs LI | 0pts | up to 30 |
| - Extra to upgrade LMI Orcs to LHI | 2pts | up to % |
| - Extra to upgrade ID Orcs to IC | 1pt | up to % |
| Easterlings IC LHI %2HCW, %JLS | 4pts | 15*to 30** |
| Easterlings ID LMI JLS | 1pt | 30*to 80** |
| - Extra to make IC Easterlings IB | 1pt | up to 15 |
| - Extra to give Easterlings SHD | 1pt | up to 30 |

*Minimums only apply if any of this troop type are used

**If used then appropriate General must be present

Regular Command Factors

none

Irregular Command Factors

25pts up to 21



Notes on 1st Age Civil

This list covers Morgoth's Army throughout the entire 1st Age. Number (1) General is Morgoth. The Number (2) Generals are Balrogs. The number (3) General is Carcharoth or, if magical, Sauron in Wolf guise (both disorder as elephants). Carcharoth, although he is a General, cannot command any troops except himself. He treats himself as LA. Sauron in wolf guise behaves as a normal General. The Number (4) General is Glaurung who is an old Dragon, Magical, but cannot fly. However, unlike Smaug in the 3rd Age Wonder list, he can command troops of all kinds.

Wargs and Werewolves (but not Mounted Wargs) can fight in wedges.

Trolls are based and move as LI and are the Balrogs bodyguard.

Painting Dragons are of varied coloration e.g. Glaurung was golden yellow with a green head, Ancalagon was black.

Trolls would be dark green and the Orcs a negroid brown to black.

The Easterlings are described as being "dark".

The Orc shield design was just plain black and remember - Balrogs do not have wings!

Last Alliance (Late 2nd Age)

Generals

General (as per troop type)	100pts	1
Allied Generals (as per troop type)	75pts	1 to 2
Sub General (as per troop type)	50pts	up to 1
- Extra to make any General a Hero	30pts	up to 2
Personal Standards to accompany any General		
10pts if Regular, 5pts if Irregular		1 to 2
- Extra to make P Standard a PA Standard		
20pts if Regular, 10pts if Irregular		up to 1
- Extra to make Dwarf P standard into PS standard	120 pts	up to 1
- Option to make Allied General into Eagle	0 pts	up to 1

Cavalry

Nuimenorean Boquen	RA	EHK	L	SHD	16pts	up to 5
Noldor Lancers	eLB	HC	L+LB	SHD	13pts	up to 10
Noldor/Sindar						
Archers	eLB	LC	LD		7pts	5 to 20
- Extra to make above HC					2pts	up to 1
Allied Cavalry	LC	LC	SB		4pts	up to 20
Eagles	LB	LC+Flying	28A		16pts	5 to 15

Infantry

Numenorean Roquen	RA	EHI	LTW	SHD	10pts	up to 24
Numenorean Ohtar	HO	LHI	24CW	SHD	7pts	12 to 60
- Extra to make Ohtar EHI					2pts	up to 1/2
- Extra to give Ohtar LB					1pt	up to 1/2
Numenorean Infantry	IS	LHI	JLS	SHD	3pts	18 to 34
- Extra to upgrade above to B Class					1pt	up to 30
- Extra to give Numenorean Infantry LB					1pt	up to 1/2
Noldor/Sindar	oIB	LHI	LTW	SHD	7pts	10 to 50
Noldor/Sindar	oIB	LHI	24CW	SHD	7pts	10 to 50
Sindar	oIB	LI	LB		4pts	20 to 80
Allied Infantry	ID	LMZ	JLS	SHD	2pts	up to 100
- Extra to upgrade above to C Class					1pt	up to 40
- Extra to make Allied Infantry LHI					3pts	00 to 20
- Extra to give Allied Infantry SB					1pt	up to 20
- Extra to provide any Numenoreans with Horses					2pts	up to 40
Dwarves	IR	EHI	24CW	SHD	8pts	15* to 40
- Extra to make Dwarves RA SHD					11pts	up to 15

*Minimums apply only if any troops of that type are used and appropriate General must be present

Regular Command Factors	10pts up to 5
Irregular Command Factors	25pts up to 15

Notes on Last Alliance

This list covers the alliance between Men and Elves from when Sauron first attacks Gil-galad until the Battle of Dagorlad, 3434 SA or until the end of the siege seven years later.

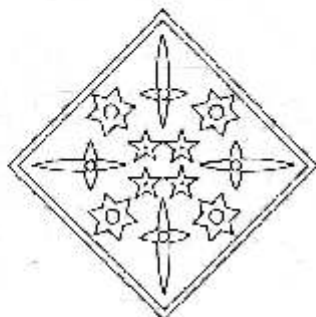
The Elves are not quite as good as during the 1st Age but the Men have reached the height of their power in Numenor and Middle Earth during this period.

The Numenorean Roquen (Knights) would probably have dismounted before combat. The Numenoreans used steel longbows, long swords, axes and a short stabbing sword called an Eket. The Citadel guards uniforms in Gondor 3rd Age were supposedly based on Numenorean uniforms, so some at least should be similarly attired especially with regard to the winged helm. Apart from black feathered arrows other information is scarce, but the fish helm (below) was noted to have been worn in Numenor.

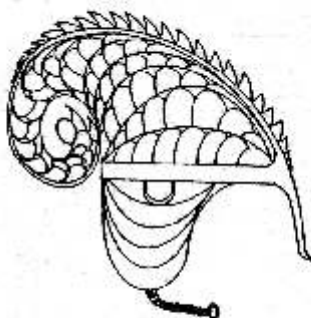
Favorite tactics of the Numenoreans were the Thangail (or shield wall) and the Dinnaita ("man-spear-head") or Wedge. Therefore, Numenorean Roquen, Ohtar and Infantry and Roquen Cavalry can all fight in wedge. At the battle of Dagorlad they would have used Elendil's Standard (which Aragorn uses in the 3rd Age Gondor list).

The Noldor and Sindar Elves would probably have been dressed in a similar fashion to their 1st Age compatriots. Gil-galad's Standard is silver stars, with a silver border on a deep blue background.

The allied Infantry and Cavalry might have been almost anyone from Nordic Rohan types to swarthy Southrons.



GIL-SALAD'S HERALDIC MOTIF

A NUMENORFAN KARNA (HELMET)
WITH 'FISH' DEVICE, WORN BY
A CAPTAIN OF THE UINENDILLEnt (Onedrim)Generals

General	SHI	2HCT	100pts	1
Sub Generals	SHI	2HCT	50pts	3 to 10
- Extra to make any General a Hero			50pts	any

Infantry

Ents	IB	SHI	2HCT	18pts	5 to 10
Huorns	IA	SHI	2HCT	19pts	10 to 40

No Command Factors

Notes on Ents

This army list can be used to cover Ents in not only the 3rd Age but possibly the 1st and 2nd Ages as well (and the 4th Age?). The most obvious point of note is that there are a large number of Sub Generals and no command factors. This is because all Huorn units (and the one Ent unit) should all be led by a General or Sub General.

Like Trolls, the SHI Ents are mounted on LI bases and count when moving, to all intents and purposes, as LI.

Ents and Huorns both count the -2 moral factor, for 'when attacked by incendiaries as a +2.
However, fire arrows have a shooting factor of 2 against both.

During normal wargame periods, and when not otherwise occupied in melee, Ents and Huorns may carry out demolition at close quarters on walls, barricades and other defences. For these purposes, each figure in base to base contact with the defence works counts as a 2 man 30 mina stone thrower, and, during sieges only, Ents (not Huorns) not in melee or otherwise engaged in demolition work may throw rocks, still as a 2 man 30 mina stone thrower, but only to dart ranges.

Painting Rather obviously, bark-type colours with green and grey moss-like hair and beards and large green eyes although this varies a lot, as do trees.

High Elf (late 3rd Age)

Generals

General (as per troop type)	100pts	1
Allied General (as per troop type)	75pts	up to 2
Sub General (as per troop type)	30pts	up to 2
- Extra to make any general a Hero	30pts	up to 2

Cavalry

Elves	eIB	HC	L+LB	QND	13pts	up to 8
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Infantry

Guard	eIB	LMI	2HC+JL3+LB	SND	3pts	10 to 50
Elf	eIC	LI	LB		3pts	100 to 500
- Extra to upgrade above to H Class					1st	up to 300
- Extra to make above LMI					Opt	up to 300

Irregular Command Factors	25pts	up to 16
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Notes on High Elf

Represented by this list are armies from Lothlorien and possibly Imladris. The same procedures for Irregular Elves and use of Longbows as per the 1st Age apply here.

The Hero Generals can be any of the leading personalities (e.g. Elrond, Galadriel) But, their magic is not represented as it does not seem to be of the type employed on the battlefield.

Painting A predominance of rustic greens and browns, with grey and possibly subdued yellows and burgundies. Gray cloaks are the norm.

Order and Allies TA 2500 - 3020Generals

General	100pts	1
Allied General	75pts	up to 1
Sub General	50pts	up to 2

Choice of Generals and Added Points Cost

1) Double Magic User, Hero, SHI, 2HCH (counts as Sacred Army Standard)	335pts	up to 1
2) Magic User, Hero, SHK, AOW	150pts	up to 2
- Extra to make one of SHK Generals+Flying+PFS	15pts	up to 1
3) General on Mumak with crew as per Harad Mumak	32pts	1+
4) General, PC, I, SHD	0pts	1+
5) General, PCW, JLS+GB, SHD	0pts	up to 1
6) General, HI or SHI**	0pts	up to 2
7) General, LCH**	0pts	1+
8) Old Dragon General as Mumak + Flying + PFS	15pts	up to 1

Personal Standards to accompany Allied Generals

	0pts if Reg, 10pts if Irreg	up to 3
PA Standard to accompany C-in-C		25 pts up to 1

*Minimums apply only if troops of that type are used.

**As per troop type

General (1) can only be C-in-C

General (2) can only be C-in-C, Sub General of (1) or of other (2)

Generals (3), (4) and (7) can only be Allied

General (8) can only be Allied and may only command himself as an TA Old Dragon

Cavalry

Mordor	RB	HC	L	SHD	12pts up to 15
- Extra to make Mordor RB into RA					1pt up to 4
Harad (S)	IC	HC	L	SHD	9pts 20 to 50*
- Extra to upgrade IC to IB					1pt up to 20
- Extra to upgrade B class Harad to Regular B					2pts any
- Extra to upgrade Reg B to Reg A					1pts up to 5
Warga	ID	MC			3pts up to 50
- Extra to 'mount' Warga (IC, MC, JLS+SB, SHD)					4pts up to 25
Mumaka (S)	IB with unarmed driver + FIVE crew (all SB but with two SB-P or SB+JLS)				72pts up to 5**
Maine	IB	2HLC	with unarmed driver +		
	one crew +JLS				10pts up to 11
Khand	IC	LC	SB		4pts up to 15
Spiders (N)	ID	LC	AOW		2pts up to 5
Great Spider	IA	as Elephant			32pts up to 1

Infantry

Mordor Infantry	RB	HI	LTW	SHD	7pts up to 30
Orcs	ID	LMI	$\frac{1}{2}$ SB, $\frac{1}{2}$ JLS		1pt 100 to 500
- Extra to make Orcs Double-armed with JLS+SB					1pt up to $\frac{1}{2}$
- Extra to give Orcs SHD					1pt up to $\frac{1}{2}$
- Option to make Orcs LI					0pts up to 30
- Extra to upgrade LMI Orcs to LHT					2pts up to $\frac{1}{2}$
- Extra to upgrade Orcs from ID to IC or RD					1pt up to $\frac{1}{2}$
Uruks	IB or RC	LHI	LTW or JLS	SHD	8pts 25 to 100
- Option to exchange SB for SHD <u>only</u> on Uruks with JLS					0pts up to $\frac{1}{2}$
Mountain Trolls	IA	SHI	2HCW	SHD	19pts up to 20
Olog-Hai Trolls	IA	SHI	2HCW	SHD	19pts up to 20
Troll Men (S)	IB	LMI	JLS	SHD	4pts up to 20**
- Extra to upgrade Troll Men to A class					1pt any
- Extra to give Troll Men 2HCW					1pt up to $\frac{1}{2}$
Corsairs	IB	LHI	AOW	SHD	6pts up to 30
Variags	IC	LMI	JLS+SB	SHD	4pts up to 20
Harad (S)	IC	LMI	JLS	SHD	3pts up to 30
Harad (S)	IC	HI	JLS or LTW	SHD	5pts up to 40
- Extra to upgrade Harad IC HI to ID					1pt up to 20
Harad or Easterling	IC	LI	SB		2pts up to 25
Balchoth	IC	LMI	$\frac{1}{2}$ JLS, $\frac{1}{2}$ 2HCW		2pts up to 50
- Extra to give Balchoth SHD					1pt up to $\frac{1}{2}$
- Extra to make Balchoth IC LMI into IB LHI					3pts up to $\frac{1}{2}$
Regular Command Factors					10pts up to 10
Irregular Command Factors					28pts up to 17

NOTES: General (1) represents Sauron, General (2) The Mouth of Sauron or Nazgul, (3) A Chieftain of Harad, (4) The King of Harad, (5) A Mounted Orc on Wargback, (6) An Orc or Man (as applicable), (7) An Easterling Chieftain and (8) Smaug the Golden.

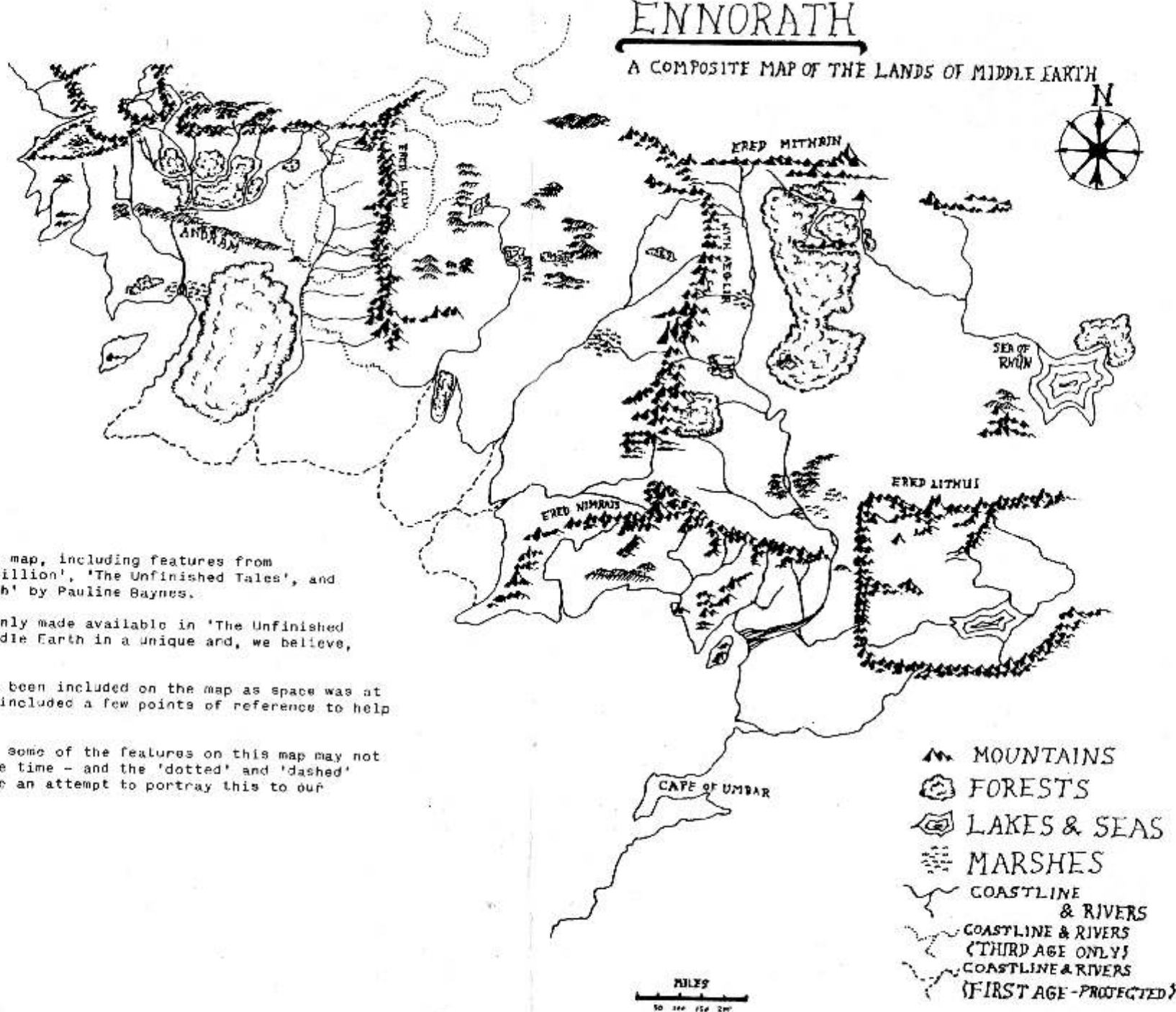
Those troops with an S (Southern) may not be used in conjunction with those listed as N (Northern) and vice versa.

* Minimums only apply if any Harad forces present.

** Can only be used if Harad Cavalry present.

ENNORATH

A COMPOSITE MAP OF THE LANDS OF MIDDLE EARTH



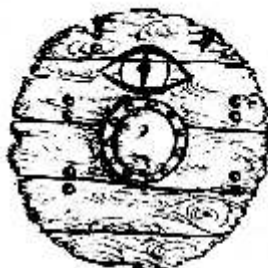
ABOUT THE MAP

This map is a composite map, including features from the maps in 'The Silmarillion', 'The Unfinished Tales', and the 'Map of Middle Earth' by Pauline Baynes.

Utilizing information only made available in 'The Unfinished Tales', it presents Middle Earth in a unique and, we believe, accurate way.

Few named features have been included on the map as space was at a premium, but we have included a few points of reference to help in orientation.

It should be noted that some of the features on this map may not have existed at the same time - and the 'dotted' and 'dashed' coastline and rivers are an attempt to portray this to our satisfaction.



Notes on Mordor

This list covers Mordor and its allies under Sauron from 2500 to the end of the 3rd Age. Although Generals (1) and (8) (Sauron and Smaug) didn't take part directly in open battle during this period, we think that the possibility of this happening existed and this point also applies to some of the Generals in other lists i.e. Saruman.

Although Saruman's Uruks are noted to have fought in wedges, Mordor Uruks are (unfortunately) not mentioned using this manoeuvre therefore, they do not have this option.

It should be noted that the following troop types Variags, Balchoth and Khand are named thus for ease of identification, although they could be known collectively as either Easterlings or Harad.

Smaug is an old Dragon who fights (and is based) as a Mumak (which in turn is exactly as per an Elephant but fights as seven figures instead of five, based on 60mm frontage by 100mm depth at a basic cost of 40pts) but is equipped with a Personal Fire Syphon (15pts) flying ability (no cost) and uses the SHI line when being hit by ranged weapons (Javelin, Bow etc) at 15pts.

The SHI/SHK category for the Magical Generals demonstrates a magical ability rather than real armour. Therefore, they in fact move as LHI/MC respectively unless flying.

Trolls are based (and move) as LI excepting Olog-Hai Trolls which are based (and move) as LHI. All are SHI, SHCW (in one hand!) and SHD.

Wargs and Spiders disorder Cavalry as Camels out Mumaks, Winged steeds, the Great Spider and Dragons disorder as Elephants. Wargs can fight in wedges.

Mordor and Harad Cavalry therefore cost 1pt more than normal to counter this disorder. However Mordor are only immune to Winged Steeds, Wargs and all Spiders. Harad are only immune to Mumaks.

Note: The winged Nazgul is given a Breath Weapon (a combination of "the black breath" and "black bolts"). This will, of course, cause further disorder as it is counted as artillery, even for reaction test purposes.

Just to recap (page 58, WRG, 6th Edition). Flying ability is worth 5 scouting points, evade = D + 120 and normal and charge moves are 300 paces, can fly in a sort of cantabrian "circuit" and count 3 height factors for shooting.

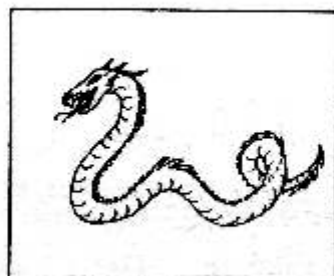
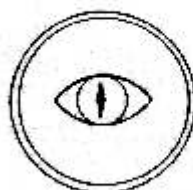
Painting Here are some examples of Orc shield designs as used in Mordor at this time although there were undoubtedly more; red eye, with yellow pupil on black background; white "Skull-Moon" on black background.

The Trolls should be semi-nude with skin tones ranging through dark green to black.

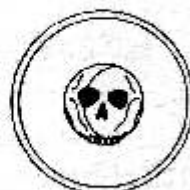
The Orcs should be of negroid coloration wearing a variety of sombre red, brown and black with blackened iron armour, where applicable.

FLAG OF THE HARADIM

MORDOR



MINAS MORGUL (MORDOR)



The Harad are either negroid or Indian in appearance with a liking for gold or perhaps gilded armour with red cloaks and spear tips. Their flag (above) is a black serpent on a red background. They are noted on occasion to have large, round, yellow and black shields.

Easterlings - Balchoth (a general term meaning 'Horrible-Horde'), Variags of Khand, and Wainriders - would vary in colour from "Bwarthy" 'Mongol' types (the Khand Horse Archers, perhaps), to almost black. The Corsairs might be, as the name implies, 'Mediterranean' types, although this is really guess-work.

The Mordor Cavalry and Infantry would be the remnants, perhaps, of the "Black Numenoreans". Obviously, men, probably caucasian but dressed predominantly in black on black horses where applicable.

Sonder TA 2800 - 3020

Generals

General (as per troop type)	100pts	1
Allied General (as per troop type)	75pts	1 to 3
Option to make one Allied General a Sub General	25pts	up to 1
- Extra to make any General a Hero	50pts	up to 2
- Extra to make one Hero General Gandalf the White		
(Magical + PFS on foot or horse armed with 2HCW		
count as EHI or EHC)	115pts	up to 1
Option to make one Allied General an Eagle as		
per troop type	Opto	up to 1

Personal Standards to accompany any General except
 Candalf and Eagle General @ 10pts if Regular @ 5pts
 if Irregular.

- Extra to upgrade P Standard to PA Standard @ 20pts
 if Regular @ 10pts if Irregular
- Extra to upgrade PA Standard to PAS Standard @ 30pts

1 to 4

up to 1

up to 1

Cavalry

Garrison Cavalry	RC	MC	L	SHD	8pts	5 to 20
- Extra to upgrade above to HC					2pts	up to 13
Col Amroth Knights	RA	EHK	L	SHD	15pts	up to 15
Rohan Kings Eored	RA	HC	L	SHD	12pts	up to 6
Rohan Marshals Eoreds	RC	HC	L	SHD	11pts	up to 12
Rohan	ID	IC	L	SHD	9pts	up to 24
Rohan	IC	MC	L	SHD	6pts	up to 96
- Extra to upgrade above to HC					2pts	up to 48
- Extra to give 50 to B or C Class Rohan Cavalry					1pt	up to 18
Northern Dunedain	ID	HC	LHLB	SHD	10pts	5*
Eagles	ID	LC	2SA		16pts	10**

Infantry

Citadel Guard	RA	HI	LTH	SHD	8pts	5 to 15
Elthilion Rangers	RB	LMI				
		or				
		LI	%JLS/%SB		4pts	5 to 15
Kings Tenth Garrison	RD	LMI	%JLS/%SB	SHD	3pts	30 to 60
- Extra to upgrade above to C Class					1pt	up to %
- Extra to upgrade Kings Tenth Garrison to III					2pts	up to %
Men of Ringló	IC	LHI	LTV	SHD	5pts	up to 20
Marthond	IC	LHI	L3		4pts	up to 15
Lotharhach	IC	LHI	2 ICN	SHD	5pts	up to 15
Lamedon	ID	LMI	JLS	SHD	2pts	up to 15
Antalas	ID	LMI	53		1pt	up to 15
Col Amroth	RC	HT	LTV	SHD	6pts	up to 20
- Extra to upgrade above to B Class					1pt	up to 10
Oath Breakers	ID	%LI/%LO	AOW	SHD	2pt/5pts	32*
- Extra to provide horses for Elthilion Rangers					2pts	up to 15

Regular Command Factors 10pts up to 8
 Irregular Command Factors 25pts up to 9

*Minimums only apply if Aragorn is present

Note: The Oath Breakers do not have to be used, but if they are
 Aragorn must be present with them and there must be a
 minimum of 32 with % LI and % LO

**Minimums only apply if an Eagle Allied General is used

Notes on Gondor

This list is specifically aimed at Gondor around the end of the 3rd Age. It covers not only Gondor but her probable (and possible) allies.

Possible Generals are: Stewards (and heirs to the Throne) of Gondor and Captains and Kings of her allies in the very last years of the 3rd Age. These might be: Denethor, Boromir, Faramir (Stewards); Aragorn (heir); Theoden, Theodred, Eomer (Rohan); Imrahil (Dol Amroth) and, of course, Gandalf.

The Eagle Allied General should be Gwaihir.

The Sacred Standard in the list represents Aragorn's standard (below).

Painting Citadel guards should have white winged bright silver helms but the rest of their armour (mail) should be blackened with black shields and surcoats featuring the white tree motif.

Ithilien Rangers should be dressed in greens and browns with similarly coloured gauntlets and fabric face masks.

Dol Amroth shield designs probably reflect their "swan" standard. They are all mounted on grey horses.

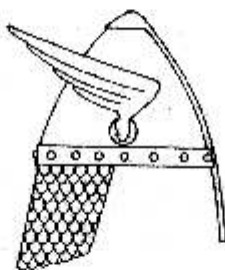
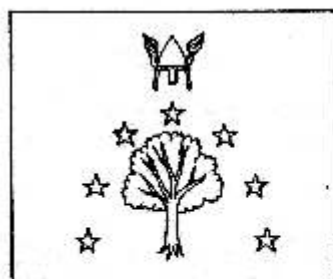
Rohan are as per the Rohan list.

Northern Dunsedain would be as per the Shire and Bree army list.

The Oath Breakers (to be used only with Aragorn as their Hero General - remember, although ID they disorder as Elephants ref. page 55 WRG 6th Edition) should be ghostly pale greys and whites.

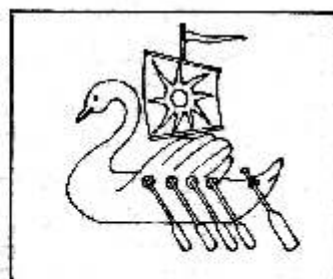
Rohan troops should be blond caucasians (nordic) the rest should be dark-haired caucasians.

ARAGORN'S STANDARD



CITADEL GUARD
WINGED HELM

DOL AMROTH
STANDARD



Rohan (2800TA - 3018TA)Generals

General (as per troop type)	100pts	1
Sub General (as per troop type)	50pts	up to 2
Personal Army Standard	30pts	up to 1

Cavalry

Kings Eored	KA	MC	L	SHD	12pts	6*
Marshals Eored	RB	MC	L	SHD	11pts	up to 18
Eoreds	ID	MC	L	SHD	9pts	up to 34
Aux Eoreds	IC	MC	-	SHD	5pts	48 to 288
- Extra to upgrade MC to HC					2pts	up to 98
- Extra to give SD to D or C Class Cavalry					1pt	up to 48

Infantry

Old and Inexperienced	ID	LMI	LTW	SHD	2pts	24 to 48**
- Extra to upgrade above to C Class					1pt	up to 24
- Extra to make above LMI					2pt	up to 6
- Extra to give above Gd					1pt	up to 6

Regular Command Factor	10pts	up to 1
Irregular Command Factor	25pts	up to 12

*Minimums only apply if C-in-C is the King

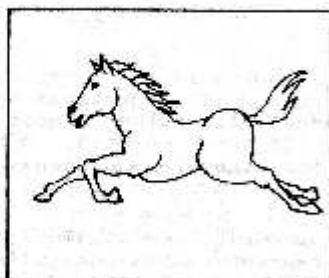
**Minimums only apply if any infantry are used

Notes on Rohan

Rohan is represented here from a little after its formation until just before its final battles in alliance with Gondor at the end of the 3rd Age. However, if armies of pre O.2750 are contemplated we recommend that the Kings Eored become 13 and the Marshals Eored likewise (essentially amalgamating them with the normal Eoreds). Both with a suitable reduction in points. All cavalry can fight in wedge.

Kings Eored dismount as FHL.

Painting The Rohan standard was a white horse on a green background. This motif is repeated on some of the shields, probably the majority.



Squire and Bree (2700TA - 3020TA)

Generals

General (as per troop type)	100pts	1
Allied General (as per troop type)	75pts	up to 2
Sub General (as per troop type)	50pts	1

- Extra to make any General a Hero	50pts	up to 2
- Extra to make C-in-C Magical - Personal First Syphon on foot or horse armed with 2HCW but count as EHT or EHC	115pts	up to 1

Cavalry

Took	IB	MC	JLS	SHD	7pts	up to 5
Rangers	IS	HC	L+LB	SHD	10pts	up to 5

Infantry

Shieriffs, Beaters and Bounders	RC	MI	ADW	3pts	5	to 15
Slingers	IC	LMT	S	2pts	40	to 200
Archers	IC	LMT	SB	2pts	40	to 200
Others	ID	LMT	IPW	1pts	40	to 300
- Extra to upgrade above to C Class				1pt	up to	40
Breelanders*	IC	LMT	JLS	2pts	up to	40
Rangers	IS	HI	LTM-LD	6pts	up to	10

Regular Command Factors	10pts	up to 1
Irregular Command Factors	20pts	up to 15

*Can only be used if appropriate Allied General is used

Notes on Shiro and Broe

This army, it is recognised, is essentially rather a poor one and will in all probability rarely (if ever) be used. But it is included nevertheless more for the sake of completeness than any other reason.

The Magical General is, of course, Gandalf, and it should be noted that he may also be a Hero. This represents his change from Gandalf the Grey to Gandalf the White in the latter stages of the 3rd Age. Gandalf can use his Personal Fire Syphon and side arm (the latter three times if he is a Hero) simultaneously. His personal weapon (2HCW) and his armour class are more representative of his magical abilities than real classes, he actually moves as LI or LC and should be based as such.

We recommend the use of as many Generals as possible in this army.

Painting Hobbits and Breelanders must have worn rustic clothing, their favorite colours being green and yellow. The Rangers would have worn a variety of green, brown or grey.

3rd Age Orc Warg Misty MountainGenerals

General (as per troop type)	100pts	1
Allied General (as per troop type)	75pts	up to 1
Sub General (as per troop type)	50pts	up to 1
Personal standard to accompany General	5pts	up to 1

- Extra to make C-in-C Magical + Personal Fire Syphon
115pts up to 1

Cavalry

Wargs	ID	MC	AOW	3pts up to 150
- Extra to 'mount' Wargs (IC, JLS + SH, SHD)				4pts up to 75
Werewolves	IB	HC	AOW	7pts up to 6*

* If used, Werewolf Allied General (as per troop type) must be used

Infantry

Guard Goblin	IB	LHT	2HCW	SHD	5pts 10 to 30
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Mordor Uruks	RC or IB	LHI	LTI or JLS	SHD	6pts up to 20**
- Option to exchange SB for SID <u>only</u> on Uruks with JLS					
Orcs	ID	LMI	KSB, KJLS		0pts up to 2
- Extra to make Orcs Double-armed with JLS+SB					1pt 100 to 500
- Extra to give Orcs SHD					1pt up to 1/2
- Option to make Orcs LI					1pt up to 1/2
- Extra to upgrade LMI Orcs to LHI					0pts up to 30
- Extra to upgrade ID Orcs to IC					2pts up to 1/2
Cave Trolls	IA	SHI	2HCW		1pt up to 1/2
					18pts up to 3

** If used, Orc Allied General (as per troop type) must be used

Regular Command Factors	10pts up to 1
Irregular Command Factors	25pts up to 15

Notes on 3rd Age Orc

This list covers armies from Gundabad, Moria (hence the Balinog option), or any of the Orc settlements in the late 3rd Age whose appearance is typified by the battles of Nanusharion and Five Armies.

Wargs, Mounted Wargs and Werewolves all dismount horses as would Camelry but only Wargs and Werewolves can fight in a wedge

Trolls are mounted on LI bases and move as light infantry. The Balinog fights, and is based, as a Troll and can use his Personal Fire Syphon and other weapons simultaneously. His other weapon may be 2HCW or 2SA (Whip and Sword).

Painting The Trolls should be dark green, the Orcs a range of neyroid browns and blacks with the darkest being the Uruks.

The Uruks would have the red eye on their helms and in the centre of their shields, but the other Orcs might have virtually any badge if any.

Orkish Army (under Saruman) c.2800TA - 3019TA

Generals

General (as per troop type)	100pts	1
Allied General (as per troop type)	75pts	up to 1
Sub General (as per troop type)	50pts	up to 1
- Extra to make O-in-O on foot or horse Magical		
	100pts	up to 1
Personal Standards to accompany Generals	5pts	up to 2
Extra to make P Standard a PA Standard	10pts	up to 1

Cavalry

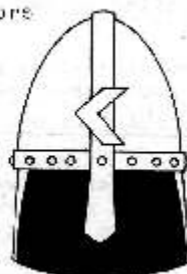
Dunlending	IC	MC	L	SHD	6pts up to 25
Mounted Wargs	IC	MC	JLS+BN	S ID	7pts 10 to 40

Infantry

Uruk Hai	IB	LHI	LTH or JLS SHD		6pts 30 to 120
- Extra to give Uruk Hai LB	LB				1pt up to 30
Man Orcs	IC	LHI	2HCW	SHD	5pts 10 to 30
Man Orcs	IC	HT	P		4pts up to 40
Orcs	ID	LMT	½SR, ½JLS		1pt 80 to 450
- Extra to make Orcs Double-armed with JLS+SS					1pt up to ½
- Extra to give Orcs SHD					1pt up to ½
- Option to make Orcs LI					0pts up to 30
- Extra to upgrade Orcs from LMT to LHI					2pts up to ½
- Extra to upgrade ID Orcs to IC or RD					1pt up to ½
Dunlendings	IB	LHI	½HCW, ½JLS	SHD	6pts 15 to 30
Dunlendings	IC	LMT	JLS	SHD	3pts 30 to 80
Seventy paces of set up ditch					70pts up to 5

Irregular Command Factors

25pts up to 16

ORC HELM
OF ORTHANCSARUMAN'S
BADGENotes on Orthanc

The Magical General is, of course, Saruman. Uruk-Hai can fight in wedge.

The only time the Pikemen are mentioned is at the Battle of the Fords of Isen when deployed in earthworks. These earthworks are represented by allowing the use of set up ditches.

Note: Although Saruman's side arm would be as per troop type his magical abilities undoubtedly confer some level of invulnerability. He should be based and armoured as per Gandalf in the Shire and Bree list.

Painting The Orcs and Man Orcs were various colours. Their skin tone ranging from a sallow, perhaps almost oriental yellow, through the negroid browns to black. Their armour was often of blackened (perhaps 'blued') iron. Their shields were black with a small white hand in the centre. The Dunlendings wore mainly furs and leather armour together with the odd piece of mail when they managed to obtain it. Remember, Saruman's robes should be 'many coloured'.

Third Age Northern Alliance

Generals

General (as per Troop type)	100pts	1
Allied Generals (as per Troop type)	75pts	1 to 3

Choice of Generals and Added Points Cost

Magical General + PFS on foot or horse armed with 2HCW but count as EHI or SHD	115pts	up to 1
- Extra to make Magical General a Hero	50pts	up to 1
Woodman General SHD (LI based) 28A, Hero	50pts	up to 1
Eagle General (as per Troop type)	0pts	up to 1
Personal Standards to accompany any General		
10pts if Regular, 5pts if Irregular		up to 2
- Extra to make P Standard a PS Standard	35pts	up to 1

Cavalry

Mirkwood Elf	IS	LC	JLS+SB	SHD	8pts	up to 10
- Extra to upgrade to					2pts	up to 3*
Eagles	IS	LC	28A		16pts	up to 15*

*These troop types can only be used if appropriate General is present

Infantry

Mirkwood Infantry	TR	LHI	JLS+SB	SHD	7pts	up to 30
Mirkwood Infantry	IC	LI	SR		2pts	40 to 120
- Extra to upgrade above to B Class					1pt	up to 40
Option to make above LHI					0pts	up to 40
Dwarves	IS	EHI	2HCW	SHD	8pts	10 to 40
- Extra to give above SHD					1pt	all or none
Dwarves	IC	HI	2HCW	SHD	5pts	15 to 50
- Extra to make above EHI					2pts	up to 5
Laketown Militia	RD	LMI	LTW	SHD	3pts	20 to 50
- Extra to upgrade Militia to C Class					1pt	up to 20
- Extra to make Militia LHI					2pts	up to 20
Laketown Infantry	ID	LMI	OPW		1pt	up to 100
Laketown Infantry	IC	LMI	JLS+SB		3pts	up to 40
Woodmen	IC	LMI	2HCW		2pts	up to 30
- Extra to give Woodmen JLS or LH					1pt	up to 15
- Extra to upgrade Woodmen to D Class					1pt	up to 15
Bear Bodyguard	IS	LHI	28A		6pts	up to 5*

*These troop types can only be used if appropriate General is present

Regular Command Factors	10pts	up to 2
Irregular Command Factors	25pts	up to 13

Notes on 3rd Age Northern Alliance

This army list covers Mirkwood and the areas directly east, west and north. From 2941TA to at least the end of the 3rd Age.

It was at times an uneasy alliance - finding a C-in-C at all might have been a problem.

A Magical C-in-C would probably be Gandalf (if a Hero, Gandalf the White). A Magical Allied General might be Gandalf or even Radagast the Brown.

The Woodmen General would be Beorn or Grimbeorn, the Eagle General was probably Gwaihir.

The Sacred Standard is Durins Standard for the Dwarves (see 3rd Age Dwarf Army).

Note the Irregular Elves in this list do not gain the benefits of other Irregular Elves in other lists i.e. they behave exactly as normal irregulars and are points costed as per normal.

Painting Few details are given, but one can deduce that the Elves would be in rustic browns and greens, the Woodmen similarly although with "poorer" colours and probably avoiding animal skin. Beorn and Grimbeorn should, of course, be "bear" coloured.

For Dwarves see the 3rd Age Dwarf Army notes.

No uniform details are given for the Laketown people.

1st to 3rd Age DwarfGenerals

General (as per troop type)	100pts up to 1
Allied General (as per troop type)	75pts up to 1
Sub General (as per troop type)	50pts up to 2
Personal Army Standard 30pts if Reg, 15pts if Irreg	up to 2
- Extra to upgrade Irreg PA to Sacred Standard	85pts up to 1

Infantry

Dwarves	IC	HI	2HCW	SHD	5pts 60 to 250
- Extra to upgrade IC HI to IB EHI					3pts up to 200
- Extra to give IB Dwarves 2HCT instead of 2HCW					1pt up to 20
- Extra to upgrade IB 2HCW <u>only</u> to RB					1pt 1/2 to all or none
- Extra to upgrade RB EHI to RA SHI					12pts up to 30
- Extra to give any C or B class Dwarf SH					1pt up to 20
- Extra to mount any Irregular Class Dwarf on a pony					2pts up to 20

Regular Dwarves cannot be used in the same army as C class Dwarves, or Dwarves using 2HCT weapons.

Regular Command Factors
Irregular Command Factors

10pts up to 10
25pts up to 14

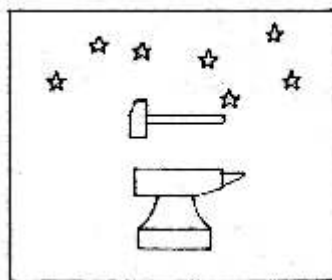
Notes on Dwarves

This list covers Dwarves when fighting on their own from the First Age to the Third Age. This encompasses Dwarves of the Blue Mountains fighting in the First Age (against Elves and Ents, and with Orcs plus possibly each other) right on to Third age Khazad-dum, Erebor, and Iron Hills Dwarves.

The Sacred Standard is Durins Standard (seven stars over a hammer and anvil in silver on a black field).

From the First Age to the Third Age, the Dwarves of Middle Earth became a 'lesser' more rustic peoples, much divided and scattered. To represent this, within this list, the early Dwarves would be almost exclusively Regular, with options of SHI (they wore grotesque metal masks), whilst the later Dwarves were all Irregulars, were only armoured up to EHI standards (though what effect Mithril armour had, we wouldn't like to say - but it must have been very, very rare), and have the option of 2HCT weapons.

Painting Apart from the wide variety of colours listed for personalities clothing, nothing is mentioned for uniforms. It might be noted, however, that the Dwarves extensive armour was sometimes gilded.



DURIN'S STANDARD

List of Abbreviations

P, A and S mean, in respect of Standards, Personal, Army and Sacred. JLS - Javelin or Light Spear, SB - Short Bow, LB - Long Bow, L - Lance, P - Pike, LTW - Long Thrusting Weapon, 2HCW - Two Handed Cutting Weapon, 2HCT - Two Handed Cut and Thrust weapon, 2SA - Two Side Arms, AOW - Any Other Weapon or Single Side Arm, IPW - Improvised Peasant Weapon, SHD - Shield, PFS - Personal Fire Syphon, EI - Elephant, Mu - Munk, ODg - Old Dragon, YDg - Young Dragon, Gen - General, 2HLCh - Two Horse Light Chariot, S - Sling, eI - Elf Irregular.

QUICK REFERENCE SHEET

TROOP TYPES	CLASSIFICATION	COST	(25mm)		BASE SIZE (15mm)		SPECIAL NOTES
			Flge	Dpth	Flge	Dpth	
Odg (Flying)	IA,Mm+PFS+Flying	80pts	60mm	100mm	30mm	80mm	All Dragons disorder al Elephants.
Odg	IA,Mm+PFS	70pts	60mm	100mm	30mm	80mm	Old Dragons get Missile Defence as per SHD, and fight as Munkas (seven figs, not five). Flying Dragons count 5 scouting pts.
Ydg	IA,EI+PFS	48pts	40mm	60mm	20mm	40mm	
Mm	+ Five IB crew	72pts	60mm	100mm	30mm	80mm	Fight as Elephants but seven figs, not five.
Trolls	IA,SHD,2HCW,SHD	19pts	30mm	30mm	15mm	20mm	2HCW in One hand. Cave Trolls no SHD, Olog-Hai Trolls based as LHI.
Ents	IB,SHD,2HCT	18pts	30mm	30mm	15mm	20mm	Special factor (2) against fire arrows.
Huorns	IA,SHD,2HCT	19pts	30mm	30mm	15mm	20mm	Throw rocks to dart ranges, special siege rules, no unfriendly woods, no Command Facts.
Great Spider	IA,EI	32pts	40mm	60mm	20mm	40mm	Disorders as Elephant.
Spinner	ID,LCh,AOW	2pts	30mm	40mm	15mm	25mm	Disorders as Camel
Warg	ID,MC,AOW	3pts	20mm	40mm	10mm	25mm	Disorders as Camel
Mounted Warg	IC,MC,JLS+SB,SHD	7pts	20mm	40mm	10mm	25mm	Disorders as Camel
Werewolves	IB,HC,AOW	7pts	20mm	40mm	10mm	25mm	Disorders as Camel
Eagles	IB,LC,2SA+Flying	16pts	40mm	40mm	20mm	25mm	Count 5 Scouting points. See WRG 6th page 33.
Winged Steed	Flying GHK+PFS	+15pts	60mm	80mm	30mm	40mm	Only as Generals Mount. Count 5 Scouting Pts.
Oath Breakers	ID,%LI,%LC,SHD	2/5pts	As normal LI and LC				Disorders as Elephant. See WRG 6th page 55.

All other 'Special' Troop types are Generals and must be checked thoroughly in notes with cross reference to WRG 6th Edition Ancient rules, specifically page 66 "Fantasy Adaptions".

