

THE ARMIES OF MIDDLE-EARTH

INTRODUCTION

From the Wars of the Silmarils, in the First Age of Middle Earth, to the War of the Ring that brought and end to the Third Age of the World; battles between large and powerful armies is a way of life for all the Free Peoples – Elves, Dwarves, Men, and even Hobbits who become involved in the great battles of their time.

And, entire race often live for participating in battles, and going to war; Orcs, Trolls, and other darker foes are bred for fighting by those powers who wish to use them to conquer the Free Peoples.

In the Lord of the Rings roleplaying game, by Decipher, INC., those armies are represented by units consisting of 10s, 100s, or even 1000s of soldiers.

With mass-combats fought using a cinematic system that allows combats between 20,000 Orcs, and a small group of Rohirrim defending the Hornburg of Helm's Deep to be conducted with a few calculations and dice rolls in one night of game play.

The military units listed in these charts cover most every aspect of combat in Middle-Earth, in each significant age of the world. From the rugged Men of Dale, to the hardy Dwarven hosts of Durin's Folk; the mighty Noldor armies of Beleriand in the First Age; and the sturdy Men of Gondor, defending Minas Tirith during the War of the Ring.

The units listed here are given gaming statistics according to the mass-combat systems outlined in the Helm's Deep supplement, to the Lord of the Rings roleplaying game.

That book is a necessity in using these charts. Information on armies, units, and their statistics can be found on pages 69-73 of that volume. But some of that information is reprinted here for convenience.

With the information in this booklet, players and Narrators should be able to conduct whatever battles they desire in Middle-Earth. From epic-scale wars such as those fought over the One Ring and

the Silmarils; to smaller skirmishes such as the fighting between the Hobbits of the Shire and the Men in Saruman's service during the Scouring of the Shire.

UNIT ATTRIBUTES

The units described on these charts use the same array of attributes as described on pages 70 & 71 of the Helms Deep supplement.

Those attributes are re-described here, in brief, to aid in reading the charts. More detailed information can be found in the Helm's Deep sourcebook.

Type: This is a general description of a unit such as "Dwarven Heavy Infantry", or "Rohirric Light Cavalry". Types define the unit's race, arms & armor, and battle-field function. Sometimes they also serve to define the unit's allegiances – a Rohirric unit will fight for Rohan, or Gondor. A unit of Orc infantry will fight for Sauron, Mordor, Saruman, or their own interests depending on the circumstances at hand.

Command: This attribute measures a unit's experience and training in the battlefield. It is used to execute Command maneuvers. Command is abbreviated as "C" on the unit charts.

Ranged Combat: This attribute reflects the unit's effectiveness with ranged weapons. It serves as a bonus to Ranged Combat maneuvers. Ranged Combat is abbreviated as "R" on the charts.

Melee Combat: The Melee Combat attribute describes a unit's effectiveness with melee weapons – swords, axes, and polearms and serves as a bonus to Melee Combat maneuvers. The abbreviation used to represent Melee Combat on these charts is "Me"

Toughness: Toughness is a combination of how hardy and how heavily armored the members of a unit are. It is used to determine if a given unit is destroyed if it is imperiled in battle. The abbreviation for Toughness is "T".

Support: This attribute measures a unit's ability to heal, and assist its fellows on the field of battle. The abbreviation for Support is "S".

Movement: The Movement attribute describes how mobile a unit is. Cavalry units will usually have a higher movement rate than a unit of infantry. The abbreviation used in these charts for Movement is "Mo".

Effective Value: Abbreviated as "EV" on these charts, this is an abstract value arrived at by adding together the sum-total of a unit's other attributes. It is used as a gauge to establish an "at-a-glance" reference of a unit's general strength and power.

Special: This category describes a unit's special abilities, if it has any. Special Abilities usually grant a bonus to the performance of certain maneuvers.

A NOTE ABOUT ELVES

Some of the Elven units listed here will not appear in most chronicles. These units – the fighting forces of the Noldor, for example – belong to other times, and other conflicts beyond those that normally come into play in a chronicle of the Lord of the Rings roleplaying game.

They are included here for use in a chronicle either set in one of these other eras in the history of Middle-Earth, such as during the wars of Beleriand.

Narrators who run a 4th Age campaign, and have devised an excuse for the Elves to have returned to Middle-Earth may also want to use this information to equip Elven hosts for battle against whatever forces for Evil threaten the world in the wake of the War of the Ring.

There are also Elven units included here covering the armies of the Duredhil, or "Dark Elves". This race of Elves is a fixture of the chronicle Narrated by the compiler of these charts. The Duredhil are based on the Drow from the original *Advanced Dungeons & Dragons* material focusing on adventures in the Underdark of Greyhawk.

This information will not be of much use to Narrators running other chronicles. Unless other Narrators have decided to use this popular race from the original Fantasy Role-playing game as a member of the Free Peoples of Middle-Earth.

ELVEN UNITS

THE NOLDOR

Unit Type	C	R	Me	T	S	Mo	EV	Special
Noldorin Medium Infantry	16	13	21	23	9	9	91	Forest-friend*, Mountain-friend**
Noldorin Light Infantry	15	15	19	21	10	10	90	Forest-friend*, Mountain-friend**
Noldorin Heavy Archers	14	21	12	19	12	10	88	Forest-friend*, Mountain-friend**
Noldorin Medium Archers	14	19	12	17	12	13	87	Forest-friend*, Mountain-friend**
Noldorin Light Archers	14	17	12	15	12	17	87	Forest-friend*, Mountain-friend**

* Forest-friend: Noldor suffer no penalties for fighting in Forest terrain

** Mountain-friend: Noldor suffer no penalties for fighting in Mountainous, or rocky terrain

THE SINDAR

Unit Type	C	R	Me	T	S	Mo	EV	Special
Sindarin Light Infantry	13	13	17	19	8	8	78	Forest-friend*
Sindarin Heavy Archers	12	19	10	17	11	9	80	Forest-friend*
Sindarin Medium Archers	12	17	10	15	11	11	78	Forest-friend*
Sindarin Light Archers	12	15	10	13	11	13	76	Forest-friend*

* Forest-friend: Sindar suffer no penalties for fighting in Forest terrain

SILVAN ELVES (WOOD-ELVES)

Unit Type	C	R	Me	T	S	Mo	EV	Special
Silvan Light Infantry	11	11	15	17	6	6	66	Forest-friend*
Silvan Medium Archers	12	17	10	15	11	11	76	Forest-friend*
Silvan Light Archers	10	13	10	11	9	11	64	Forest-friend*

* Forest-friend: Silvan Elves suffer no penalties for fighting in Forest terrain

DUREDHIL (DARK ELVES)

Unit Type	C	R	Me	T	S	Mo	EV	Special
Duredhil Medium Infantry	15	15	19	21	10	10	90	Cave-dweller*
Duredhil Light Infantry	12	12	16	18	7	10	75	Cave-dweller*
Duredhil Light Archers	12	15	12	13	11	13	76	Cave-dweller*

* Cave-dweller: Dark Elves suffer no penalties for fighting in caverns, or under-ground terrain

DWARVEN UNITS

WARRIORS OF THE KHAZAD

Unit Type	C	R	Me	T	S	Mo	EV	Special
Dwarven Heavy Infantry	14	8	20	21	6	7	76	Cave-dweller*
Dwarven Medium Infantry	12	6	19	20	7	9	73	Cave-dweller*
Dwarven Light Infantry	12	4	18	19	8	11	72	Cave-dweller*

* Cave-dweller: Dwarves suffer no penalties for fighting in caves, caverns, mines, or other under-ground settings

NOTE: These units, although based on the fighting forces of Durin's Folk who fought at the Battle of Five Armies, may represent any basic force of Dwarven foot-soldiers, including Dwarves of Aglarond in the Fourth Age.

HOBBIT UNITS

HOBBITS OF THE SHIRE

Unit Type	C	R	Me	T	S	Mo	EV	Special
Hobbittish Light Infantry	6	6	7	10	5	14	48	Hill-dweller*
Hobbittish Light Archers	6	10	6	8	5	16	51	Hill-dweller*

* Hill-dweller: Hobbits are so familiar with the hilly country of The Shire, that they double all modifiers for fighting in Hill terrain

HOBBITS OF BREE

Unit Type	C	R	Me	T	S	Mo	EV	Special
Hobbittish Light Infantry	5	5	6	7	5	12	40	Hill-dweller*
Hobbittish Light Archers	5	8	6	8	5	14	46	Hill-dweller*

* Hill-dweller: Hobbits of the Breelands are so familiar with the hills of their homeland, that they double all modifiers for fighting in Hill terrain

THE ARMIES OF MEN

MEN OF GONDOR

Unit Type	C	R	Me	T	S	Mo	EV	Special
Gondorian Heavy Infantry	11	6	16	18	6	8	65	---
Gondorian Medium Infantry	11	6	14	16	6	8	61	---
Gondorian Light Infantry	10	8	12	14	7	9	60	---
Gondorian Medium Archers	8	10	6	10	7	11	52	---
Gondorian Light Archers	8	12	6	10	5	12	53	---
Gondorian Medium Cavalry	9	8	14	12	6	15	64	---

MEN OF ROHAN

Unit Type	C	R	Me	T	S	Mo	EV	Special
Rohiric Heavy Cavalry	8	6	18	17	6	12	74	Fell Charge*
Rohiric Medium Cavalry	8	6	15	14	6	14	70	Fell Charge*
Rohiric Light Cavalry	8	6	12	11	6	16	66	Fell Charge*
Rohiric Medium Infantry	8	6	11	12	6	6	49	---
Rohiric Light Infantry	8	6	9	9	6	8	46	---
Rohiric Medium Archers	8	12	8	12	6	8	54	---
Rohiric Light Archers	8	10	8	10	6	10	52	---

* Fell Charge: Succeeding at a Charge maneuver grants a formation with this ability a +8 Melee Combat bonus

MEN OF DALE

Unit Type	C	R	Me	T	S	Mo	EV	Special
Dale Medium Infantry	6	8	12	16	5	7	54	Hills & Mountains*
Dale Light Infantry	6	6	10	14	5	7	48	Hills & Mountains*
Dale Light Archers	5	11	8	12	6	8	50	Hills & Mountains*

* Hills & Mountains: The Men of Dale are equally at home fighting in Mountain terrain, or Hills. They suffer no penalties fighting in Mountainous areas, and receive an additional +2 to any bonuses gained from taking a position in the hills

EASTERLINGS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Easterling Heavy Infantry	9	6	12	18	5	8	58	---
Easterling Medium Infantry	8	6	10	16	5	8	53	---
Easterling Medium Cavalry	9	5	12	14	6	12	58	<i>Wainriders*</i>
Easterling Medium Archers	7	11	7	10	6	9	50	---
Easterling Light Archers	7	13	5	10	4	10	49	---

* *Wainriders: Easterling cavalry often fight from wains, or chariots. They receive a +2 to Charge, Flank, and Receive Charge maneuvers*

MEN OF UMBAR

Unit Type	C	R	Me	T	S	Mo	EV	Special
Corsair Light Infantry	8	8	8	14	6	8	52	---
Corsair Medium Archers	8	12	6	11	6	9	52	---
Corsair Light Archers	8	10	6	11	6	11	52	---
Corsair Seafaring Fighters	9	9	11	11	8	15	63	<i>Shipboard*</i>

* *Shipboard: The Corsairs of Umbar are renowned for their skill as sailors. When aboard their ships, Corsairs receive a +4 to Receive Charge and Blanket Fire Maneuvers. They receive a +6 to all Inspire maneuvers.*

SOUTHRONS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Southron Medium Infantry	9	8	10	12	5	8	55	<i>Desert-dweller*</i>
Southron Light Infantry	9	6	10	10	5	9	49	<i>Desert-dweller*</i>
Southron Medium Archers	9	10	6	9	5	12	51	<i>Desert-dweller*</i>
Southron Light Archers	9	11	6	9	5	13	53	<i>Desert-dweller*</i>

* *Desert-dweller: Southrons suffer no penalties for fighting in Desert terrain.*

MEN OF HARAD

Unit Type	C	R	Me	T	S	Mo	EV	Special
Haradrim Heavy Infantry	9	7	11	12	5	8	52	<i>Desert-dweller*</i>
Haradrim Medium Infantry	8	7	10	11	5	9	50	<i>Desert-dweller*</i>
Haradrim Light Infantry	8	7	10	10	6	9	50	<i>Desert-dweller*</i>
Haradrim Medium Archers	8	12	6	9	6	10	51	<i>Desert-dweller*</i>
Haradrim Light Archers	8	12	6	9	7	10	52	<i>Desert-dweller*</i>
Haradrim Medium Cavalry	9	6	5	9	7	15	51	<i>Desert-dweller*, Fell Charge**</i>

* *Desert-dweller: Haradrim suffer no penalties for fighting in Desert terrain.* ** *Fell Charge: Succeeding at a Charge maneuver grants a formation with this ability a +8 Melee Combat bonus*

MEN OF KHAND

Unit Type	C	R	Me	T	S	Mo	EV	Special
Variag Medium Infantry	9	7	12	12	5	9	54	<i>Desert-dweller*, Fell Charge**</i>
Variag Light Infantry	9	7	10	10	5	9	50	<i>Desert-dweller*, Fell Charge**</i>
Variag Heavy Archers	8	14	6	8	6	10	52	<i>Desert-dweller*, Fell Charge**</i>
Variag Medium Archers	8	12	6	8	6	10	50	<i>Desert-dweller*, Fell Charge**</i>
Variag Light Archers	8	10	6	8	6	10	48	<i>Desert-dweller*, Fell Charge**</i>
Variag Heavy Cavalry	10	8	9	23	8	21	79	<i>Desert-dweller*, Fell Charge**, Mumakil***</i>

* *Desert-dweller: Haradrim suffer no penalties for fighting in Desert terrain.* ** *Fell Charge: Succeeding at a Charge*

maneuver grants a formation with this ability a +8 Melee Combat bonus. *** Mumakil: The Variag cavalry use Oliphaunts, or Mumakil as mounts. They gain a +4 on Charge, Press the Attack, and Receive Charge maneuvers

DUNLENDINGS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Dunlending Light Cavalry	6	4	10	9	5	16	50	---
Dunlending Medium Infantry	6	4	9	10	5	9	43	---
Dunlending Light Infantry	6	4	7	7	5	8	37	---
Dunlending Light Archers	6	8	6	8	5	10	43	---

WOSES (WILD MEN)

Unit Type	C	R	Me	T	S	Mo	EV	Special
Wose Light Infantry	6	4	8	9	4	11	42	Forest-dweller*
Wose Light Archers	6	7	4	9	4	11	41	Forest-dweller*, Hidden Attack**

* Forest-dweller: Woses suffer no penalties for fighting in forest terrain. ** Hidden Attack: Wose archers often strike from a concealed position, undetected. They receive a +4 to all Ranged attacks

FORCES OF THE ENEMY

ORC UNITS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Orkish Medium Cavalry	8	6	14	14	4	14	65	Warg-mounted*
Orkish Light Cavalry	8	6	11	11	4	16	61	Warg-mounted*
Orkish Medium Infantry	7	6	10	12	4	6	47	Cave-dweller**
Orkish Light Infantry	7	6	8	9	4	8	44	Cave-dweller**
Orkish Medium Archers	7	12	7	12	4	8	52	Cave-dweller**
Orkish Light Archers	7	10	7	10	4	10	50	Cave-dweller**

* Warg-mounted: Warg-mounted units gain +3 bonus when testing to attempt the Flank maneuver. **Cave-dweller: These units suffer no penalty for fighting in Cavern terrain.

URUK UNITS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Uruk Heavy Infantry	8	5	14	16	5	6	61	Fighting Uruk-hai*
Uruk Medium Infantry	8	5	11	13	5	8	57	Fighting Uruk-hai*
Uruk Heavy Archers	8	13	8	15	5	8	64	Fighting Uruk-hai*
Uruk Medium Archers	8	11	9	13	5	10	62	Fighting Uruk-hai*

* Fighting Uruk-hai: A formation of Uruks in a leaderless army can make a TN15 Command test and, if successful, execute one extra maneuver this round. No army may gain more than two extra maneuvers this way, no matter how many formations of Uruk-hai it contains.

GOBLINS OF THE MOUNTAINS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Goblin Medium Infantry	7	5	8	10	3	8	41	Cave-dweller*, Mountain-dweller**
Goblin Light Infantry	6	5	7	8	3	8	37	Cave-dweller*, Mountain-dweller**
Goblin Light Archers	6	9	6	7	3	10	41	Cave-dweller*, Mountain-dweller**

* Cave-dweller: These units suffer no penalty for fighting in Cavern terrain. ** Mountain-dweller: Goblins suffer no penalties for fighting in Mountainous, or rocky terrain

NOTE: These units are meant to represent the smaller, yet equally ferocious Orcs of the Misty Mountains such as those encountered by Bilbo Baggins, and Thorin and Company during their journey to the Lonely Mountain on the quest to recapture Erebor from Smaug, the Dragon. If used during a chronicle set in the era of **The Hobbit**, the Goblins of the Mountains will be

lead by a Goblin King. A powerful Orc Warrior.

ORCS OF MORIA

Unit Type	C	R	Me	T	S	Mo	EV	Special
Moria Orc Medium Infantry	8	6	10	10	4	6	44	Cave-dweller*
Moria Orc Light Infantry	7	6	8	9	4	8	42	Cave-dweller*
Moria Orc Medium Archers	6	12	7	8	4	9	46	Cave-dweller*
Moria Orc Light Archers	6	10	6	8	4	10	44	Cave-dweller*

* Cave-dweller: These units suffer no penalty for fighting in Cavern terrain.

NOTE: Orcs bred in Moria are a slightly different breed than the average Orc soldier. They are smaller, quicker, and yet not quite as sturdy as other Orcs and Goblins.

GOBLIN-MEN

Unit Type	C	R	Me	T	S	Mo	EV	Special
Goblin-men Light Infantry	6	6	8	9	4	9	42	Hills & Mountains*
Goblin-men Light Archers	5	8	5	6	4	10	38	Hills & Mountains*

* Hills & Mountains: Goblin-men are equally at home fighting in Mountain terrain, or Hills. They suffer no penalties fighting in Mountainous areas, and receive an additional +2 to any bonuses gained from taking a position in the hills

NOTE: Goblin-men are the servants of Saruman. Half-Orcs. But they make better spies than actual fighting forces. The units listed here represent what the Hobbits encountered in the Shire upon their return from the War of the Ring {RotK, Book II, chapter 8 ; "The Scouring of the Shire"}.

TROLL UNITS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Troll Heavy Infantry	6	4	14	17	3	6	50	Turn to Stone*
Troll Medium Infantry	6	4	14	15	3	8	48	Turn to Stone*

* Turn to Stone: Regular Trolls – Cave & Hill Trolls – cannot function in daylight. If directly exposed to the light of the sun they turn to stone. Any Troll army trying to fight in the open during daylight suffers a -6 penalty to all maneuvers. Troll armies must also make a Toughness test (TN20) at -6 each round, or be turned to stone if fighting in open sunlight

OLOG UNITS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Olog Heavy Infantry	14	4	16	21	3	6	64	Dreaded Olog-hai*
Olog Medium Infantry	12	4	16	20	3	8	63	Dreaded Olog-hai*

* Dreaded Olog-hai: Olog units gain a +4 bonus to any Hearten maneuver tests. Armies facing a unit of Olog-hai must make a Toughness test (TN15), or become Dismayed

NOTE: The Olog-hai, or "great trolls", bred for battle, are not vulnerable to the sun as other Trolls.

OTHER FORCES

ENTISH UNITS

Unit Type	C	R	Me	T	S	Mo	EV	Special
Ents	5	14	30	28	6	12	107	Forest-friend*, Tear Rock **
Huorns	3	6	24	24	3	2***	69	Forest-friend*, Silent Mobility ***

* Forest-friend: Ents and Huorns suffer no penalties for fighting in Forest terrain. **Tear Rock: Ent who perform Assault Fortifications receive a +12 bonus on their Command Tests to do so. ***Silent Mobility: When using the tactical combat system, Huorns can move along a Path as though they had Movement 12 as long as they are accompanied by at least one unit of Ents