

### **Lord of the Rings - AoA style (2 / 17 / 04 and likely to be revised a few times)**

LOTR is essentially a low fantasy universe in that there are mystical and mythical races and monsters, but not a lot of magic being thrown about and not much co-mingling of races and monsters. The characters from LOTR are exceptionally powerful though, where some heroes count their kills into the 40s in one battle without any kind of healing magic or other magical enhancements.

AoA lends itself well to this kind of world, even though it was originally intended for "high" fantasy where wizards and priests throw powerful magics around the battlefield and at each other. Some minor modifications to the army lists are made to better reflect the Middle Earth equivalent of the races. Magic resistance has been removed from the stats of these troops, because they won't have to deal with lightning bolts hitting their units or their feet being rooted to the ground.

Characters have been divided between leaders and heroes. Leaders are general unit commanders, and may be bought for every unit or allowed to run about on their own like normal characters in the AoA rules. Heroes are the exceptional individuals from the books, and so are unique to an army. They have very powerful stat lines and more wounds and attacks than most other creatures from the normal AoA army lists. In general, they are not going to be killed by anything but other characters or being completely overwhelmed by enemy troops. However, keeping with the AoA core belief that anything can harm anything else, they are not invulnerable to normal troops, they can just take a lot of punishment from them. Heroes are never bought with a unit, though they can be joined with a unit. Heroes need to be free to go where they are needed.

The army lists are much more limited than normal AoA lists, though there is no reason the armies can't be combined into alliances (Mordor/Isengard & Rohan/Gondor for instance). Part of the reason for the limited selection of troop types is that Tolkien did not expound much on the natures of those armies, because the books (like most books) focus on the heroes. Basic warriors are background.

Combat magic is gone for the most part. Instead, wizards can affect the battle with magic as great enchantments cast from afar and probably before the battle even begins. Sauruman's powers of observation and persuasion, Sauron's control of the land, the Elves protective powers, Gandalf's abilities to improve the wills and combat spirit of the troops. These do not have to influence every battle, they are bought as special effects using the points pools before the battle. Some creatures or entities can use magical effects during the game, but they do not focus and use power like in a normal AoA game, they simply can be used once per turn.

Otherwise, all other aspects of the game are the same - the turn sequence, the way combat and morale are resolved, and the effects of combat.

All Leaders and Heroes can get a horse for free - they lose one point of evasion and gain 1 wound, 1 skill 2 attack and 16" of movement. Some characters from Rohan and Gandalf can get better mounts, and these are listed as additional costs.

**Good**

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Wood Elf Warrior	23	8" Forester	1	2 - Shield	8	1 / 3 Str (1) First Strike		Infiltrate
Wood Elf Bowman	49	8" Forester	1	1	8	1 / 3 Str (1) First Strike	Bow (21"): 1 / 4 Str (1)	Infiltrate
High Elf Warrior	25	6"	1	4-Shield	8	1 / 3 Str (1) First Strike		
High Elf Pikeman	21	6"	1	3	8	1 / 3 Str (1) Long Weapons		
High Elf Bowman	54	6"	1	3	8	1 / 3 Str (1) First Strike	Longbow (27") 1 / 3 Str (2)	
High Elf Cavalry	34	16"	2	4	8	1 / 3 Str (1) Long Weapons Horse : 1 / 2		
Dwarf Warrior	17	5"	1	4 - Shield	9	1 / 2 Str (1)		
Dwarf Crossbow	30	5"	1	3	9	1 / 2 Str (1)	Xbow (18"): 1 / 2 Str (2)	
Rohirrim (Dismounted)	11	5"	1	3	7	1 / 2 Str (1)		
Rohirim	31	14"	2	3	7	1 / 3 Str (1) Long Weapons Horse : 1 / 2 - Str (1)		
Rohirim Outriders	45	14"	2	3	7	1 / 3 Str (1) Long Weapons Horse : 1 / 2 - Str (1)	Bow (21"): 1 / 2 Str (1)	
Woodsmen	10	6"	1	2 - Shield	7	1 / 2		
Woodsmen Archers	22	6"	1	1	7	1 / 2	Bow (21"): 1 / 2 Str (1)	
Hobbits	13	6"	1	1 - Evasion 1	7	1 / 2 Weak		

Hobbit Shortbows	20	6"	1	1 - Evasion 1	7	1 / 2 Weak	Shortbow (15"): 1 / 2	
Beornlings		8" Forester	3	2	8	2 / 2 Str (2)		
Rangers	31	7" Forester	1	1 - Evasion 1	8	2 / 3		Infiltrate
<b>Minas Tirith</b>								
Scouts	32	6" Forester	1	2	8	1 / 3	Bow (21"): 1 / 3 Str (1)	Infiltrate
Guards	10	5"	1	3 - Shield	7	1 / 2		
Guards with Pikes	16	5"	1	3	7	1 / 2 Str (1) Long Weapons		
Guards with Longbows	32	6"	1	2	7	1 / 2	Longbow (27") 1 / 2 Str (2)	
Cavalry	27	14"	2	3	7	1 / 2 Str (1) Long Weapons 1 / 2 Str (1)		
Heavy Cavalry	32	12"	2	4	7	1 / 2 Str (1) Long Weapons 1 / 2 Str (1)		
Citadel Guards	20	4"	1	4 - Shield	8	1 / 2 Str (1) Long Weapons		
Militia	10	6"	1	2 - Shield	7	1 / 2		
Militia Archers	22	6"	1	1	7	1 / 2	Bow (21"): 1 / 2 Str (1)	
Militia Cavalry	24	16"	1	2	7	1 / 2 Str (1) Long Weapons 1 / 2		

### Good Creatures

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Ents	119	6" Forester	5	5 - Missile Immune	8 Fearless	2 / 3 Str (3) d3 wounds		
Huorns	47	6" Forester	3	3 - Missile Immune	8 Fearless	2 / 3 Str (1)		
Great Eagles	77	20" Flying	4	0 - Evasion 1	8	3 / 3 Str (1)		

### Good Leaders

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Elf Lord	217	8"	4	4 - Fixed Evasion 2	10	4 / 4 Str (2) Magical First Strike	(1 / 4)	
Wold Elf Lord	175	8" Forester	4	2 - Fixed Evasion 2	10	4 / 4 Str (1) Magical First Strike	(1 / 4)	
Dwarf Lord	166	5"	3	4 - Fixed Evasion 1	11	3 / 4 Str (2) Magical First Strike	(1 / 3)	
Hobbit Sheriff	82	6"	2	2 - Evasion 2	9	3 / 3 First Strike	(1 / 3)	
Woodsmen Captain	77	6"	3	2 - Evasion 1	9	3 / 3 Str (1) First Strike	(1 / 3)	
Rohirrim Captain (mounted)	119	16"	4	3 - Evasion 1	10	4 / 3 Str (2) First Strike	(1 / 3)	
Ranger Captain	125	8" Forester	3	2 - Evasion 2	10	3 / 4 Str (1) First Strike	(1 / 3)	
Gondor Captain	89	6"	3	4 - Evasion 1	9	3 / 3 Str (1) First Strike	(1 / 3)	

Militia Captain	77	6"	3	2 - Evasion 1	9	3 / 3 Str (1) First Strike	(1 / 3)	
-----------------	----	----	---	---------------	---	----------------------------	---------	--

### Good Heroes

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Aragorn	289	8" Forester	5	3 Evasion 2	11 Fearless	4 / 4 Str (2) Magical First Strike	(1 / 4)	Spells
Gandalf	364	6"	8	3 Fixed Evasion 1	11 Fearless	3 / 4 Str (1) Magical	(1 / 3)	Spells
Gandalf On Shadowfax	410	24"	10	3 Fixed Evasion 1	11 Fearless	3 / 4 Str (1) Magical 2 / 3 Str (1)	(1 / 3)	Spells
Gimli	178	5"	6	4 Evasion 1	11 Fearless	4 / 4 Str (2) First Strike	(1 / 3)	
Legolas	304	8" Ignores Terrain	5	2 Evasion 2	10 Fearless	5 / 4 Str (1) Magical First Strike	Bow (21"): 1 / 5 Str (1) d3 wounds Natural	
Boromir	150	6"	4	3 Evasion 2	10 Fearless	4 / 3 Str (2) First Strike	(1 / 3)	
Faramir	108	6"	4	3 Evasion 1	10 Fearless	4 / 3 Str (1) First Strike	(1 / 4)	
Eomer (Horse + 20 VP)	127 (142)	6" (16")	4 (Horse +1)	3 Evasion 1	11 Fearless	4 / 3 Str (2) First Strike (Horse: 1 / 3 Str (1))	(1 / 3)	
Eowyn (Horse + 20 VP)	80 (95)	6" (16")	3 (Horse +1)	3 Evasion 1	9 Fearless	3 / 3 Str (1) First Strike (Horse 1 / 3 Str (1))	(1 / 3)	May appear as any Rohirim Captain
Arwen	129	8"	3	2 Evasion 2	10 fearless	3 / 4 Str (1) Magical	(1 / 4)	Spells

						First Strike		
--	--	--	--	--	--	--------------	--	--

Gandalf Spells - Secret Flame (Once per game) - Instead of melee attacks may do 2d3 hits to any one evil unit within 12", not halved if skirmished

Bravery - All good units within 12" of Gandalf receive +1 to morale

Rally Cry (Once per turn) - Instead of Melee attack may instantly rally any 1 unit within 6"

Aragorn Spells - If not moving or fighting, in the melee phase may heal d3 wounds and remove the effect of the Black Breath from one model.

Arwen Spells - If not moving or fighting that turn, may heal d3 wounds from any one model.

**Evil**

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Mountain Goblins	8	6"	1	2-shield	6	1 / 2		
Mountain Goblin Archers	20	6"	1	1	6	1 / 2	Bow (21"): 1 / 2 Str (1)	
Mountain Goblin Wolf Riders	17	16"	2	2	6	1 / 2		
Goblin Wolves	11	20"	1	0	6	1 / 2 Wolf: 1 / 2		Berserk
Orcs	11	6"	1	2 - shield	7	1 / 2 - Str (1)		
Orcs with Pikes	17	6"	1	2 - Shield	7	1 / 2 - Str (2) Long Weapons		
Orc Archers	23	6"	1	1	7	1 / 2 - Str (1)	Bow (21"): 1 / 2 Str (1)	
Uruk-Hai	18	6"	2	3 - Shield	8	1 / 2 - Str (2)		
Uruk-Hai Pikes	24	6"	2	3 - Shield	8	1 / 2 - Str (3) Long Weapons		
Uruk-Hai Archers	33	6"	2	2	8	1 / 2 - Str (2)	Bow (21"): 1 / 2 Str (2)	

Uruk-Hai Warg Riders	33	12"	3	3	8	1 / 2 - Str (2) Warg 3 / 2 Str (1)		
Wargs	25	16"	2	2	8	3 / 2 Str (1)		Berserk
<b>Haradrim</b>								
Warriors	10	6"	1	2 - Shield	7	1 / 2		
Pikemen	16	6"	1	2 - Shield	7	1 / 2 Str (1) Long Weapons		
Archers	22	6"	1	1	7	1 / 2	Bow (21"): 1 / 2 Str (1)	
Cavalry	25	16"	2	2	7	1 / 2 Str (1) Long Weapon Horse: 1 / 2		
Murmakil	153	12"	10	2 - Missile +3	8	12 / 2 Str (3)		Berserk (Unless Ridden) Ram: 15 / 3 Str (3)
<b>Easterlings</b>								
Pikemen	19	5"	1	4 - Shield	7	1 / 2 Str (1) Long Weapons		
Crossbowmen	26	5"	1	3	7	1 / 2	Xbow (18") 1 / 2 Str (2)	
Heavy Cavalry	31	12"	2	4	7	1 / 2 Str (1) Long Weapon Horse: 1 / 2		

### Evil Creatures

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Cave Trolls	54	6"	6	2	7 Fearless	6 / 2 Str (3)		
Olag Hai Trolls	84	8"	8	2	9 Fearless	6 / 3 Str (3)		
Armored Olag Hai Trolls	116	8"	8	4	9 Fearless	6 / 3 Str (3)		
Mirkwood Spiders	16	8" Ignores Terrain	1	1	7	1 / 2 Str (1) d3 wounds		Infiltrate (20)
Fell Beast	125	6" 20" Flying	5	3 Fixed	9	4 / 3 Str (2)		Fearsome Use their own morale when mounted

### Evil Leaders

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Mountain Goblin Captain	51	6"	3	2	8 Fearless	3 / 3 First Strike	(1 / 3)	
Orc Captain	84	6"	4	3	9 Fearless	4 / 3 Str (2) First Strike	(1 / 3)	
Uruk Hai Captain	120	6"	5	3	10 Fearless	5 / 3 Str (3) First Strike	(1 / 3)	
Haradrim Captain	86	6"	3	3 - Evasion 1	9 Fearless	3 / 3 Str (1) First Strike	(1 / 3)	
Easterling Captain	95	6"	3	4 - Evasion 1	9 Fearless	3 / 3 Str (1) First Strike	(1 / 3)	



## Evil Heroes

Name	VP	Move	Wnds	Armor	Morale	Melee	Missile	Special
Ring Wraith	275	6"	4	3 Fixed Evasion 2	10 - Fearless	3 / 3 Str (2) Magical, First Strike Fearsome		Enemy Morale reduced by 1 within 12"
The Witch King	450	6"	6	3 Fixed Evasion 2	11 - Fearless	4 / 3 Str (2) Magical, First Strike Fearsome		Enemy Morale reduced by 1 within 12" Spells, Black Breath
Balrog	301	8"	10	4 Fixed Evasion 1 Fire Immune	11 - Fearless	4 / 3 Str (3) Magical Fire OR Sweep (10) / 3 Str (1) Magic Fire		
Smaug	959	8"	15	4 Fixed	11 - Fearless	12 / 3 Str (3) Fearsome	Firebreath (12"): 1 / 3 Str (2) Magical Fire, 6d3 hits, Natural	Base 4 X 4 Inflicts a -2 morale penalty to anything he engages.

The Witch King spells - Once per turn may Death Howl at the end of the missile phase, forcing one unit within 12" to take an immediate morale test. Units failing this test immediately flee, and engaged enemies may resolve their pursuit at the same time.

Black Breath - Any model causing a melee wound to the Witch King or suffering a wound from the Witch King falls unconscious at the end of the melee phase, which lasts for the rest of the battle. All creatures except Aragorn, Gandalf and elves have a 1 in 6 chance of resisting the effect. Elves have a 2 in 6 chance of resisting, while Gandalf and Aragorn are immune. This can only be cured by Aragorn or by a bearer of one of the 3 Elven rings. An unconscious figure suffers wounds like a broken unit if contacted in the fleeing or movement phase.

The Ringwraith fear effect does not stack with other ring wraiths' fear effect, so having 3 ringwraiths within 12" of a unit does not inflict a -3 penalty