Corsairs of Umbar

M² - Monsters and Magic

Point Build v6.0 | 15th April 2021 | Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics				VM	Hits	Save	VP	Pts
General	0	4	General on foot		×	-	-	-		**2**	**0**	**2 +**	2	40
Wizard Level 1	0	2	General on foot		×	Wizard : Level 1	-	-		**3**	**0**	**3 +**	2	90
Wizard Level 2	0		General on foot		×	Wizard : Level 2	-	-		**4**	**0**	**3 +**	2	140
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	-	-		**5**	**0**	**3 +**	2	190
Detached General or Mounted General or Senior General														+10
Major Hero	0	4										**+1**		0
Brilliant	0	1											+1	+40
Minor Heroes	2	4												+10
Camp	1	1 - Per Command											+1	+10

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics			Re-size	VM	Hits	Save	VP	Pts
Black Númenóreans Roquen	×	0	1	Knights - Lance	Veteran	-	Nerves of Steel	-	-	-	**2**	**2**	**5 +**	2	135
Black Númenóreans Guard	×	0	1	Auxiliaries	Veteran	2HCCW	Nerves of Steel	-	-	-	**2**	**2**	**5 +**	2	115
Black Númenóreans Archers	×	0	1	Longbowmen	Veteran	-	Nerves of Steel	-	-	-	**2**	**2**	**7 +**	2	115
Marines	✓	1	4	Auxiliaries	Regular	-	-	-	-	-	**2**	**2**	**6 +**	2	80
				Light infantry, javelin	Veteran	-	-	-	-	-	**1**	**1**	**6 +**	1	50
Corsairs	✓	2	10	Warriors	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	60
				Warriors, Deep	Regular	-	-	-	-	-	**3**	**3**	**7 +**	3	100
Umbar Levy	✓	0	4	Mobs	Regular	-	-	-	-	-	**3**	**3**	**8 +**	3	70
City Scraping and Wharf Rats	✓	0	2	Light infantry, bow	Regular	-	-	-	-	-	**1**	**1**	**8 +**	1	40
Corsair Ships	×	0	2	War wagon - Artillery (Cannon)	Veteran	-	Littoral	Immobile	Army Standard (II)	-	**5**	**3**	**6 +**	5	180

Army Trait		Pts
They Came from the Sea…	Troops with the Littoral characteristic may replace the armies camp(s). You can field up to 1 troop of this type per command. They must be deployed as per camps (in the first deployment drop, touching the base table edge). When destroyed they count as losing a camp. Being destroyed they cannot be recaptured like a camp.	50
Army Characteristics		
Nerves of Steel	Troops with this characteristic add 1 to any PIP card when saving for a break test	
Littoral	Troops with this characteristic can treat impassible water features as open terrain.	
Immobile	The unit cannot move	
Army Standard (II)	As per TtS! Rules	
Guards	Troops with this characteristic take and extra disruption marker before being destroyed, if in the same box as the Army Commander.	
Mighty Valour	Troops with Mighty Valour apply -1 to their save. However, losing these elite troops does have an adverse effect on the army morale. When destroyed an extra VM is lost.	
Spells		
Sorcerous Blast	Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.	7
Divine Wind	Using line of sight, as if shooting, target a box within 2 of the casting Wizard. All units (friend or foe) must move by deviation. If the unit cannot move into the destination box (because it is fully occupied or contains impassible terrain) the unit takes a hit as if by shooting. Saves can be made from these hits. Troops pushed off the table count as destroyed. Each unit in the box draws to deviate separately. The orientation of deviation can either be from the facing of the casting wizard , or the target unit. The casting wizard picks which orientation to use	7
Eerie Mist	This spell can be cast on any 2 contiguous boxes within 3 of the Wizard. Place an Eerie Mist token in both boxes. Eerie Mist token - Blocks line of sight. In addition Command (+2)	6
Mirage	This spell can be cast on a friendly unit within 3 squares of the Wizard. The Wizard must be able to see his target to use this spell and visible to any enemy unit. The target unit is removed and placed into a vacant box not adjacent to the enemy. The target unit keeps its original orientation. The destination box must also be within 3 boxes of the Wizard.	7

The Corsairs of Umbar were a group of Men, specifically descended from corrupted Númenóreans, who became infamous for their piracy along the coasts of Gondor in Middle-earth. Following the downfall of Númenor, the settlers in Umbar further embraced darkness and came to be known as the Black Númenóreans. They turned to raiding and seafaring plunder, becoming a persistent threat to Gondor.

Umbar stood as the only significant Númenórean realm in Middle-earth that remained aligned with the Shadow and served as a fierce adversary of Gondor. While the exact extent of their influence beyond the city is uncertain, Umbar clearly enjoyed the backing of some Haradrim kings
Over time, however, the Corsairs likely experienced a decline in martial strength, as the original Númenórean bloodlines were increasingly mingled with the local populations.