FAR HARAD

M² - Monsters and Magic

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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	1	General on foot		×	Wizard : Level 1	-	-		**3**	**0**	**3 +**	2	90
Wizard Level 2	0	1	General on foot		×	Wizard : Level 2	-	-		**4**	**0**	**3 +**	2	140
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	Major Hero	-		**5**	**0**	**4 +**	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
Far Harad Nobles	×	0	2	Knights - Lance	Regular	-	Guards	Fearless	-	-	**2**	**2**	**6 +**	2	120
Far Harad Cavalry	✓	1	4	Cavalry, lance	Regular	-	-	-	-	-	**2**	**2**	**7 +**	2	90
Mumak	×	0	3	Monstrous Creature (II)	Regular	-	Terror	Relic Beast	-	-	**3**	**3**	**4 +**	2	160
Far Harad Warriors	✓	2	6	Warriors, Deep	Regular	-	-	-	-	-	**3**	**3**	**7 +**	3	100
				Warriors, Deep	Regular	-	Fanatic	-	-	-	**3**	**3**	**8 +**	3	100
Far Harad Archers	✓	1	3	Bowmen	Regular	-	-	-	-	-	**2**	**2**	**8 +**	2	70
				Light infantry, bow	Regular	-	-	-	-	-	**1**	**1**	**8 +**	1	40
Troll men	×	0	4	Monstrous Creature (I)	Regular	-	Fearless	-	-	-	**2**	**2**	**5 +**	1	105
Scouts and Nomads	✓	0	3	Light cavalry, javelin	Regular	-	-	-	-	-	**1**	**1**	**7 +**	1	50

At least some men of Far Harad were allied with Sauron in the War of the Ring, and some of them fought in the Battle of the Pelennor Fields. The men of Far Harad were described in The Return of the King as "black men like half-trolls with white eyes and red tongues", as well as being called Troll-men. Nothing is known of the culture or language of these men, or even in which part of Far Harad they lived.

Army Trait		Pts
Cruel Nobility	When a unit fails an activation, a General in an adjacent box may choice to inflict a hit on the unit that fails to redraw a card once. These hits cannot be saved. Redraws cannot be redrawn.	30

Army Characteristics	
Terror	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless
Guards	Troops with this characteristic take and extra disruption marker before being destroyed, if in the same box as the Army Commander.
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.
Relic Beast	Troops with this characteristic get a -1 to Save, add 1 VP to the army but lose 1 extra VM when destroyed
Fanatic	As per TtS! Rules

Spells		
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
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
Arcane Vigour	Pick a visible box within 4 boxes of the casting Wizard. The spell affects all units within that box. Units in the box can be moved as if they had received a successful activation, even if they have already been activated previously.	7
Aerial Shield	When the spell is successfully place an Aerial Shield token in the Wizards box. Aerial Shield token - All friendly units in the same or adjacent square to the Aerial Shield token can draw an extra save card after being shot at, discarding one.	6