

HOST OF LINDON

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		X	-	-	-	-	2	0	2+	2	40		
Wizard Level 1	0	2	General on foot		X	Wizard : Level 1	-	-	-	3	0	3+	2	90		
Wizard Level 2	0		General on foot		X	Wizard : Level 2	-	-	-	4	0	3+	2	140		
Wizard Level 3	0	1	General on foot		X	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
<i>Imladris Noldor</i>	X	0	2	Knights - Lance	Regular	-	Mighty Valour	Swift Strike	Fearless	-	3	2	5+	2	130	
<i>Elven Cavalry</i>	✓	2	4	Cavalry, lance	Regular	Extra Missiles	Keen Eyed	Fleet	-	-	2	2	7+	2	125	
<i>Noldor, Sindar or Guards</i>	X	0	3	Longbowmen	Veteran	2HCCW	Keen Eyed	Fearless	-	-	2	2	7+	2	135	
<i>Elven Archers</i>	✓	2	6	Longbowmen	Raw	-	Keen Eyed	Fleet	-	-	2	2	9+	2	85	
<i>Elven Levies</i>	✓	0	3	Light infantry, bow	Regular	-	Keen Eyed	Fleet	-	-	1	1	8+	1	55	
<i>Borderers</i>	X	0	6	Light infantry, bow	Regular	-	Keen Eyed	Fleet	-	-	1	1	8+	1	55	

<i>Army Trait</i>		Pts
Ancient Race	The army must surrender 1 victory medal before the battle begins.	-70
<i>Army Characteristics</i>		
Fleet	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
Keen Eyed	Units with this characteristic add 1 to their PIP for any shooting attack	
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
Swift Strike	When a unit with this characteristic is destroyed in melee, it may still strike back before being removed.	
Guards	Troops with this characteristic take an 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.	
<i>Spells</i>		
Apotheosis	This spell can be cast on a friendly unit within 3 boxes. The Wizard must be able to see his target to use this spell. Apotheosis removes a single disruption marker from the unit.	8
Arcane Fire	This spell is cast upon a missile-armed friendly unit, within 3 boxes of the Wizard. The Wizard does not need to be able to see the friendly unit nor their intended target. Arcane Fire cannot be cast on Artillery. When Arcane Fire is cast the target unit shoots immediately, without activation. This spell can be cast on a unit even if it has already activated. Ammunition is expended as normal for the shots fired.	6
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
Confusion	This spell can be cast on an enemy unit within 3 squares regardless of whether the Wizard can see it or not. When successfully cast place a Confusion token on the enemy unit. Confusion token - The unit cannot charge or advance closer to any enemy. Even units that are otherwise obliged to charge, or advance will not do so.	6

This represents the survivors of Gil-Galad's Kingdom of Lindon after the Last Alliance until the destruction of Angmar, after which Lindon did not go to war again and many of its inhabitants crossed the seas. As such it is the last Elven army in Middle Earth to include significant numbers of Noldor and Sindar. The elves assisted Arthedain to retake Amon Sul with Cardolan help c1360. After the Northern War of TA 1409 in which Cardolan was over-run, Cirdan and Elrond drove back the Witch-King and maintained the Arthedain/Cardolan border against Angmar with the assistance of aid from Lorien (treat Lorinand allies as a Sub). Cirdan or Glorfindel commanded and a significant cavalry component helped out-flank the forces of the Witch-King in the decisive Battle of Fornost after the fall of Arthedain. Glorfindel lead the pursuit from Imladris and a large force from Gondor and the remnants of Arthedain also fought.