

LORIEN AND MIRKWOOD ELVES



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
Galadrim or Nandor Spearmen	X	1	3	Auxiliaries	Regular	Extra	Missiles	Keen Eyed	-	-	-	2	2	6+	2	110
Elven Cavalry	✓	1	4	Cavalry, lance	Regular	Extra	Missiles	Keen Eyed	Fleet	-	-	2	2	7+	2	125
Sindar or Guards	X	0	3	Longbowmen	Veteran	2HCCW		Keen Eyed	Fearless	-	-	2	2	7+	2	135
Elven Archers	✓	2	6	Longbowmen	Raw	-		Keen Eyed	Fleet	Wood Runners	-	2	2	9+	2	90
Elven Levies	✓	0	3	Light infantry, bow	Regular	-		Keen Eyed	Fleet	Wood Runners	-	1	1	8+	1	60
Borderers	X	0	6	Light infantry, bow	Regular	-		Keen Eyed	Fleet	Wood Runners	-	1	1	8+	1	60

<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.	
Wood Runners	Troops with this characteristic move into, and through, woods as an easy activation. In addition while in woods troops benefit from a -1 save bonus in melee combat.	
<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
Wrath of the Woods	Target an enemy unit, within 3 boxes of the Wizard, in a box containing Woods. The target takes 3 hits as if charged. These hits can be saved in the normal manner (as if in melee)	7

The elves of Lorien changed after the arrival of Celeborn and Galadriel, who had in their following many Sindar and Noldor. The Nandor had largely absorbed Sindar settlers and culture prior to this. Lorien probably supported the attack of the White Council on Dol Guldur in TA 2941. Mirkwood armies improved under Thranduil following the experiences of the War of the Last Alliance and probably adopted Noldorian military techniques to a limited degree. At the Battle of Five Armies the spearmen fought primarily with sword. At least Thranduil was mounted as were the scouts, probably. Fully mailed guards are mentioned when the Fellowship visited Lorien