

GONDOR OF THE STEWARDS



M² - Monsters and Magic

Point Build v6.2

05/05/2022 11:23:44

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 3 (Gandalf)	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	
Gondor Roquen	×	1	2	Knights - Lance	Veteran	-	Knights' vow	Nerves of Steel	-	-	-	2	2	5+	2	140	
Knights of Dol Amroth	×	0	1	Later Knights - Lance	Veteran	-	Fearless	Nerves of Steel	Mighty Valour	-	-	3	2	4+	2	175	
Foot of Dol Amroth	×	0	1	Auxiliaries	Veteran	2HCCW	Fearless	Nerves of Steel	Mighty Valour	-	-	3	2	4+	2	125	
Citadel Ohtari Guard	×	0	1	Spearmen	Veteran	Extra Missiles	Fearless	Nerves of Steel	-	-	-	2	2	6+	2	120	
Other Rhivilyr	✓	1	3	Spearmen	Regular	Extra Missiles	-	-	-	-	-	2	2	7+	2	90	
Rangers of Ithilien	✓	0	2	Bowmen	Veteran	Extra ammo	Fleet	-	-	-	-	2	2	7+	2	105	
	✓			Light infantry, bow	Veteran	Extra ammo	-	-	-	-	-	-	1	1	7+	1	60
Men of Ringló	✓	2	3	Shieldwall	Regular	Extra Missiles	-	-	-	-	-	2	2	7+	2	90	
Men of Lossarnach	✓			Shieldwall	Regular	Extra Missiles	-	-	-	-	-	-	2	2	7+	2	90
Men of Lamedon	✓			Shieldwall	Regular	Extra Missiles	-	-	-	-	-	-	2	2	7+	2	90
Men of Anfalas	✓			Shieldwall	Regular	Extra Missiles	-	-	-	-	-	-	2	2	7+	2	90
Bowmen	✓	0	3	Bowmen	Regular	-	-	-	-	-	-	2	2	8+	2	70	
SOUTHERN FIEFDOMS																	
Levy	✓	1	4	Warriors, Deep	Regular	-	-	-	-	-	-	3	3	7+	3	100	
DEFENCE OF MINAS TIRITH																	
Oathbreakers	×	1	4	Warriors	Regular	-	Fanatic	-	-	-	-	2	2	8+	2	60	
Rangers of the North	×	0	2	Bowmen	Veteran	Extra ammo	Fleet	-	-	-	-	2	2	7+	2	105	
				Light infantry, bow	Veteran	Extra ammo	-	-	-	-	-	-	1	1	7+	1	60
Eagles	×	0	2	Monstrous Creature (II)	Veteran	-	Fly	Terror	Fleet	-	-	2	2	7+	2	90	

This list covers the Gondorian armies from the time of the first Ruling Steward, Mardil, who took over after Earnur II accepting the challenge of the Witch-King of Minas Morgul, and the end of the last royal dynasty. Osgiliath was finally ruined and captured by Uruks in 2475, who were then driven back from Ithilien. In 2510 Cirion was saved by Eorl the Young and the Eotheod at the Battle of the Fields of Celebrant against the Balcoth and Orcs of the Misty Mountains. Cirion then granted Calenardhon to the Rohirrim as Gondor lacked the manpower to defend this territory. In 2758 Gondor was raided by the Corsairs, then aided Rohan against Dunlendings and rebels. In 2885 the Harad attacked but were defeated at the Battle of Fords of Poros with Rohan support. Ithilien was abandoned in 2901 and Tharbad in 2912. Most of these troops are carefully described in The Lord of the Rings. Aragorn, Imrahil and Faramir make an imposing array of major heroes, all the more necessary with the relative decline of Dunedain power.

<i>Army Trait</i>		Pts
City Walls	As the passive army camps can be replaced by City Walls. These count as fortified camps (around the perimeter of boxes). All camps must be placed in contiguous boxes when this option is chosen. Units garrisoning the City walls have no flanks and any attack against the box will count as a frontal attack. If City Walls are chosen then at least 2 camps must be taken in the list As the active army place 1 box of impassible terrain directly before the passive army deploys its first command. While this is a terrain piece, for the purposes of enemy troop movement the counts as a unit. This means enemy cannot march while nearby	75
<i>Army Characteristics</i>		
Knight's vow	While they still hold a Lance marker a unit with this characteristic can charge without drawing a card to activate.	
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.	
Fearless	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
Nerves of Steel	Troops with this characteristic add 1 to any PIP card when saving for a break test	
Fanatic	As per TtS! Rules	
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	
Fly	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
Fanatic	As per TtS! Rules	
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>		
Light of Battle	When cast place a Light of Battle token in the Wizards box. Light of Battle token - Units in the same square draw an additional card when in melee	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
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 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