

MORDOR ALLIANCE

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	1	General on foot		×	Wizard : Level 1	-	-	3	0	3+	2	90		
Wizard Level 2 (Witch King only)	0	1	General on foot		×	Wizard : Level 2	-	-	4	0	3+	2	140		
Wizard Level 3 (Sauron)	0	1	General on foot		×	Wizard : Level 3	Long Reach	-	5	0	3+	2	290		
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		
Monstrous Generals	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics			Re-size	VM	Hits	Save	VP	Pts
Ring Wraith		0	1	Monstrous Creature (II)	Regular		Terror	-	-		2	3	5+	1	150
Ring Wraith on Fell Beast				Monstrous Creature (III)	Regular		Fly	Terror	-		3	4	6+	1	240
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics			Re-size	VM	Hits	Save	VP	Pts
Remnant Black Numenoreans	×	0	1	Knights - Lance	Veteran	-	Fearless	-	-	-	2	2	5+	2	135
Remnant Black Numenoreans	×	0	2	Shieldwall	Veteran	2HCCW	Fearless	-	-	-	2	2	6+	2	105
Wargs	✓	0	3	Light cavalry, lance	Regular	-	-	-	-	-	1	1	7+	1	50
Wargs with Riders	✓	0	3	Light cavalry, bow	Veteran	-	-	-	-	-	1	1	7+	1	60
Riders of Khand	×	0	2	Cavalry, javelin	Regular	-	Mercenary	-	-	-	2	2	7+	2	80
Wainriders	×	0	2	Chariots, bow	Regular	-	Mercenary	-	-	-	2	2	8+	2	80
Orcs of the Lidless Eye	✓	3	10	Warriors, Deep	Raw	Extra Missiles	Animosity	Dread of Light	-	-	3	3	8+	3	52
		0	½	Pikemen	Raw	Extra Missiles	Animosity	Dread of Light	-	-	3	3	8+	3	82
Snaga	✓	0	0	Light infantry, bow	Regular	-	-	-	-	-	1	1	8+	1	40
Great Orcs	×	0	1	Warriors, Deep	Veteran	2HCCW	Dread of Light	-	-	-	3	3	6+	3	130
Uruks	✓	0	3	Warriors, Deep	Regular	2HCCW	Dread of Light	-	-	-	3	3	7+	3	100
Olog-Hai Trolls	×	0	1	Monstrous Creature (I)	Regular	-	Fearless	-	-	-	2	2	5+	1	105
Corsairs	✓	0	3	Auxiliaries	Regular	-	Mercenary	-	-	-	2	2	6+	2	70
Variags	✓	0	3	Javelinmen	Regular	Extra Missiles	Mercenary	-	-	-	2	2	7+	2	80

ARMIES FROM THE NORTH												
Spiders	×	0	2	Monstrous Creature (I)	Raw	-	Fleet	-	-	-	2 2 6 +	1 95
Mountain Trolls	×	0	1	Monstrous Creature (I)	Veteran	-	Fearless	-	-	-	2 2 4 +	1 115
ARMIES FROM THE SOUTH												
Haradrim Cavalry	✓	0	2	Cavalry, javelin	Regular	-	-	-	-	-	2 2 7 +	2 90
Haradrim Infantry	✓	0	3	Spearmen	Regular	-	-	-	-	-	2 2 7 +	2 70
Mumak	×	0	2	Elephant (Indian - Escorted)	Regular	-	Terror	-	-	-	3 3 6 +	2 130

This list covers the forces of Sauron in the Third Age, initially in his disguise as the Necromancer of Dol Guldur, then through his proxy, the Witch-King. The Witch-King ruled initially in Mordor after TA 1980, then from Minas Morgul after TA 2002. Finally, the list covers Sauron's declaration of power and the period after the rebuilding of Barad-dûr, in TA 2951 leading up to, and including the War of the Ring. The period of the Watchful Peace (2063 to 2460) saw a lull in conflict as Sauron was driven into hiding in the East. Black Numenoreans are only allowed after TA 2951 and are Barad-dûr guards in the service of the Dark Lord. Uruks first appeared around TA 2475, Olog-Hai at some point later. No Uruks or Olog-hai can be used with Great Orcs and vice versa. Black Numenoreans must be in the Army Commanders command

Army Trait		Pts
General Muster	Each command must have at least two units of a compulsory core troop type.	-100
General Characteristics		
Long Reach	A Wizard with this characteristic is not present on the battlefield. He cannot command any troops, and cannot be targetted in any way. When casting any spell however, you can treat any box as the casting location.	
Army Characteristics		
Animosity	When activating troops with this characteristic, and a 1-PIP card is drawn one unit in the activation takes a hit. If a generals re-draw is then used no saves are allowed, otherwise a save can be made	
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.	
Mercenary	Mercenary troops must be paid 1 victory medal before the battle begins. You may choose not to do this - then, if their very first activation is a 1-PIP card they retreat from the battlefield (counting as lost)	
Dread of Light	Troops with this characteristic suffer an additional +1 penalty when making difficult activations.	
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.	
Poison	Saves made against a Poison attack save on a 7+. If the units save is worse than 7+, they use that instead.	
Spells		
Shadows from Afar	If cast successfully place a Shadows from Afar token on the table Shadows from Afar token - all troops with the Dread of Light Characteristic ignore its effect.	6
Fearful Strike	This spell can be cast on a box containing enemy troops within 4 boxes, regardless of whether the Wizard can see it or not. Each unit suffers automatic hit. Saves can be taken as normal. If any save is failed place a Fearful Strike token in the box Fearful Strike token - Command (+7)	8
Doom and Despair	When cast successfully place a Doom and Despair token in a target box within 3 boxes of the casting Wizard Doom and Despair token: Command (+4) Note that even other Undead are not immune - they are overcome by the ennuui of the tomb!	6
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