My lord of the rings guide to victory

Heroes

Heroes make your army feel like fighting keep them in the fray and do colossal damage some are there to demoralise the enemy or to blast magical projectiles into the enemy and do colossal damage from range.

Big hitters

Big hitters are the ones that do lots of damage and do lots of attacks. Most big hitters have 3+ dice to win the fight and to wound lots have at least 2+ might and fate so they can stay alive and help win a fight. A good example of a basic big hitter is Boromir od Gondor who has basic might and fate and 3 wounds and 3 attacks which makes him hard to kill in close combats. Most big hitters are used to charge into a lot of soldiers and kill lots but get killed after working there socks off to kill so many soldiers lots of big hitter cost 90 or more points so makes them quite expensive. But it is worth the points killing 10 or more soldiers in 3 rounds minimum it’s only a waste of points if you don’t use them correctly the best way to use a hitter is to get them stuck in but it’s a waste if you be cowardly with him and don’t get him into big nasty fights. Big hitters are good at assassinating heroes who aren’t as worthy as them they can only really meet there match being shot at or have to fight a hero without aid who is more skilled than him. (Best to have at least one in your army).

Morale raising heroes

Ah now we get to the big hearted brave heroes who look after the soldiers and fight to the end keeping soldiers in the fray and making sure everyone stays in order. A few of the morale raising heroes are also big hitters who you want to get stuck in but make sure they don’t get into too much trouble you want to keep the morale raising heroes alive to the end where when it gets down to the last 20 soldiers that’s when they make a big difference. Pummelling the enemy and keeping soldiers in the battle when the army is broken. I wouldn’t blame you for not getting them into any action at all and keeping the hero fresh ready for the end. But its best to get them in a bit of a fight so they don’t seem wasted. Its best to have morale raising heroes with 2+ attacks and wounds so they will live most cost around 70-175 points which can be a lot but most heroes who have 100+ are also big hitters a good cheap big hitter and very good morale raiser is suladan the serpent lord who is a great model to field and in every battle I play as evil suladan is always included with 3 attacks and 3 wounds and a 12” stand fast which is great if you fight is focused around him when the army is broken as he is a tuff warrior to kill and is great and keeping models on the board if you want to get him in the fray and keep him till the end I would advise you to get a hasharin in the fight so he can have a body guard to look after him and help him if he enters a sticky situation plus they are good at getting stick in with their poisoned blades which let them re role there missed dice to wound and can’t be trapped.

Magic users

Well I must say magic users are the most funny heroes in the game and are also very exiting when they cast spells the other wizards try blocking it as 2 spells clash and the heroes will saves them from falling into the mouth of doom. Some magic users have only 1 or 2 spells and they are usually transfix or immobilise these spells are good at assassinating heroes as they only get 1 attack (especially bad to big hitters) and if they are against a lot of soldiers or a heroes with more attacks they wouldn’t have much of a chance and if they did win they wouldn’t be able to wound the soldiers or hero so is a nasty spell. Those magic users don’t really cost much with 2 wounds and 1 attack or even just 1 wound. A nice easy one to get that has good defence and has 3 or 4 spells is a ring wraith with defence 8 attack 1 wound 1.

Some magic users cost loads of points and have loads of spell and special items most of the have blinding light and the amazing and my favourite spell sorcerous blast which thrusts you enemy back up to 6 inches and any he blasts into gets knocked to the ground and if they are in a combat all the other people in a combat fall over. The person he fires it at gets a s5 hit and the others that fall over get a s3 either if they were in the combat or got knocked into which is mostly the case. They usually cost about 170 pts and some magic users are big hitters like Elrond and moral raising like Galadriel.

Additional heroes which aren’t really heroes

Captains are the ones they are good at killing and can help abit into keeping soldiers in the fray there isn’t much I can say about them but they are cheap and can really change a victory.

Troops

In the troops I will tell you about cavalry foot troops and royal gaurds the troops are the heart of your army and really do a lot of damage

Cavalry

Cavalry are the fast troops which when they charge into a line of infantry they wreak havoc among the lines the best way to use cavalry is if they stay out of range of the enemy and when the time comes they can charge into them and gain an extra attack which gives them a good chance against infantry some armies cavalry is better than others like the riders of rohan who gain and extra defence for the shield by their side when on the horse and have a special ability called expert rider which means they can more or less handle any kind of terrain. To me they are the best cavalry in the game I haven’t used them till a few days ago and they wreaked havoc as I held them back then charged them in slaughtering 5 Haradrim in a skirmish game and there were only 2 of them and they were alive to the end were one got slayed by suladan and one by a massive 6 attacks performed by 2 trolls but he was revenged when the ent killed them both. Getting back to cavalry the good thing about evil cavalry is they have wargs which can carry on fighting even when there rider has died or fallen they are nasty with a s 4 and are fast and can move a lot and can really mess up a good front line. My favourite thing about cavalry is when it’s just a cavalry charge horse v horse or warg just like in the two towers with the bloody battle of the riders of Rohan and the wargs of Isengard as the riders of Rohan fight to give there people enough time to get to helms deep without dying to the wargs. Altogether the only weakness of cavalry is getting charged as they won’t have the advantage and could easily die and just like anything more attacks than what it can handle maybe 2 is ok but 3 or 4 might be really bad for the poor rider and his stallion.

Foot soldiers

Foot soldiers are the core of the army usually at the front fighting in a massive blood bath alongside his soldier companions helping and protecting each other just in case they get into a lot of trouble. Would advise you to have a big block of hardy foot soldiers in the centre which can weather raining arrows and grievous hits they will be your main foot soldier block which should just move forward at full pace towards the enemy I would advise you to have a unit that has d5 or a fight value of 4 or more as they will stay alive long or course more damage don’t choose to have troops in the middle that have over 9 pts I would advise you to give your front line of the main block shields and the line behind spears that will give you front line an extra attack and will give them a better chance of rolling a 6. That is all you need for your main block a line of shields and then a line of spears. Its best to include a big hitter in your main block as it will give you a nice lot of kills which will shrink the number of hits the enemy have on your main block. Its best maybe to have a good magic user behind with some archers who will support you main block. I usually have another few combat foot soldiers behind to help out if they get out numbered or to flank the enemy main block if they have one.

The flank is another really important part of the army as it is best to have a small contingent it can be big or small to look after the flanks of your force one on the left one on the right its best to include a group of 6 soldiers with high fight value and a group of 6 soldier with high defence 3 with shields 3 with spears and a hero who can either be a big hitter or a hero with 2a 2w which could easily be a cheap captain maybe a few archers or a cheap magic user which doesn’t cost much maybe just with a transfix or immobilise spell. The best way to use these units is to either deal with the enemy flankers or flank the enemy yourself on the flanks I find it’s also good to have some cavalry who can quickly go round to the enemies rear with maybe a hero on horseback and assassinate any magic users or anything that is making the battle quite hard. You could easily just go round the rear and charge the back of the main block or help out another mini battle going on somewhere else on the board. BUT ALWAYS HAVE A CONTINGENT OF SOLDIERS ON EACH FLANK AND DON’T JUST PUT CAVALRY THERE!!! Make sure you have a good descent flanking force that can deal with anything maybe a dragon a troll or even a balrog. If you can deal with stuff like that on the flanks think about how strong the middle must be. (Hopefully stronger than the other teams main block).

With your heroes its best to have an elite unit that looks after the heroes and like the royal guard that fight to the death while there hero lives. They are really hard to kill and are rock solid one of my favourite units with their stubborn hearts and make them hard to kill with really high defence values especially the dwarf khazad gaurd