



Unreleased Profiles

Unofficial additional rules and profiles designed for Lord of the Rings and The Hobbit Strategy Battle Games. Published by www.TheLastAlliance.com
 The Golden Rule: All Unreleased Profiles must be equivalent or slightly lower in power, and equal or slightly more expensive in points, than an existing official GW profile.
 Version: 1.3 Latest update 27th Nov 2015. Feedback, comments and suggestions are more than welcome <http://www.thelastalliance.com/viewforum.php?f=41>

Faramir, Prince of Ithilien (Man)

Points Value: 150

Move	F	S	D	A	W	C	M	W	F
6"	5/4+	4	7	3	3	6	3	3	2

Wargear

Heavy Armour, Sword, Armoured Horse

Army:

Minas Tirith

Special Rules

To me, Men of Gondor. Faramir, Prince of Ithilien has a 12" Standfast and all Rangers of Gondor, Knights of Minas Tirith, Warriors of Minas Tirith and Citadel Guards within 12" count as in range of a banner.

Options

- Lance 5pts

Theoden, King at Pelennor (Man)

Points Value: 130

Move	F	S	D	A	W	C	M	W	F
6"	5/4+	4	6	3	3	6	3	1	1

Wargear

Heavy Armour, Sword, Armoured Horse

Army:

Rohan

Special Rules

Arise! Arise, Riders of Theoden! Theoden has a 12" Standfast and all Rohan warriors within 6" count as in range of a banner.

Expert Rider. See main rules manual.

Options

- Shield 5pts

Helm Hammerhand (Man)

Points Value: 80

Move	F	S	D	A	W	C	M	W	F
6"	5/4+	4	6	2	2	6	3	2	2

Wargear

Heavy Armour, Hand Weapon, Mithril Hammer

Army:

Rohan

Special Rules

Hammerhand - Helm Hammerhand never counts as being unarmed.

Mithril Hammer – Two-Handed weapon.

Helm's Horn – Helm Hammerhand causes Terror for the duration of any turn he charges, and permanently increases his courage by 1 (included in his profile)

Expert Rider. See main rules manual.

Options

- Armoured Horse 15pts

King of Rohan (Man)

Points Value: 60

Move	F	S	D	A	W	C	M	W	F
6"	5/4+	4	5	2	2	5	2	2	1

Wargear

Armour, Sword

Army:

Rohan

Special Rules

Expert Rider. See main rules manual.

Options

- Shield 5pts
- Heavy Armour..... 5pts
- Horse 10pts
- Throwing Spears..... 5pts

Numenor Cavalry (Man)

Points Value: 13

Move	F	S	D	A	W	C
6"	4/4+	3	4	1	1	3

Wargear

Armour, Sword, Horse

Army:

Numenor

Options

- Lance 1pts
- Shield 1pts
- Longbow..... 1pts

Captain of the Dead (Spirit)

Points Value: 75

Move	F	S	D	A	W	C	M	W	F
6"	4/4+	4	7	2	2	6	1	2	1

Wargear

Armour, Hand Weapon

Army:

The Fiefdoms

Special Rules

Terror

Blade of the Dead

The Dead and the Living – Only the Army of the Dead can use the Captain's Stand Fast

Options

- Shield 5pts
- Horse 10pts

Bain, Son of Bard (Man)

Points Value: 30

Move	F	S	D	A	W	C	M	W	F
6"	3/4+	3	5	1	1	4	2	2	1

Wargear

Armour, Shield, Spear, Hand Weapon

Army:

Survivors of Lake-town

Special Rules

The line of Girion While both Bard and Bain are alive, both automatically pass any Courage tests they are required to take.

Look to Bard Receives +1 bonus to Fight value and counts as being in range of a banner if within 12" of Bard the Bowman, Girion's Heir.

Percy, Lieutenant of Lake-Town *(Man)*

Points Value: 60

Move	F	S	D	A	W	C	M	W	F
6"	4/3+	4	5	2	2	5	3	2	1

Wargear

Armour, Long bow, Hand Weapon

Army:

Survivors of Lake-town

Special Rules

For Lake-town This model has Bodyguard on Bard the Bowman, Girion's Heir

Look to Bard Receives +1 bonus to Fight value and counts as being in range of a banner if within 12" of Bard the Bowman, Girion's Heir.

Celebrian (Elf)

Points Value: 70

Move	F	S	D	A	W	C	M	W	F
6"	6/3+	3	4	1	2	5	2	6	1

Wargear

Elven Blade, Hand Weapon, Armour

Army:

Eregion and Rivendell

Special Rules

Poisoned Wound Celebrian must reroll successful Fate saves
Woodland Creature

Options

- Elven Cloak 10pts

Magical Powers

Blinding Light Dice Score 2+

Immobilise 12" Dice Score 3+

Command 12" Dice Score 4+

Dain Ironfoot (Dwarf)

Points Value: 135

Move	F	S	D	A	W	C	M	W	F
5"	6/4+	4	8	3	3	6	3	3	3

Wargear

Heavy Dwarf Armour, Two-Handed Axe

Army:

Durin's Folk

Special Rules

Burly

Mountain Dweller Can move its normal full distance in any rocky area classed as difficult terrain just as if in the open. May also reroll any jumping and climbing tests.

Ancient Feud Dwarves with this special rule may never benefit from a Standfast or Heroic Action called by Elven heroes. In addition if Dwarf with this special rule is in combat with an Elf, both must re-roll any failed 'To Wound' rolls of 1 against the other.

Options

- Armoured Hog..... 20pts

Ironhills Captain (Dwarf)

Points Value: 60

Move	F	S	D	A	W	C	M	W	F
5"	5/4+	4	7	2	2	5	2	1	1

Wargear

Dwarf Armour

Army:

Durin's Folk

Special Rules

Mountain Dweller Can move its normal full distance in any rocky area classed as difficult terrain just as if in the open. May also reroll any jumping and climbing tests.

Options

- Throwing Axes..... 5pts
- Two-handed Axe 5pts
- Shield 5pts
- Armoured Ram..... 10pts
- Armoured Hog..... 20pts

Dwarf Ram Rider (Dwarf)

Points Value: 17

Move	F	S	D	A	W	C
5"	4/4+	3	6	1	1	4

Wargear

Armour, Hand Weapon (axe), Armoured Ram

Army:

Army of Thrór, Durin's Folk

Mountain Dweller Can move its normal full distance in any rocky area classed as difficult terrain just as if in the open. May also reroll any jumping and climbing tests.

Options

- Lance 1pts
- Shield 1pts

Armoured Hog (Hog)

Wargear

Move	F	S	D	A	W	C
8"	0/-	4	6	-	1	3

Wargear

Heavy Dwarf Armour

Special Rules

Impaler

Armoured Ram (Ram)

Wargear

Move	F	S	D	A	W	C
8"	0/-	3	5	-	1	2

Wargear

Heavy Armour

Special Rules

Mountain Dweller Can move its normal full distance in any rocky area classed as difficult terrain just as if in the open. May also reroll any jumping and climbing tests.

Dwarf War Charioteer (Dwarf)

Points Value: 30

Move	F	S	D	A	W	C
5"	4/4+	4	6	1	1	4

Wargear

Heavy Armour, Hand Weapon, Throwing Spears

Army:

Durin's Folk

Special Rules

Iron Forged Tips A Dwarf War Charioteer's throwing weapon is strength 4.

Dwarf Javelins While mounted on a Chariot, the Dwarf War Charioteer may throw two Throwing Spears per turn instead of one. These must be at the same target unless it is killed, in which case another target may be chosen.

Dwarf Chariot (Dwarf)

Wargear

Move	F	S	D	A	W	C
8"	-	3	7	1	3	-

Wargear

Heavy Armour

Special Rules

A War Ram Chariot follows all the normal rules for monstrous mounts, with the following exceptions:

- 1) The chariot cannot jump obstacles that form a physical barrier, such as hedges, fences or rocks. It may attempt to cross such obstacles as streams or gullies if the controlling player wishes, but if a 1 is rolled on the jump test, the chariot is automatically destroyed and the rider thrown.
- 2) Chariots allow greater freedom of movement, and make for much more stable fighting platforms than other steeds. A model in a chariot can move its full distance and still shoot.

Easterling King (Man)

Points Value: 65

Move	F	S	D	A	W	C	M	W	F
6"	5/4+	4	6	2	2	5	2	2	1

Wargear

Heavy Armour, Hand weapon

Army:

The Eastern Kingdoms

Options

- Shield 5pts
- Horse 10pts
- Armoured Horse 15pts
- Bow 5pts
- Easterling Halberd..... 5pts

Queen Beruthiel (Woman)

Points Value: 65

Move	F	S	D	A	W	C	M	W	F
6"	3/4+	2	3	1	2	5	1	5	1

Wargear

Hand Weapon, The White Cat

Army:

Harad and Umbar

Special Rules

Terror

The White Cat Queen Beruthiel is accompanied by her pure white cat at all times. If Queen Bethuriel is in combat she may always make an additional attack for her White Cat. The Cat provides 1 extra attack during a combat with a fight and strength value 1 (roll separately from Queen Beruthiel) which cannot be altered by Might points.

Magical Powers

Transfix Range 12" Dice Score 2+

Compel Range 12" Dice Score 3+

Curse Range 6" Dice Score 4+

Wither Range 6" Dice Score 5+

Options

- Black Cats of Beruthiel..... 7pts
(She may take a maximum of two "Black Cats of Beruthiel" upgrades, each on a single infantry base)

Cats of Beruthiel (Cat)

Move	F	S	D	A	W	C
6"	1/-	1	3	1	2	1

Special Rules

Cats of Beruthiel During her move, Queen Beruthiel can draw line of sight and range from her Cats when casting a spell

Sinister Servants If Queen Beruthiel is removed from play, her cats are also removed.

Golfimbul *(Goblin)*

Points Value: 45

Move	F	S	D	A	W	C	M	W	F
6"	3/4+	4	5	2	2	4	2	2	0

Wargear

Heavy Armour, Hand Weapon (mace), Warg

Army:

Angmar

Goblin Archer *(Goblin)*

Points Value: 5

Move	F	S	D	A	W	C
5"	2/5+	3	3	1	1	2

Wargear

Armour, Hand Weapon, Orc bow

Army:

Goblin Town

Special Rules

Cave Dweller

Chittering Hordes

Limited in Number May not be summoned by a Goblin Scribe

Lurtz, Raid Leader of Isengard *(Uruk-hai)*

Points Value: 110

Move	F	S	D	A	W	C	M	W	F
6"	5/3+	5	6	3	3	4	3	3	3

Wargear

Armour, Hand Weapon, Shield, Composite Bow

Army:

Isengard

Special Rules

Raid Leader Lurtz may use a shield while armed with his Composite Bow (Range 18", Strength 3)

Hurl Shield Lurtz counts as armed with a Throwing Weapon

Dunlending Cavalry *(Man)*

Points Value: 13

Move	F	S	D	A	W	C
6"	3/4+	4	4	1	1	3

Wargear

Armour, Hand Weapon, Horse

Army:

Isengard

Options

- Bow 1pts
- Shield 1pts
- Two-handed Weapon..... 1pts
- Banner..... 25pts

Bill Ferny *(Man)*

Points Value: 20

Move	F	S	D	A	W	C	M	W	F
6"	4/4+	4	4	1	1	3	1	1	1

Wargear

Armour, Hand Weapon, Whip

Army:

Isengard

Special Rules

Ruffian Only Ruffians and Wild men of Dunland may benefit from Bill Ferny's Stand Fast

Crony If no allied hero is within 12", Bill Ferny will fail any courage test he is required to take

Universal War Gear Options

The following Warriors may purchase a War horn for 20 points

- Angmar - Orc Warrior
- Arnor – Warrior of Arnor
- The Eastern Kingdoms – Easterling Warrior
- Eregion and Rivendell – High Elf Warrior
- Goblin Town – Goblin Warrior
- Isengard – Isengard Warrior, Isengard Raider
- Mordor – Orc Warrior
- Numenor – Warrior of Numenor
- The Wanderers in the Wild – Wose Warrior
- The Army of Lake Town – Lake-town Guard
- Survivors of Lake Town - Lake Town Militia

Feedback, comments and suggestions are more than welcome
<http://www.thelastalliance.com/viewforum.php?f=41>