

MIDDLE-EARTH

STRATEGY BATTLE GAME



MINAS TIRITH BATTLEHOST QUICKSTART GUIDE

THE
LORD OF THE RINGS

HEROES OF MINAS TIRITH



GANDALF THE WHITE (WIZARD, CAVALRY, HERO)

Mv	F	S	D	A	W	C	M	W	F
12"	5/4+	4	6	2	3	7	3	6*	3

WARGEAR

Staff of Power*, Glamdring and Narya.

SPECIAL RULES

Glamdring **ACTIVE** – Glamdring is an Elven-made hand-and-a-half sword. Additionally, Glamdring increases Gandalf's Strength by 1 when making Strikes with it.

Narya **PASSIVE** – Gandalf may re-roll his dice when making Fate rolls.

MAGICAL POWERS

	Range	Casting
Immobilise	12"	2+
Terrifying Aura	-	2+
Command	12"	3+
Sorcerous Blast	12"	4+



PEREGRIN TOOK, GUARD OF THE CITADEL (HOBBIT, GONDOR, INFANTRY, HERO)

Mv	F	S	D	A	W	C	M	W	F
4"	3/3+	2	4	1	1	4	1	1	2

WARGEAR

Armour and dagger.

SPECIAL RULES

Resistant to Magic

WARRIORS OF MINAS TIRITH



WARRIOR OF MINAS TIRITH (MAN, GONDOR, INFANTRY, WARRIOR)

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

WARGEAR

Heavy armour, sword and one of the following options:

- Shield
- Spear and shield
- Bow

SPECIAL RULES

Shieldwall



KNIGHT OF MINAS TIRITH (MAN, GONDOR, CAVALRY, WARRIOR)

Mv	F	S	D	A	W	C
10"	3/4+	3	6	1	1	3

WARGEAR

Heavy armour, sword, shield and lance

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