Profile Generator for Narrative Play
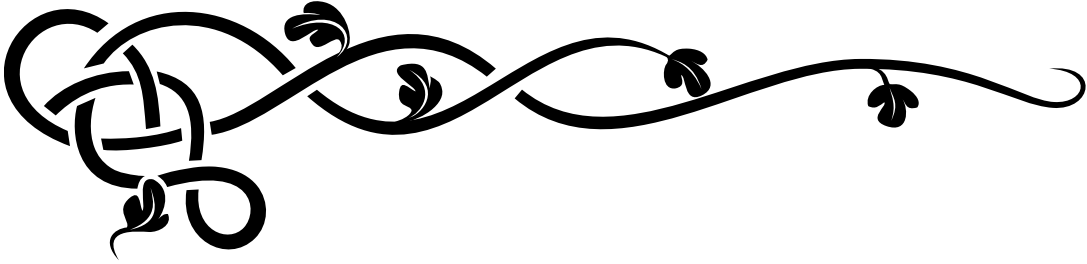
# of Game Workshop's

Middle-earth Strategy Battle Game™

by Seth Kenlon

WARBAND

Generating your own custom Profiles negates any Army Bonus (page 137).

As described on page 136 of the **Rules Manual**, a Warband size is defined by its Hero. When generating custom Profiles, the Warband size controls how many Special Rules (page 107) and Options (page 84) you may assign to some of the miniatures in the Warband.

Designate one miniature as a Hero based on the definitions on page 136. This miniature is the Leader of your Warband. You can have more than one Hero, but not every Hero is a Leader. For a small skirmish game, designate only one Leader. For a large game, designate more than one Leader and build a Warband for each.

A Warband may have more than one Hero, but each Hero adds complexity because every Hero has a Special Rule or Option to remember as you play. Distribute Special Rules (page 107) and Options (page 84) among your Warband as you see fit:

- **Tier 1:** 4 Special Rules, 2 Options, 4 Optional Keywords
- **Tier 2: 3** Special Rules, 2 Options, 4 Optional Keywords
- **Tier 3:** 2 Special Rules, 1 Option, 3 Optional Keywords
- **Tier 4:** 1 Special Rule, 1 Option, 2 Optional Keywords
- **Tier 5:** 1 Special Rule, 1 Option, and the **Independent Hero** keyword. You may not use these bonuses for any miniature but the Tier 5 Hero that earned it.

Special Rules

In addition to the Special Rules on page 107 of the official **Rules Manual**, you can choose from these Special Rules for your Warband.

2. **Agile [ACTIVE]:** Re-roll 1 Attack each turn.

3. **Resilient [ACTIVE]**: At 0 Wounds, roll 1d6. If you roll 6, then gain 1 Wound.

4. **Ferocious [PASSIVE]**: Increase your Attack value by 1.

5. **Swift [PASSIVE]**: Increase your Move value by 2.

6. **Focused [PASSIVE]**: Automatically succeed up to one In The Way test each turn.

7. **Nimble [ACTIVE]:** Automatically succeed up to Jump and Leap tests.

8. **Limber [ACTIVE]:** Automatically succeed up to Climb tests.

9. **Intimidating [ACTIVE]:** When you kill an enemy, all enemies with the same size base as yours and within 3" of you must take a Courage test.

10. **Durable [PASSIVE]:** Increase your Wound value by 1.

11. **Courageous [PASSIVE]:** Automatically succeed up to one Courage test each turn.

12. **Slender [ACTIVE]:** Move through a defended doorway even if your base would normally come into contact with its defender.

13. **Stable [PASSIVE]:** You cannot be knocked prone.

14. **Helpful [ACTIVE]:** You can help a friendly model in combat as if you were armed with a spear (in terms of striking distance only).

15. **Slippery [ACTIVE]:** Before engaging in a Duel, you may choose to back away 1" instead, but only in the direction your opponent chooses.

16. **Mobile [PASSIVE]:** You can Move and Shoot in the same turn with no penalty.

17. **Aquatic [PASSIVE]:** Automatically succeed up to one Swim Test each turn.

18. **Versatile [PASSIVE]:** Ignore the Two-Handed Weapon penalty when using a Two-Handed Weapon in a Duel.
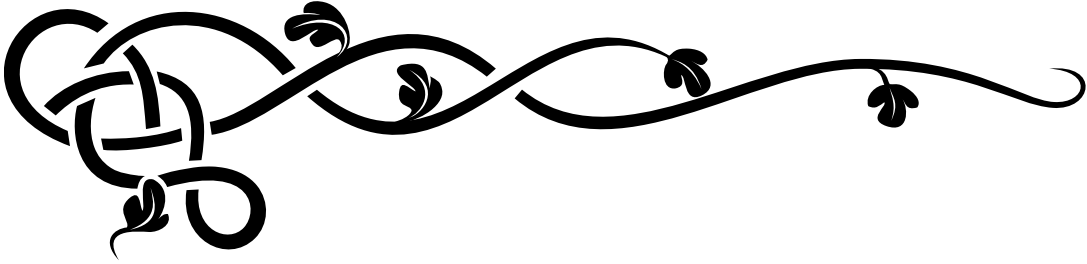
1 ASSIGN KEYWORDS

Keywords dictate which rules apply to a specific miniature. Any given miniature has at least an **Ancestry** and **Troop** keyword, and most also have a **Kingdom** keyword. In some cases, a miniature may require more than one keyword from a category. For instance, a Hobbit disguised as a Goblin gets both the **Hobbit** and **Goblin** keyword, and a Gondorian double-agent of Mordor gets both the **Gondor** and **Mordor** keyword.

- **Ancestry:** Dwarf, Elf, Ent, Goblin, Hobbit, Man, Orc, Ringwraith, Spirit, Troll, Uruk-hai, Wizard, Woman

- **Troop:** Cavalry, Corsair, Infantry, Ruffian, Warrior

- **Kingdom:** Angmar, Arnor, Dunlending, Easterling, Erebor, Gondor, Haradrim, Iron Hills, Isengard, Khandish, Khazad-Dûm, Lórien, Mahûd, Mirkwood, Mordor, Moria, Númenor, Rivendell, Rohan

Some special models require additional categorization:

- **Hero:** Minor Hero, Hero of Fortitude, Hero of Legend, Hero of Valour, Independent Hero

- **Type:** Bat, Dragon, Drake, Eagle, Great Beast, Monster, Siege Engine, Kraken, Múmak, War Beast, Warg

Assigning keywords can be difficult in some cases. For instance, it can be difficult to distinguish a Monster from a Great Beast from a War Beast. Use your best judgment, and if the keywords you choose or omit cause confusion during game play, just roll a dice to decide whether a disputed keyword applies.

2. DETERMINE WARGEAR

Look at each miniature to see what weaponry and armor it has. Correlate its weapons with the wargear section starting on page 84, and write it down on the miniature's custom Profile.

3. STATS

Next, you must write down stats for each miniature's stats, starting with the sample stat blocks in this section. For each miniature, you gain a number of Build Points, which you can use to raise that model's stats.

Hero values (**!M**, **!W**, and **!F**) are only valid for a Hero miniature. When building a Hero, you gain a bonus 3 Build Points, which you may use to boost **!M**, **!W**, or **!F**.

Some values require you to roll a dice *before* using your Build Points. For example:

- **d6:** Roll a d6. Enter the result shown on the die.

- **d2:** Roll a d6. Enter 1 on a result of 1 to 3. Enter 2 on a result of 4 or above.

- **d3:** Roll a d6. Enter **1** on a result of 1 to 2, **2** on 3 to 4, or **3** on 5 to 6.

The **Mv** value may not be altered by Build Points, but a miniature riding a mount gains +4 to **Mv**.

For the second value for **Fight (F)**, lower is better. The value listed is its minimum. You can increment it by 1 (making it worse) to earn 1 additional Build Point.

Gain a bonus 1 Build Point for each base size increment within these ranges: 30-60mm, 60-90mm, 90-120mm, 120mm+. For example, a Cave Drake on a 120mm base earns 3 bonus Build Points in addition to its standard Build Points.

Some Special Rules may alter the values after you set them. For example, **Durable** adds 1 **Wound (W)**, but it doesn't cost a Build Point because it's a feature granted through a Special Rule.

Do not add a miniature's armour at this stage.

HOBBIT, GOBLIN, SMÉAGOL, BAT

2 Build Points. Hobbits gain **Resistant to Magic** (page 107, **Rules Manual**). Bats gain **Fly**.

Mv	F		min	S	D	A	W	C	!M	!W	!F
4	3	/	3+	2	3	1	d2	d6	d3	d3	d3

MAN, WOMAN, WIZARD

8 Build Points.

Mv	F		min	S	D	A	W	C	!M	!W	!F
6	2	/	4+	3	2	0	d2	d6	d3	d3	d3

ELF

8 Build Points.

Mv	F		min	S	D	A	W	C	!M	!W	!F
6	3	/	4+	2	2	0	0	d6+1	d3	d3	d3

DWARF

8 Build Points.

Mv	F		min	S	D	A	W	C	!M	!W	!F
5	3	/	4+	2	2	0	0	d6+2	d3	d3	d3

ORC, URUK–HAI, SIEGE ENGINE

8 Build Points.
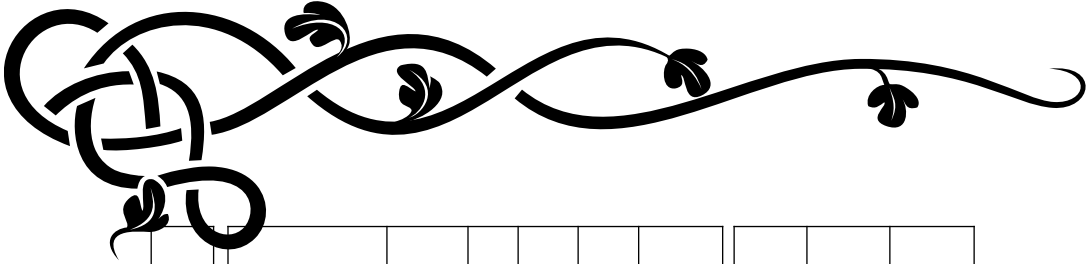
Mv	F	min	S	D	A	W	C	!M	!W	!F
6	3 /	4+	2	3	0	0	d3+1	d3	d3	d3

TROLL, ENT, SPIDER

6 Build Points. **Terror** and **Monstrous Charge** (page 107, **Rules Manual**).

Mv	F	min	S	D	A	W	C	!M	!W	!F
6	5 /	5+	5	4	1	1	d3+2	d3	d3	d3

DRAGON, DRAKE, EAGLE, WARG

6 Build Points. -2 **Mv** with rider.

Terror and **Monstrous Charge,** and Eagles and Dragons gain **Fly** (page 107, **Rules Manual**).

Mv	F	min	S	D	A	W	C	!M	!W	!F
10	2 /	5+	3	2	1	1	d3	d3	d3	d3

GREAT BEAST, KRAKEN, MONSTER, MÚMAK, WAR BEAST

6 Build Points. Gain **Fly** as appropriate, and **Terror** (page 107, **Rules Manual**).

Mv	F	min	S	D	A	W	C	!M	!W	!F
4	3 /	5+	4	4	1	2	d3+2	d3	d3	d3

RINGWRAITH, SPIRIT

You gain 5 Build Points.

Mv	F	min	S	D	A	W	C	!M	!W	!F
6	4 /	4+	5	4	1	1	d6	d3	d3	d3

5. ADJUST STATS

Armour is described on page 93 of the **Rules Manual**. Add the appropriate armour bonus to each miniature's **Defence (D)** stat.

6. SELECT MAGICAL POWERS

Wizards and Ringwraiths possess Magical Powers, which are listed in the Magical Powers section of the **Rules Manual**. The number of Magic Powers and the roll required for the Magic Power to be effective on the battlefield are defined by the Hero's Tier and Leadership status.

For each Tier, the Success numbers are listed in brackets. Assign each value to a different Magic Power.

For a Tier with bonus Magic Powers (listed as a variable), roll the dice listed and choose a Magic Power. The first bonus Magic Power succeeds on 2+, the second on 3+, the third on 3+, the fourth on 4+.

- **Tier 1 (Hero of Legend):** 5 {+d3} spells [2+ 3+ 3+ 4+ 4+]
- **Tier 2 (Hero of Valour):** 3 {+d3} spells [2+ 3+ 4+]
- **Tier 3 (Hero of Fortitude):** 2 {+d3} spells [2+ 4+]
- **Tier 4 (Minor Hero):** 3 spells [3+ 3+ 4+]
- **Tier 5 (Independent Hero):** 2 spells [+2 +3]
- **Leader:** If this Hero leads a Warband, gain **{d3}** spells *in addition to* Tier spells.

PLAY THE GAME

Deploy your miniatures, and play the game!