

MIDDLE-EARTH™

STRATEGY BATTLE GAME



ISENGARD BATTLEHOST QUICKSTART GUIDE

THE
LORD OF THE RINGS

HEROES OF ISENGARD



SARUMAN

(WIZARD, ISENGARD, CAVALRY, HERO)

Mv	F	S	D	A	W	C	M	W	F
10"	5/4+	4	5	1	3	7	3	6*	3

WARGEAR

Staff of Power*.

SPECIAL RULES

The Palantír **ACTIVE** – Once per game Saruman can use the Palantír to automatically win a Priority roll – the use of this special rule must be declared before any dice are rolled for Priority.

Lord of the Istari **PASSIVE** – Saruman can choose to re-roll one dice when making Casting or Resist tests.

MAGICAL POWERS

	Range	Casting
Immobilise	18"	2+
Terrifying Aura	-	2+
Command	18"	3+
Sorcerous Blast	12"	4+



GRÍMA WORMTONGUE

(MAN, ISENGARD, INFANTRY, HERO)

Mv	F	S	D	A	W	C	M	W	F
6"	2/4+	3	3	1	1	2	0	0	0

WARGEAR

Dagger.

SPECIAL RULES

Wormtongue **PASSIVE** – If an enemy Hero model is within 6" of Gríma, 2 Might points must be expended instead of 1 when using a Might point.

WARRIORS OF ISENGARD



URUK-HAI SCOUT

(URUK-HAI, ISENGARD, INFANTRY, WARRIOR)

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

WARGEAR

Armour, sword, and one of the following options:

- Shield
- Uruk-hai bow



URUK-HAI WARRIOR

(URUK-HAI, ISENGARD, INFANTRY, WARRIOR)

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

WARGEAR

Heavy armour, sword, and one of the following options:

- Shield
- Pike

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