



NAZGÛL™ TACTICA

Under the command of a skillful general, any of the Nazgûl has the ability to turn the tide of battle in the favour of Evil. We asked Sauron's own lieutenant, Adam Troke, for his best tactics.

As an Evil player it is always worth considering including a Nazgûl in your force. They are simply too valuable and versatile to overlook. I'm convinced of that fact, because I use them and do well with them myself. What better endorsement can there be?

So, what makes them so good? What makes them so versatile? Well – I'll show you! Behold my four-fold principles of Ringwraith warfare – Dominate, Destroy, Terrify and Command.

Dominate

This is all about making the enemy do what you want, and just as importantly stopping him doing what he wants. In a nutshell, your Nazgûl has the power to force enemy Heroes out of the game completely – often in a very fast and brutal way. The best examples of this are *Transfix* and *Compel*. These two magical powers, which are both relatively easy to cast, both have the effect of preventing an enemy Hero from further action that turn, as well as rendering him almost useless in a fight. It doesn't matter who you are – you're going to get hurt badly when you're surrounded by Orcs intent on clubbing you to death with two-handed weapons and you're only rolling one dice (with a Fight value of 1) in combat.

Dominate stretches further than just helping you kill Heroes in combat though. It also covers tactics such as forcing Banner Bearers away from the models they are supporting, dragging models off of objectives and even preventing Heroes from making Stand Fast! tests.

In terms of magical chicanery, the Undying stands supreme – 20 Will points and the ability to recover them so easily, sits the Undying at the top of the "Dominate" list.

Destroy

Oh the fun of it all. "Destroy" is simple and effective: select a target, say "I am casting *Black Dart*" and roll some dice (I recommend three). Job's a good 'un. Of course, there's a little more to it than that, and in fact there can be quite a lot of finesse involved in using your Nazgûl to destroy effectively. Choosing the right target is the first, and most important step. Use *Black Dart* against Banner Bearers, models with high Defence, models that are

defending key areas of the battlefield, and to whittle down enemy Heroes. Once you've cast the power, make sure it works. Generally you'll only need a 3+ to wound your target, so if you fail to wound consider using a Might point to ensure success. There's nothing worse than wasting 3 Will points to cast a spell and then failing to wound. The other warning I'd apply to this power is that it drains your Nazgûl quickly, so use it when it's going to make a significant difference to the outcome of the battle, but don't just cast it willy-nilly, or you'll lose your Ringwraith.

Instead, stick your Nazgûl on a Fell Beast, pairing your Nazgûl's magical prowess with the destructive power of a big, flappy killing machine. Because Nazgûl cause Terror and have the Harbinger of Evil special rule, they're very hard to counter charge, so throw them into the heart of the enemy force, singling out the finest enemy warriors and Heroes. *Transfix* your target on the way in and smash them to pieces in combat. Excellent.

The Witch-king of Angmar is clearly the baddest, most combat-focused Nazgûl on the block, although the Dark Marshal and Khamûl are both hot on his heels.

Terrify

Yes, we all know that Nazgûl cause Terror, and I imagine we're all aware of the effects of Harbinger of Evil... but it's the long term consequences of those powers that will serve us best. Consider, for example, how hard it is for an enemy force that has broken to make Courage tests with a Nazgûl on the scene. What about enemy models trying to get onto an objective when there's a massive Fell Beast blocking their path – the Terror test combined with the Courage penalty for Harbinger of Evil can stop most models in their tracks.

Then, if all that isn't enough, you can really get to work at depleting an enemy's resolve with the *Drain Courage* power. On the face of it this is such an unimpressive power that most players (myself included) won't bother spending any Will points to resist it. It's a rather different story when your force breaks and suddenly your bravest model finds himself with a Courage value of only 3 or 4.

The Tainted is especially good at this little trick. If your enemy is broken, and the Tainted is in amongst their formation, they're in very, very big trouble.

The Undying spurs his followers forward into the Gondor lines, bolstering them with his foul magic.



Command

With a minimum Courage of 5 and a bucketful of Will points, the Nazgûl are not likely to fail many Courage tests, and that is why they are the perfect leaders for an Evil (especially a Mordor) army. When your Ringwraith finds himself running low on Will points pull out of the fighting and take up a position close in the heart of your army, preferably with a screen of Orcs between you and the enemy. It's not rocket science, but it's really, really handy to have a Nazgûl calling the shots when your army is hard-pressed.

Obviously, this is not a tactic you can rely on with the Tainted – but all of the other Nazgûl are great at it.

The Nazgûl Ride Forth

Well, now I've covered the basics behind using the Nazgûl effectively, I'm going to put the theory into practice with a couple of sample armies.

The theory behind the first army is simple – destroy the enemy in one brutal charge. The Orc Drummer helps the force race forward – and as soon as you're in range you charge. Meanwhile, the Witch-king prepares to tear a hole right through the heart of the other army. With the Crown of Morgul he's not at any terrible risk of losing a combat, even if he is

charged. Of course, if he's charging then he'll be doing so with a whopping 4 Attacks and knocking anything over (even Treebeard). Make sure that you use his Will points to *Transfix* your target if it's likely to cause you problems and then smash the enemy to pieces.

The second army is an elite force that can grind the enemy down through sheer attrition. The Black Númenórean Warriors are great in combat and very hard to kill. This is the mainstay of your force and is perfect for holding objectives or grinding the enemy down slowly. You might like to consider them as an anvil. The cavalry, then, would be the hammer. Fully capable of shattering shieldwalls on their own, they're probably best served kept in reserve until battle is joined before splattering the enemy all over your waiting anvil.

The Ringwraiths really are the core of this army though. The Undying and the Tainted can unleash a barrage of spells designed to keep the foe from operating at maximum efficiency. The Tainted should be casting low-value powers, such as *Transfix*, whilst the Undying should strive to cast powers that are harder, such as *Black Dart*. As long as he's within 6"/14cm of the Tainted he'll receive a Will point for each power that the Tainted casts. That should keep his Will nicely topped up.

Pelennor Fields

Witch-king of Angmar
Armoured Fell Beast,
Crown of Morgul,
Morgul Blade.

260 points

Morannon Orc Captain
Two-handed weapon.

50 points

Orc Drummer

40 points

30 Morannon Orcs

18 with shields, 12 with spears and shields.

348 points



TOTAL: 700 points

Traitors of Númenor

The Tainted
Horse.

130 points

The Undying
Horse.

130 points

20 Black Númenórean Warriors

180 points

10 Morgul Knights

200 points

4 Spectres

60 points



TOTAL: 700 points