

# MORDOR TROLL STRATEGY



Well sure, it looks great on the battlefield, but no one is giving away prizes for style. You want to know how effective the Mordor Troll will be as a part of your army. You want to know the best way to use him to stomp your opponent into the dust.

Let's look at the Mordor Troll's stats and abilities: 7 life will keep him around a while, 5 AP, 4 movement, and 4 attack dice, so he is a solid choice at 400 points.

His Special Abilities are:

**Large:** Built in Battle Awareness, and a multi-hex base means this figure can't be outflanked and is a great anchor for a battle chain. He also provides a nice mobile wall to hide your Expert Marksman archer figures behind or provides cover for your Crack Shot archers to move to. **Black Troll Rage:** Don't let that 4 attack dice stat worry you, using this ability, the troll gets +2 attack dice for each other large figure in the combat. Combine the Troll with his kin or have him serve under Sauron to maximize his potential. **Armor:** This will

absorb damage, so don't be afraid to put him in the thick of things. **Regenerate:** This is also going to keep him in the game longer.

With the Mordor Troll Berserker you lose an attack but the addition of berserk should more than make up for this. With 5 wound the berserker is a little more fragile but his regeneration is free. With Black troll rage and Rally Cry for free the Berserker, coming in at 400 Points as well should, should make an excellent addition to many armies.

As you can see both trolls are bruisers. Further maximize their hard-hitting attributes by combining them with figures whose abilities further pump them up. Abilities like Battle Cry, Aggressive Strategy, and Battle Savvy will ensure that their blows make short work of any opposition, while Tyrant will get them into the fray quicker.

The Aragorn included in the package, King Ellessar, is not to be discounted either. Also 400 points, he boasts 5 attack dice, 5 toughness, and 4 movement. Leadership and Initiative help make the entire force more formidable. Repel will make an enemy think twice before engaging him while Rage adds to his attacks to make short work of those who do. He shines in melee, and will combine well with abilities such as Battle Savvy and Aggressive Strategy. Bodyguard will also be of use, keeping Aragorn in play.



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