

# **SAVAGE WORLDS SKIRMISH LORD OF THE RINGS**

## **UNOFFICIAL SAVAGE WORLDS CONVERSION**

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**VERSION 1.1**

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# INTRODUCTION

A friend of mine, Rob, and I were talking about running a LotR rpg with Savage Worlds. I am really looking forward to Rob running this in an rpg. Another friend, Aaron, and I have been collecting too much lead (actually pewter) from GW. The game play is just okay to me after years of The Great Rail Wars. So with all of that the following is born Lord of the Rings Skirmish.

## WHAT IT IS AND IS NOT

This is modeled after the Randy's 50 Fathoms skirmish. Just with a bit of overzealous detail. It's not perfect and it's not meant to be the exact Gandalf, Frodo, and the rest of Tolkien's characters. This is just a representation for fun in a skirmish game.

## SPECIAL EQUIPMENT

Just some starter notes...

### LISTED WEAPONS

Cards include a list of several melee weapons in some cases. In general the model can have any one of the weapons listed. It is preferred to play with the rule "what you see, is what you have."

### MOUNTS

A Wild Card can purchase a mount at cost. A unit of 5 can also purchase mounts at the two times the cost of a single mount. So a riding horse for Aragorn would cost 3 points and a riding horse for 5 Soldiers of Gondor would cost 6. The exception would be Orcs on Wargs. Since in Savage Worlds Showdown the Wargs and Orcs can both attack (just like in the movies I might add), the cost is cost of a unit of Orcs and a unit of Wargs. A Wild Card can purchase a single Warg (unit cost divided by 5).

### SIEGE EQUIPMENT

Cards are included for Siege Equipment. These should be self-explanatory.

### THE RING

The Ring Bearer can put on the ring at any time (even when it is not his turn). To interrupt another players action to put on the ring is an opposed Agility roll. When the ring is on the Ring Bearer, an opposed Spirit roll is made against the opposing player, who rolls a d6. Bennies may be spent by both players. If the opposing player wins, he can move (only move) the Ring Bearer for the turn.

To take off the ring is a Spirit test (TN 4).

### ELVEN CLOAK:

Camouflage: For skirmish games, an opponent shooting the wearer at distances of 6" or more suffers a -4 penalty.

## SPELLS

The listed spells are just suggestions. Players could swap spells... for the most part.

# UPDATES

## VERSION 1.1

Updated a few notes (weapons, mounts, and spells) and fixed (added) some missing cards... like Samwise.

### \*DARK LORD SAURON

**A: d10, Sm: d10, Sp: d12, Str: d12, V: d10**

Climbing d8, **Fighting d12**, Notice d8, **Shooting d10, Spellcasting d10**, Swimming d6, Stealth d10, Taunt d10, **Throwing d10**,

**Pace: 6, Parry: 7, Toughness: 10 (+2)**

**Abilities:** The One Ring: 2 bennies to spend per turn, may not be carried over; Fear -4; Guts check at -4; Improved Sweep: can attack all adjacent targets; Command/Inspire: +2 Spirit rolls for the entire board foe and enemy (good must win, evil fears the master); Size +1

**Powers:** Blast: PP 2-6, 24/48/96, medium 2d6, 4PP large or 3d6, 6PP large + 3d6; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise; Fear: 2PP, range 2x Smarts, large template, guts check, -2 with raise; Puppet: 3 PP 3 rounds (1/r), range Smarts, spellcasting vs. Spirit to control; Stun: 2 PP, 12/24/48, medium template Vigor (-2 with raise) or be Shaken, Power Points- 40

**Gear:** Armor 2, Maul (Str+3)

**Cost:** 23, **Number:** Single

### \*WITCH KING

**A: d8, Sm: d6, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d8, **Shooting d8, Spellcasting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Corporeal Form: any turn with 0 PP left the creature disappears, the first time each round the creature is attack it loses 1 PP; Fear -2: Guts check -2; Dark Vision: suffers no darkness penalties; Ring Scent: can see the Ring Bearer; Can carry the Morgul Blade

**Powers:** Bolt: 1PP each, 1 to 3 bolts 2d6 damage, 2x PP 3d6, 12/24/48; Fear: 2PP, range 2x Smarts, large template, guts check, -2 with raise; Puppet: 3 PP 3 rounds (1/r), range Smarts, spellcasting vs. Spirit to control, Power Points- 20

**Gear:** Armor 2, Morgul Blade (Str+3, range, RoF 2, Poison: Vigor each round or lose Wound)

**Cost:** 13, **Number:** Single

### \*RINGWRAITH

**A: d8, Sm: d6, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d8, **Shooting d8, Spellcasting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Corporeal Form: any turn with 0 PP left the creature disappears, the first time each round the creature is attack it loses 1 PP; Fear -2: Guts check -2; Dark Vision: suffers no darkness penalties; Ring Scent: can see the Ring Bearer

**Powers:** Bolt: 1PP each, 1 to 3 bolts 2d6 damage, 2x PP 3d6, 12/24/48; Fear: 2PP, range 2x Smarts, large template, guts check, -2 with raise; Puppet: 3 PP 3 rounds (1/r), range Smarts, spellcasting vs. Spirit to control, Power Points- 15

**Gear:** Armor 2, Long Sword (Str+3)

**Cost:** 12, **Number:** Single

### HELL-HAWK

**A: d8, Sm: d6, Sp: d8, Str: d10, V: d12**

**Fighting d10**, Notice d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 7, Toughness: 12**

**Abilities:** Size +4, Fear -2: cause Guts check at -2, Flight: Pace of 24", Acceleration of 6".

**Gear:** Claw (Str+2)

**Cost:** 6, **Number:** Single

### LESSER BALROG

**A: d8, Sm: d6, Sp: d12, Str: d12, V: d10**

Climbing d8, **Fighting d10**, Notice d8, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 7, Toughness: 11**

**Abilities:** Size +4, Fear -2: cause Guts check at -2; Goblin Master: all Goblins +2 Spirit and Guts for Morale and Fear checks, Arcane Resistance: Armor +2 vs. arcane; +2 to resist

**Gear:** Claw (Str+2), Fire Whip (Str+3, Reach 2"), Great Sword (Str+4)

**Cost:** 8, **Number:** Single

### BALROG

**A: d8, Sm: d6, Sp: d12, Str: d12+2, V: d12+2**

Climbing d10, **Fighting d12**, Notice d10, **Shooting d10**, Stealth d6, **Throwing d10**,

**Pace: 6, Parry: 8, Toughness: 12**

**Abilities:** Size +4, Fear -2: cause Guts check at -2; Goblin Master: all Goblins +2 Spirit and Guts for Morale and Fear checks, Improved Arcane Resistance: Armor +4 vs. arcane; +4 to resist

**Gear:** Claw (Str+2), Fire Whip (Str+3, Reach 2"), Great Sword (Str+4)

**Cost:** 10, **Number:** Single

### \*GREATER BALROG

**A: d8, Sm: d6, Sp: d12, Str: d12+2, V: d12+2**

Climbing d10, **Fighting d12**, Notice d10, **Shooting d10**, Stealth d6, **Throwing d10**,

**Pace: 6, Parry: 8, Toughness: 12**

**Abilities:** Size +4, Fear -2: cause Guts check at -2; Goblin Master: all Goblins +2 Spirit and Guts for Morale and Fear checks, Improved Arcane Resistance: Armor +4 vs. arcane; +4 to resist

**Gear:** Claw (Str+2), Fire Whip (Str+3, Reach 2"), Great Sword (Str+4)

**Cost:** 20, **Number:** Single

### \*SARUMAN

**Race:** Wizard

**A: d8, Sm: d10, Sp: d10, Str: d8, V: d8**

Climbing d6, **Fighting d10**, Notice d10, Riding d8, **Shooting d8**, **Spellcasting d12**, Swimming d6, Stealth d8, **Throwing d8**,

**Pace: 6, Parry: 7, Toughness: 6**

**Abilities:** Staff of Power: +10 Power Points; Inspire/Command: +2 to units within 5" to recover from Shaken; Palantir: all spells on battlefield at short distance with the seeing stone

**Powers:** Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Burst: cone template Agility vs spellcasting roll / Shooting or suffer 2d10 damage; Dispel: dispels magic; Fear: 2PP, range 2x Smarts, large template, guts check, -2 with raise; Puppet: 3 PP 3 rounds (1/r), range Smarts, spellcasting vs. Spirit to control, Power Points- 25

**Gear:** Long Sword (Str+3)

**Cost:** 16, **Number:** Single

### \*THE MOUTH OF SAURON

**Race:** Man

**A: d6, Sm: d10, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Intimidation d8, Notice d8, Riding d6, **Shooting d6, Spellcasting d8**, Swimming d4, Stealth d4, Taunt d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Fear: must make Spirit roll to attack

**Powers:** Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise; Fear: 2 PP, range 2x Smarts, large template, guts check, -2 with raise; Puppet: 3 PP 3 rounds (1/r), range Smarts, spellcasting vs. Spirit to control, Power Points- 15

**Gear:** Armor 2, Long Sword (Str+3)

**Cost:** 11, **Number:** Single

**\*GRIMA WORMTONGUE**

Race: Man

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Intimidation d8, Notice d8, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, Taunt d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 5**

**Gear:** Dagger (Str+1, range, RoF 2, notes)

**Cost: 9, Number: Single**

**\*GOLLUM**

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d8**

Climbing d8, **Fighting d6**, Notice d6, **Shooting d8**, Stealth d10, Taunt d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 5**

**Abilities:** Infravision: halve penalties for dark lighting against living targets (round down); Size -1; Starts and tries to stay 6" within Ring bearer, no one can harm him until he attacks a foe, otherwise he is Frodo's pet

**Gear:** Claw (Str+1)

**Cost: 8, Number: Single**

**\*SHARKU**

Race: Orc

**A: d6, Sm: d6, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Intimidation d8, Notice d6, Riding d8, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3)

**Cost: 11, Number: Single**

**\*GRISHNAKH**

Race: Orc

**A: d6, Sm: d6, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Intimidation d8, Notice d6, Riding d8, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3)

**Cost: 11, Number: Single**

**\*GORBAG**

Race: Orc

**A: d6, Sm: d4, Sp: d8, Str: d6, V: d8**

Climbing d6, **Fighting d8**, Intimidation d8, Notice d6, Riding d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3)

**Cost: 9, Number: Single**

**\*ORC, SHAMAN**

Race: Orc

**A: d6, Sm: d4, Sp: d6, Str: d6, V: d6**

Climbing d4, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, **Spellcasting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 6 (+1)**

**Powers:** Blast: PP 2-6, 24/48/96, medium 2d6, 4PP large or 3d6, 6PP large + 3d6; Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Burst: cone template Agility vs spellcasting roll / Shooting or suffer 2d10 damage; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise;; Power Points- 10

**Gear:** Armor 1, Staff (Str+1)

**Cost: 8, Number: Single**

**\*ORC, CHIEFTAIN**

Race: Orc

**A: d6, Sm: d6, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Intimidation d8, Notice d6, Riding d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 9 (+3)**

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1)

**Cost: 12, Number: Single**

**\*ORC CAPTAIN**

Race: Orc

**A: d6, Sm: d4, Sp: d8, Str: d6, V: d6**

Climbing d4, **Fighting d8**, Notice d6, Riding d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3)

**Cost: 8, Number: Single**

**\*ORC CAPTAIN**

Race: Orc

**A: d6, Sm: d4, Sp: d8, Str: d6, V: d6**

Climbing d4, **Fighting d8**, Notice d6, Riding d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1)

**Cost: 10, Number: Single**

## ORC

**Race:** Orc

**A: d6, Sm: d4, Sp: d6, Str: d6, V: d6**

Climbing d4, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 17, Number: 5**

## ORC

**Race:** Orc

**A: d6, Sm: d4, Sp: d6, Str: d6, V: d6**

Climbing d4, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1)

**Cost: 22, Number: 5**

## \*DURBURZ, GOBLIN KING

**Race:** Moria Goblin

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d8**

Climbing d8, **Fighting d8**, Notice d6, **Shooting d8**, Stealth d10, Taunt d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Infravision: Goblins halve penalties for dark lighting against living targets (round down); Size -1

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Short Sword (Str+2)

**Cost: 9, Number: Single**

## \*MORIA GOBLIN SHAMAN

**Race:** Moria Goblin

**A: d8, Sm: d6, Sp: d6, Str: d4, V: d6**

Climbing d8, **Fighting d6**, Notice d6, **Shooting d8**, **Spellcasting d6**, Stealth d10, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 5 (+1)**

**Abilities:** Infravision: Goblins halve penalties for dark lighting against living targets (round down); Size -1

**Powers:** Blast: PP 2-6, 24/48/96, medium 2d6, 4PP large or 3d6, 6PP large + 3d6; Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Burst: cone template Agility vs spellcasting roll / Shooting or suffer 2d10 damage; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise; Power Points- 10

**Gear:** Armor 1, Staff (Str+1)

**Cost: 8, Number: Single**

## MORIA GOBLIN DRUMMER

**Race:** Moria Goblin

**A: d8, Sm: d6, Sp: d4, Str: d4, V: d6**

Climbing d8, **Fighting d6**, Notice d6, **Shooting d8**, Stealth d10, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+2)**

**Abilities:** Infravision: Goblins halve penalties for dark lighting against living targets (round down); Size -1, Drum: +1 to troops recovering from being Shaken within 15"

**Gear:** Armor 2, Bone Sticks (Str+1)

**Cost: 3, Number: Single**

## \*MORIA GOBLIN CAPTAIN

**Race:** Moria Goblin

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d8**

Climbing d8, **Fighting d6**, Notice d6, **Shooting d8**, Stealth d10, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Infravision: Goblins halve penalties for dark lighting against living targets (round down); Size -1

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Short Sword (Str+2)

**Cost: 8, Number: Single**

## \*MORIA GOBLIN CAPTAIN

**Race:** Moria Goblin

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d8**

Climbing d8, **Fighting d6**, Notice d6, **Shooting d8**, Stealth d10, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Infravision: Goblins halve penalties for dark lighting against living targets (round down); Size -1

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Short Sword (Str+2), Bow (2d6, 12/24/48, RoF 1)

**Cost: 10, Number: Single**

## MORIA GOBLIN

**Race:** Moria Goblin

**A: d8, Sm: d6, Sp: d4, Str: d4, V: d6**

Climbing d8, **Fighting d6**, Notice d6, **Shooting d8**, Stealth d10, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+2)**

**Abilities:** Infravision: Goblins halve penalties for dark lighting against living targets (round down); Size -1;

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Short Sword (Str+2), Spear (Str+2, Parry +1; Reach 1)

**Cost: 16, Number: 5**

## MORIA GOBLIN

**Race:** Moria Goblin

**A: d8, Sm: d6, Sp: d4, Str: d4, V: d6**

Climbing d8, **Fighting d6**, Notice d6, **Shooting d8**, Stealth d10, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+2)**

**Abilities:** Infravision: Goblins halve penalties for dark lighting against living targets (round down); Size -1;

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Short Sword (Str+2), Bow (2d6, 12/24/48, RoF 1)

**Cost: 21, Number: 5**

## WARG

**A: d8, Sm: d4 (A), Sp: d6, Str: d10, V: d8**

Climbing d6, **Fighting d8**, Notice d6,

**Pace: 10, Parry: 6, Toughness: 6**

**Abilities:** Go for the Throat: a raise on its attack roll hits the target's most weakly-armored location, Fleet-Footed: d10 running

**Gear:** Bite (Str+2)

**Cost:** 18, **Number:** 5

## DIRE WOLF

**A: d8, Sm: d4 (A), Sp: d6, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6,

**Pace: 10, Parry: 6, Toughness: 6**

**Abilities:** Go for the Throat: a raise on its attack roll hits the target's most weakly-armored location, Fleet-Footed: d10 running

**Gear:** Bite (Str+2)

**Cost:** 17, **Number:** 5

## \*LURTZ

**Race:** Uruk-Hai

**A: d8, Sm: d6, Sp: d8, Str: d10, V: d8**

Climbing d6, **Fighting d10**, Intimidation d8, Notice d6, Riding d8, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 7, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Size +1: Orcs are slightly larger than humans

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3), Bow (2d6, 12/24/48, RoF 1)

**Cost:** 14, **Number:** Single

## \*SHAGRAT

**Race:** Uruk-Hai

**A: d8, Sm: d6, Sp: d8, Str: d10, V: d8**

Climbing d6, **Fighting d10**, Intimidation d8, Notice d6, Riding d8, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 7, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Size +1: Orcs are slightly larger than humans

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3)

**Cost:** 12, **Number:** Single

## \*URUK-HAI SHAMAN

**Race:** Uruk-Hai

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d4, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, **Spellcasting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+1)**

**Abilities:** Size +1: Orcs are slightly larger than humans

**Powers:** Blast: PP 2-6, 24/48/96, medium 2d6, 4PP large or 3d6, 6PP large + 3d6; Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Burst: cone template Agility vs spellcasting roll / Shooting or suffer 2d10 damage; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise;., Power Points- 10

**Gear:** Armor 1, Staff (Str+1)

**Cost:** 9, **Number:** Single

## \*URUK-HAI CAPTAIN

**Race:** Uruk-Hai

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d4, **Fighting d8**, Notice d6, Riding d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Size +1: Orcs are slightly larger than humans

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1), Pike (Str+3, Reach 2; requires 2 hands)

**Cost:** 10, **Number:** Single

## \*URUK-HAI CAPTAIN

**Race:** Uruk-Hai

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d4, **Fighting d8**, Notice d6, Riding d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Size +1: Orcs are slightly larger than humans

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost:** 12, **Number:** Single

## URUK-HAI

**Race:** Uruk-Hai

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d4, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 8 (+2)**

**Abilities:** Size +1: Orcs are slightly larger than humans

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1), Pike (Str+3, Reach 2; requires 2 hands)

**Cost:** 21, **Number:** 5

## URUK-HAI

**Race:** Uruk-Hai

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d4, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 8 (+2)**

**Abilities:** Size +1: Orcs are slightly larger than humans

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost:** 26, **Number:** 5

### URUK-HAI BERSERKER

**Race:** Uruk-Hai

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d4, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 8**

**Abilities:** Fearless; Size +1: Orcs are slightly larger than humans; Tough 2

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Great Sword (Str+4)

**Cost: 21, Number: 5**

### \*TROLL CHIEFTAIN

**Race:** Troll

**A: d6, Sm: d4, Sp: d10, Str: d12+2, V: d12**

**Fighting d10**, Intimidation d10, Notice d6, **Shooting d8**, Swimming d6, **Throwing d8**,

**Pace: 6, Parry: 7, Toughness: 12 (+2)**

**Abilities:** Armor 2; Claws: Str+1; Fear: Guts roll; Improved Sweep: May attack all adjacent foes; Nerves of Steel: Ignore 1 wound penalty; Throw Stone: don't move pick up a rock and toss; Size +2

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Chain (Str+3, Reach 2"), Spear (Str+2, Parry +1; Reach 1), Maul (Str+3, Parry -1; 2 hands), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 16, Number: Single**

### CAVE TROLL

**Race:** Troll

**A: d6, Sm: d4, Sp: d10, Str: d12, V: d10**

**Fighting d8**, Intimidation d10, Notice d6, **Shooting d6**, Swimming d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 12 (+3)**

**Abilities:** Armor +1: Rubbery hide; Claws: Str+1; Fear: Guts roll; Improved Sweep: May attack all adjacent foes; Throw Stone: don't move pick up a rock and toss; Size +2

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Chain (Str+3, Reach 2"), Spear (Str+2, Parry +1; Reach 1), Maul (Str+3, Parry -1; 2 hands), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### CAVE TROLL

**Race:** Troll

**A: d6, Sm: d4, Sp: d10, Str: d12, V: d10**

**Fighting d8**, Intimidation d10, Notice d6, **Shooting d6**, Swimming d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 10 (+1)**

**Abilities:** Armor +1: Rubbery hide; Claws: Str+1; Fear: Guts roll; Improved Sweep: May attack all adjacent foes; Throw Stone: don't move pick up a rock and toss; Size +2

**Gear:** optional Shield +1 Parry +2 cost, Chain (Str+3, Reach 2"), Spear (Str+2, Parry +1; Reach 1), Maul (Str+3, Parry -1; 2 hands), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### MORDOR TROLL, OLOG-HAI

**Race:** Troll

**A: d6, Sm: d4, Sp: d10, Str: d12+2, V: d10**

**Fighting d8**, Intimidation d10, Notice d6, **Shooting d6**, Swimming d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 12 (+3)**

**Abilities:** Armor 2; Claws: Str+1; Fear: Guts roll; Improved Sweep: May attack all adjacent foes; Throw Stone: don't move pick up a rock and toss; Size +2

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Chain (Str+3, Reach 2"), Spear (Str+2, Parry +1; Reach 1), Maul (Str+3, Parry -1; 2 hands), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### MORDOR TROLL, OLOG-HAI

**Race:** Troll

**A: d6, Sm: d4, Sp: d10, Str: d12+2, V: d10**

**Fighting d8**, Intimidation d10, Notice d6, **Shooting d6**, Swimming d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 10 (+1)**

**Abilities:** Armor 2; Claws: Str+1; Fear: Guts roll; Improved Sweep: May attack all adjacent foes; Throw Stone: don't move pick up a rock and toss; Size +2

**Gear:** Optional Shield +1 Parry +2 cost, Chain (Str+3, Reach 2"), Spear (Str+2, Parry +1; Reach 1), Maul (Str+3, Parry -1; 2 hands), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### \*SHELOB

**Race:** Spider

**A: d10, Sm: d6, Sp: d10, Str: d8, V: d8**

**Fighting d8**, Notice d10,

**Pace: 6, Parry: 6, Toughness: 10 (+2)**

**Abilities:** Bite: Str+2; Fear: Guts check; Poison Attack: Shaken or wounded target gain +1 wound; Exoskeleton: +2 to Toughness; Pounce: starts the game hidden, on hold, must be 12" from any opponent; Size+2; Wall Walker

**Gear:** Bite (Str+2)

**Cost: 11, Number: Single**

### \*EASTERLING CAPTAIN

**Race:** Man

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 9, Number: Single**

### EASTERLING

**Race:** Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 19, Number: 5**



### \*WILD MEN CHIEFTAN

Race: Man

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 5**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"

**Gear:** Optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 8, Number: Single**

### WILD MAN

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 5**

**Gear:** Optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 17, Number: 5**

### \*BILBO BAGGINS

Race: Hobbit

**A: d6, Sm: d6, Sp: d8, Str: d4, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d4, **Shooting d6**, Stealth d8, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+3)**

**Abilities:** Size -1; Great Luck: 2 extra bennies for unit or single; Arcane Resistance: Armor +2 vs. arcane; +2 to resist

**Gear:** Mirthral Armor 3, Sting (Str+3), Sling (Str+1, 4/8/12, RoF 1)

**Cost: 8, Number: Single**

### \*FRODO BAGGINS

Race: Hobbit

**A: d6, Sm: d6, Sp: d8, Str: d4, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d4, **Shooting d6**, Stealth d8, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+3)**

**Abilities:** Size -1; Great Luck: 2 extra bennies for unit or single; Arcane Resistance: Armor +2 vs. arcane; +2 to resist; Trademark Weapon: Sting +1 Fighting

**Gear:** Mirthral Armor 3; optional Shield +1 Parry +2 cost, Sting (Str+3), Sling (Str+1, 4/8/12, RoF 1)

**Cost: 8, Number: Single**

### \*SAM GAMGEE

Race: Hobbit

**A: d6, Sm: d6, Sp: d8, Str: d4, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d4, **Shooting d6**, Stealth d8, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 4**

**Abilities:** Size -1; Luck: extra bennie for unit or single; Arcane Resistance: Armor +2 vs. arcane; +2 to resist

**Gear:** Short Sword (Str+2), Sling (Str+1, 4/8/12, RoF 1)

**Cost: 7, Number: Single**

### \*MERRY

Race: Hobbit

**A: d6, Sm: d6, Sp: d8, Str: d4, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d4, **Shooting d6**, Stealth d8, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 6 (+2)**

**Abilities:** Size -1; Luck: extra bennie for unit or single; Arcane Resistance: Armor +2 vs. arcane; +2 to resist

**Gear:** Armor 2; optional Shield +1 Parry +2 cos, Short Sword (Str+2), Sling (Str+1, 4/8/12, RoF 1)

**Cost: 7, Number: Single**

### \*PIPPIN

Race: Hobbit

**A: d6, Sm: d6, Sp: d8, Str: d4, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d4, **Shooting d6**, Stealth d8, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 6 (+2)**

**Abilities:** Size -1; Luck: extra bennie for unit or single; Arcane Resistance: Armor +2 vs. arcane; +2 to resist

**Gear:** Armor 2; optional Shield +1 Parry +2 cos, Short Sword (d4+2), Sling (Str+1, 4/8/12, RoF 1)

**Cost: 7, Number: Single**

### HOBBIT

Race: Hobbit

**A: d6, Sm: d6, Sp: d8, Str: d4, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d4, **Shooting d6**, Stealth d8, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 4**

**Abilities:** Size -1; Luck: extra bennie for unit or single; Arcane Resistance: Armor +2 vs. arcane; +2 to resist

**Gear:** Short Sword (Str+2), Sling (Str+1, 4/8/12, RoF 1)

**Cost: 18, Number: 5**

### \*ELROND

Race: High Elf

**A: d10, Sm: d10, Sp: d10, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Intimidation d8, Notice d8, Riding d8, **Shooting d10**, Swimming d6, Stealth d8, **Throwing d10**,

**Pace: 6, Parry: 7, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Level Headed: acts on best of two cards; Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2, Long Sword (Str+3)

**Cost: 14, Number: Single**

**\*ARWEN EVENSTAR**

Race: High Elf

**A: d10, Sm: d8, Sp: d10, Str: d6, V: d8**

Climbing d6, **Fighting d8**, Notice d8, Riding d10, **Shooting d8**, **Spellcasting d8**, Swimming d6, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 6**

**Abilities:** Common Bond: may give bennies to companions; Low Light Vision: ignore dark penalty in all but pitch black; Steady Hands: no range penalty on horse back; Rides Asfaloth: same as Shadowfax

**Powers:** Healing: PP3, touch, 1 wound, 2 with raise; Obscure: 2 PP, 3 rnd (1/rnd), range Smarts, large template all creatures take darkness penalty; Stun (Nature's Wrath): 2 PP, range 12/24/48, medium template, Vigor -2 or Shaken, Power Points- 10

**Gear:** Long Sword (Str+3)

**Cost:** 13, **Number:** Single

**\*GALADRIEL**

Race: High Elf

**A: d8, Sm: d10, Sp: d10, Str: d6, V: d8**

Climbing d8, **Fighting d8**, Notice d10, Riding d8, **Shooting d8**, **Spellcasting d12**, Swimming d6, Stealth d8, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 6**

**Abilities:** Mirror of Galadriel: once per turn a Wild Card within 6" can recover a spent bennie; Fear -2: Guts check -2; Great Luck: 2 extra bennies; Low Light Vision: ignore dark penalty in all but pitch black

**Powers:** Barrier: 1PP/section, 3 round (1/section/rnd), range Smarts, 1" Toughness 10 barrier; Obscure: 2 PP, 3 rnd (1/rnd), range Smarts, large template all evil creatures take darkness penalty; Stun: 2 PP, 12/24/48, medium template Vigor (-2 with raise) or be Shaken, Power Points- 25

**Gear:**

**Cost:** 14, **Number:** Single

**\*CELEBORN**

Race: High Elf

**A: d10, Sm: d10, Sp: d10, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Notice d8, Riding d8, **Shooting d8**, **Spellcasting d12**, Swimming d6, Stealth d8, **Throwing d8**,

**Pace: 6, Parry: 7, Toughness: 9 (+3)**

**Abilities:** Comand/Inspire: +2 to troops recovering from being Shaken within 5"; Fear -2: Guts check -2; Great Luck: 2 extra bennies; Low Light Vision: ignore dark penalty in all but pitch black

**Powers:** Barrier: 1PP/section, 3 round (1/section/rnd), range Smarts, 1" Toughness 10 barrier; Burst: cone template Agility vs spellcasting roll / Shooting or suffer 2d10 damage; Deflection: -2 to hit, -4 with Raise, Power Points- 20

**Gear:** Armor 3, Long Sword (Str+3)

**Cost:** 16, **Number:** Single

**\*GIL-GALAD**

Race: High Elf

**A: d10, Sm: d8, Sp: d10, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Notice d8, Riding d8, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 8, Toughness: 9 (+3)**

**Abilities:** Comand/Inspire: +2 to troops recovering from being Shaken within 5"; Fear: evil creatures must make a Guts check; Fearless: knows no Fear; Low Light Vision: ignore dark penalty in all but pitch black; Trademark Weapon: Aeglos (Spear) +1 Fighting

**Gear:** Armor 3, Aeglos (spear) (Str+2, Parry +1; Reach 1)

**Cost:** 14, **Number:** Single

**\*GLORFINDEL**

Race: High Elf

**A: d10, Sm: d8, Sp: d10, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Notice d8, Riding d8, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 7, Toughness: 7 (+1)**

**Abilities:** Comand/Inspire: +2 to troops recovering from being Shaken within 5"; Fearless: knows no Fear; Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 1, Long Sword (Str+3)

**Cost:** 13, **Number:** Single

**\*HIGH ELF MAGE**

Race: High Elf

**A: d8, Sm: d8, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, **Spellcasting d6**, Swimming d4, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 6 (+1)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Powers:** Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise; Healing: PP3, touch, 1 wound, 2 with raise, Power Points- 10

**Gear:** Armor 1, Staff (Str+1)

**Cost:** 9, **Number:** Single

**\*HIGH ELF CAPTAIN**

Race: High Elf

**A: d8, Sm: d8, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Fear: -2 for Evil Creatures; Low Light Vision: ignore dark penalty in all but pitch black; Rides Asfaloth (same as Shadowfax)

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost:** 10, **Number:** Single

**\*HIGH ELF CAPTAIN**

Race: High Elf

**A: d8, Sm: d8, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Fear: -2 for Evil Creatures; Low Light Vision: ignore dark penalty in all but pitch black; Rides Asfaloth (same as Shadowfax)

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost:** 12, **Number:** Single

**HIGH ELF**

Race: High Elf

**A: d8, Sm: d8, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black; Armor 3; optional Shield +1 Parry +5 cost

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost:** 22, **Number:** 5

## HIGH ELF

**Race:** High Elf

**A: d8, Sm: d8, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black; Armor 3; optional Shield +1 Parry +5 cost

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost: 27, Number: 5**

## \*LEGOLAS

**Race:** Wood Elf

**A: d12, Sm: d6, Sp: d10, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Notice d12, Riding d10, **Shooting d12**, Swimming d6, Stealth d10, **Throwing d12**,

**Pace: 8, Parry: 8, Toughness: 7 (+1)**

**Abilities:** Deadly Shot: 2 range attacker per turn; Dodge: -1 to be hit with range attacks, +1 Agility to avoid area effect; Fleet Footed: +2 Pace, d10 running die; Low Light Vision: ignore dark penalty in all but pitch black; Marksman: +2 aim to hit, if don't move; Quick: redraw card 5 or less; Steady Hands: ignores unstable platform penalties; Weapon Master: +1 Parry; No Movement penalty in woods

**Gear:** Armor 1, 2 Short Swords (Str+2), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost: 19, Number: Single**

## \*ELLADAN

**Race:** Wood Elf

**A: d10, Sm: d8, Sp: d8, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Notice d8, Riding d8, **Shooting d10**, Swimming d6, Stealth d8, **Throwing d10**,

**Pace: 6, Parry: 7, Toughness: 7 (+1)**

**Abilities:** Ambidextrous: ignores off-hand penalty; Low Light Vision: ignore dark penalty in all but pitch black; Two-Fisted: ignores multiaction penalty with two weapons; No Movement penalty in woods

**Gear:** Armor 1, 2 Long Swords (Str+3)

**Cost: 13, Number: Single**

## \*ELROHIR

**Race:** Wood Elf

**A: d10, Sm: d8, Sp: d8, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Notice d8, Riding d8, **Shooting d10**, Swimming d6, Stealth d8, **Throwing d10**,

**Pace: 6, Parry: 7, Toughness: 7 (+1)**

**Abilities:** Ambidextrous: ignores off-hand penalty; Low Light Vision: ignore dark penalty in all but pitch black; Two-Fisted: ignores multiaction penalty with two weapons; No Movement penalty in woods

**Gear:** Armor 1, 2 Long Swords (Str+3)

**Cost: 13, Number: Single**

## \*HALDIR

**Race:** Wood Elf

**A: d10, Sm: d8, Sp: d8, Str: d8, V: d8**

Climbing d8, **Fighting d10**, Notice d8, Riding d8, **Shooting d10**, Swimming d6, Stealth d8, **Throwing d10**,

**Pace: 6, Parry: 7, Toughness: 7 (+1)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Deadly Shot: 2 range attacker per turn at -2; Low Light Vision: ignore dark penalty in all but pitch black; Marksman: +2 aim to hit, if don't move; No Movement penalty in woods

**Gear:** Armor 1, Long Sword (Str+3), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost: 16, Number: Single**

## \*WOOD ELF MAGE

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, **Spellcasting d6**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+1)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Powers:** Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise; Healing: PP3, touch, 1 wound, 2 with raise, Power Points- 10

**Gear:** Armor 1, Staff (Str+1)

**Cost: 9, Number: Single**

## \*WOOD ELF CAPTAIN

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+1)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 1; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 9, Number: Single**

## \*WOOD ELF CAPTAIN

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+1)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 1; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost: 11, Number: Single**

## WOOD ELF

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+1)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 1; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 21, Number: 5**

## WOOD ELF

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 6 (+1)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 1; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost: 27, Number: 5**

## \*WOOD ELF CAPTAIN

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 9, Number: Single**

## \*WOOD ELF CAPTAIN

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost: 12, Number: Single**

## WOOD ELF

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 22, Number: 5**

## WOOD ELF

**Race:** Wood Elf

**A: d8, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d8, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black; No Movement penalty in woods

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Long Sword (Str+3), Elf Bow (2d6, 15/30/60, RoF 1)

**Cost: 27, Number: 5**

## \*GIMLI

**Race:** Dwarf

**A: d8, Sm: d6, Sp: d10, Str: d10, V: d12**

Climbing d8, **Fighting d12**, Intimidation d10, Notice d8, **Shooting d10**, Swimming d6, Stealth d6, **Throwing d10**,

**Pace: 5, Parry: 6, Toughness: 12 (+3)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Hold the Line: troops +1 Toughness; Improved Frenzy: 2 attacks; Low Light Vision: ignore dark penalty in all but pitch black; Tough: +1 Toughness

**Gear:** Armor 3, Great Axe (Str+4, AP 1; Parry -1; 2 hands), Throwing Axe (Str+2, 3/6/12, RoF 1)

**Cost: 18, Number: Single**

## \*DAIN IRNFOOT, KING OF EREBOR

**Race:** Dwarf

**A: d6, Sm: d8, Sp: d8, Str: d10, V: d10**

Climbing d6, **Fighting d10**, Intimidation d8, Notice d6, **Shooting d8**, Swimming d4, Stealth d4, **Throwing d8**,

**Pace: 5, Parry: 6, Toughness: 11 (+3)**

**Abilities:** Comand/Inspire: +2 to troops recovering from being Shaken within 5"; Hold the Line: troops +1 Toughness; Low Light Vision: ignore dark penalty in all but pitch black; Tough: +1 Toughness; Trademark Weapon: Barazantathul +1 Fighting

**Gear:** Armor 3, Great Axe (Str+4, AP 1; Parry -1; 2 hands)

**Cost: 14, Number: Single**

## \*DWARF MAGE

**Race:** Dwarf

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6, **Shooting d6**, **Spellcasting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 6, Toughness: 7 (+1)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Powers:** Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise; Healing: PP3, touch, 1 wound, 2 with raise, Power Points- 10

**Gear:** Armor 1, Staff (Str+1)

**Cost: 42, Number: 5**

## \*DWARF KING

**Race:** Dwarf

**A: d6, Sm: d6, Sp: d8, Str: d10, V: d10**

Climbing d6, **Fighting d10**, Intimidation d6, Notice d6, **Shooting d8**, Swimming d4, Stealth d4, **Throwing d8**,

**Pace: 5, Parry: 6, Toughness: 9 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Hold the Line: troops +1 Toughness; Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Great Axe (Str+4, AP 1; Parry -1; 2 hands)

**Cost: 12, Number: Single**

### \*DWARF CAPTAIN

Race: Dwarf

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3)

**Cost: 9, Number: Single**

### \*DWARF CAPTAIN

Race: Dwarf

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3),  
Throwing Axe (Str+2, 3/6/12, RoF 1)

**Cost: 10, Number: Single**

### \*DWARF CAPTAIN

Race: Dwarf

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3),  
Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2;  
requires 1 action to reload)

**Cost: 11, Number: Single**

### DWARF

Race: Dwarf

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d6, **Fighting d6**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 5, Toughness: 8 (+2)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3)

**Cost: 20, Number: 5**

### DWARF

Race: Dwarf

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d6, **Fighting d6**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 5, Toughness: 8 (+2)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3),  
Throwing Axe (Str+2, 3/6/12, RoF 1)

**Cost: 22, Number: 5**

### DWARF

Race: Dwarf

**A: d6, Sm: d4, Sp: d6, Str: d8, V: d8**

Climbing d6, **Fighting d6**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 5, Toughness: 8 (+2)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 2; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3),  
Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2;  
requires 1 action to reload)

**Cost: 25, Number: 5**

### KHAZAD GUARD

Race: Dwarf

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 6, Toughness: 9 (+3)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3)

**Cost: 22, Number: 5**

### KHAZAD GUARD

Race: Dwarf

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 6, Toughness: 9 (+3)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3),  
Throwing Axe (Str+2, 3/6/12, RoF 1)

**Cost: 25, Number: 5**

### KHAZAD GUARD

Race: Dwarf

**A: d6, Sm: d4, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Notice d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 5, Parry: 6, Toughness: 9 (+3)**

**Abilities:** Low Light Vision: ignore dark penalty in all but pitch black

**Gear:** Armor 3; optional Shield +1 Parry +1 cost, Sword or Axe (Str+3),  
Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2;  
requires 1 action to reload)

**Cost: 27, Number: 5**

### \*TREEBEARD

Race: Ent

**A: d6, Sm: d8, Sp: d10, Str: d12+2, V: d12+2**

**Fighting d10**, Intimidation d10, Notice d6, **Shooting d10**, Stealth d6, **Throwing d10**,

**Pace: 6, Parry: 7, Toughness: 14**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 17, Number: Single**

### ENT

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 14**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### ENT BIRCH

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 14**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss; Must charge enemy

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### ENT HAWTHORN

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 14**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss; Thorns: Str+2

**Gear:** Thorns (Str+2), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### ENT FIR

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 15**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss; Tough: Bark+1

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### ENT WILLOW

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 14**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss; Improved Frenzy: 2 attacks whipping willows

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 8, Number: Single**

### ENT BEECH

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 10, Parry: 6, Toughness: 14**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss; Fleet-footed: running d8

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

### ENT OAK

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12+2, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 15**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss; Sweep: attack adjacent foes at -2; Tough: +1 Bark

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 8, Number: Single**

### ENT ASH

Race: Ent

**A: d6, Sm: d8, Sp: d8, Str: d12, V: d12**

**Fighting d8**, Intimidation d8, Notice d6, **Shooting d8**, Stealth d6, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 14**

**Abilities:** Fear: must make Spirit roll to attack; Size +4; Thick Bark: +2 Toughness; Throw Stone: don't move pick up a rock and toss; Arcane Resistance: armor +2 vs. arcane power; +2 to resist arcane

**Gear:** Branch (Str+1), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

**\*RADAGAST THE BROWN**

Race: Wizard

**A: d10, Sm: d10, Sp: d10, Str: d8, V: d8**Climbing d8, **Fighting d10**, Notice d8, Riding d8, **Shooting d8**, **Spellcasting d12**, Swimming d6, Stealth d8, **Throwing d8**,**Pace: 6, Parry: 7, Toughness: 6****Abilities:** Staff of Power: +10 Power Points; Fear: Guts check; Master of Birds: foe only needs to be in range, not line of sight-sighted with birds; may ride Gwaihir; No penalty for crossing difficult terrain**Powers:** Barrier: 1PP/section, 3 round (1/section/rnd), range Smarts, 1" Toughness 10 barrier; Fear: 2PP, range 2x Smarts, large template, guts check, -2 with raise; Puppet (Animals only): 3 PP 3 rounds (1/r), range Smarts, spellcasting vs. Spirt to control; Call of the Wild: Summon and control multiple animals for entire battle Bear 5PP@, Insect swarm 2, Cougar 3, Wolf 3; Healing: PP3, touch, 1 wound, 2 with raise, Power Points- 20**Gear:** Staff (Str+1)**Cost:** 14, **Number:** Single**\*GANDALF THE WHITE**

Race: Wizard

**A: d8, Sm: d10, Sp: d12, Str: d8, V: d10**Climbing d6, **Fighting d10**, Intimidation d8, Notice d10, Riding d10, **Shooting d10**, **Spellcasting d12**, Swimming d6, Stealth d6, **Throwing d10**,**Pace: 6, Parry: 7, Toughness: 8****Abilities:** Staff of Power: +10 Power Points; Inspire/Command: +2 to units within 5" to recover from Shaken; Fervor: +1 Fighting to units within 5"; Tough as Nails: Toughness +1**Powers:** Powers of Light: Beast Friend; Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Burst: cone template Agility vs spellcasting roll / Shooting or suffer 2d10 damage; Deflection: -2 to hit, -4 with Raise; Dispel: dipels magic; Healing: 1 wound, 2 with raise; Speak Language, Power Points- 25**Gear:** Long Sword (Str+3), Staff (Str+1)**Cost:** 18, **Number:** Single**\*GANDALF THE GREY**

Race: Wizard

**A: d8, Sm: d10, Sp: d10, Str: d6, V: d8**Climbing d6, **Fighting d8**, Intimidation d8, Notice d8, Riding d8, **Shooting d8**, **Spellcasting d10**, Swimming d6, Stealth d6, **Throwing d8**,**Pace: 6, Parry: 6, Toughness: 7****Abilities:** Staff of Power: +10 Power Points; Command: +1 to units within 5" to recover from Shaken; Fervor: +1 Fighting to units within 5"; Tough as Nails: Toughness +1**Powers:** Powers of Light: Beast Friend; Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Dispel: dipels magic; Healing: 1 wound, 2 with raise; Speak Language, Power Points- 20**Gear:** Long Sword (Str+3), Staff (Str+1)**Cost:** 14, **Number:** Single**\*ARAGORN - STRIDER**

Race: Man

**A: d10, Sm: d8, Sp: d10, Str: d10, V: d8**Climbing d8, **Fighting d12**, Intimidation d6, Notice d8, Riding d10, **Shooting d10**, Swimming d8, Stealth d10, **Throwing d10**,**Pace: 6, Parry: 10, Toughness: 8 (+2)****Abilities:** Brave: +2 Guts checks; Combat Reflexes: +2 recover to Shaken; Comand: +1 to troops recovering from being Shaken within 5"; Fervor: +1 to Fighting within 5"; Improved Sweep: attack all adjacent foes; Improved Trademark Weapon: Anduril +2 Fighting; Master at Arms: +2 Parry**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Anduril (Str+4), Bow (2d6, 12/24/48, RoF 1)**Cost:** 19, **Number:** Single**\*ARAGORN - STRIDER**

Race: Man

**A: d10, Sm: d8, Sp: d10, Str: d10, V: d8**Climbing d8, **Fighting d12**, Intimidation d6, Notice d8, Riding d10, **Shooting d10**, Swimming d8, Stealth d10, **Throwing d10**,**Pace: 6, Parry: 10, Toughness: 9 (+3)****Abilities:** Brave: +2 Guts checks; Combat Reflexes: +2 recover to Shaken; Comand: +1 to troops recovering from being Shaken within 5"; Fervor: +1 to Fighting within 5"; Improved Sweep: attack all adjacent foes; Improved Trademark Weapon: Anduril +2 Fighting; Master at Arms: +2 Parry;**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Anduril (Str+4), Bow (2d6, 12/24/48, RoF 1)**Cost:** 19, **Number:** Single**\*BOROMIR**

Race: Man

**A: d8, Sm: d6, Sp: d8, Str: d8, V: d8**Climbing d6, **Fighting d10**, Intimidation d8, Notice d6, Riding d8, **Shooting d8**, Swimming d6, Stealth d6, **Throwing d8**,**Pace: 6, Parry: 7, Toughness: 8 (+2)****Abilities:** Horn of Gondor: gives +1 Spirit to troops in 5"; Comand: +1 to troops recovering from being Shaken within 5"; Frenzy: 1 extra Fighting attack at -2**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3), Bow (2d6, 12/24/48, RoF 1)**Cost:** 14, **Number:** Single**\*THEODEN, KING OF ROHAN**

Race: Man

**A: d8, Sm: d8, Sp: d8, Str: d8, V: d8**Climbing d6, **Fighting d10**, Intimidation d8, Notice d6, Riding d10, **Shooting d8**, Swimming d6, Stealth d6, **Throwing d8**,**Pace: 6, Parry: 7, Toughness: 10 (+3)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Fervor: troops within 5" +1 Fighting; Tough: +1 Toughness; Armor 3; optional Shield +1 Parry +2 cost**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Long Sword (Str+3)**Cost:** 13, **Number:** Single**\*EOMER, CAPTAIN OF ROHAN**

Race: Man

**A: d6, Sm: d6, Sp: d8, Str: d8, V: d6**Climbing d6, **Fighting d8**, Intimidation d6, Notice d6, Riding d8, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,**Pace: 6, Parry: 6, Toughness: 8 (+3)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Steady Hands: no penalty for shooting on horse back; Armor 3; optional Shield +1 Parry +2 cost**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Long Sword (Str+3)**Cost:** 10, **Number:** Single**\*EOWYN, MAID OF ROHAN**

Race: Man

**A: d8, Sm: d6, Sp: d10, Str: d8, V: d8**Climbing d6, **Fighting d10**, Notice d8, Riding d10, **Shooting d8**, Swimming d6, Stealth d6, **Throwing d8**,**Pace: 6, Parry: 7, Toughness: 8 (+2)****Abilities:** Frenzy: 1 extra Fighting attack -2; Giant Killer: +4 damage to 2x her size; Steady Hands: no penalty for shooting on horse back**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3)**Cost:** 12, **Number:** Single

**\*GAMLING, CAPTAIN OF ROHAN**

Race: Man

**A: d8, Sm: d6, Sp: d8, Str: d8, V: d8**Climbing d8, **Fighting d8**, Intimidation d8, Notice d8, Riding d8, **Shooting d8**, Swimming d6, Stealth d4, **Throwing d8**,**Pace: 6, Parry: 6, Toughness: 9 (+3)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
Steady Hands: no penalty for shooting on horse back**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Long Sword (Str+3), Bow (2d6, 12/24/48, RoF 1)**Cost: 14, Number: Single****\*FARAMIR, CAPTAIN OF THE RANGERS OF GONDOR**

Race: Man

**A: d8, Sm: d8, Sp: d8, Str: d10, V: d8**Climbing d8, **Fighting d10**, Intimidation d8, Notice d8, Riding d8, **Shooting d8**, Swimming d8, Stealth d8, **Throwing d8**,**Pace: 6, Parry: 7, Toughness: 8 (+2)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5"**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3)**Cost: 12, Number: Single****\*DAMROD, CAPTAIN OF THE RANGERS OF GONDOR**

Race: Man

**A: d8, Sm: d6, Sp: d8, Str: d8, V: d8**Climbing d8, **Fighting d8**, Intimidation d8, Notice d8, Riding d8, **Shooting d10**, Swimming d6, Stealth d10, **Throwing d10**,**Pace: 6, Parry: 6, Toughness: 8 (+2)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5"**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3), Bow (2d6, 12/24/48, RoF 1)**Cost: 14, Number: Single****\*DENETHOR, STEWARD OF GONDOR**

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d8, V: d8**Climbing d6, **Fighting d8**, Intimidation d8, Notice d6, Riding d6, **Shooting d6**, Swimming d6, Stealth d6, **Throwing d6**,**Pace: 6, Parry: 6, Toughness: 8 (+2)****Gear:** Armor 2; optional Shield +1 Parry +2 cost, Long Sword (Str+3)**Cost: 9, Number: Single****\*ELEDIL**

Race: Man

**A: d8, Sm: d8, Sp: d10, Str: d10, V: d10**Climbing d8, **Fighting d10**, Intimidation d8, Notice d8, Riding d10, **Shooting d10**, Swimming d6, Stealth d6, **Throwing d10**,**Pace: 6, Parry: 7, Toughness: 10 (+3)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
Fervor: +1 Fighting to troops within 5"; Natural Leader: may share bennier with troops in 5"; Trademark Weapon: Narsil +1 Fighting**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Narsil (sword) (Str+3)**Cost: 15, Number: Single****\*ISILDUR**

Race: Man

**A: d8, Sm: d8, Sp: d8, Str: d8, V: d10**Climbing d6, **Fighting d10**, Intimidation d8, Notice d8, Riding d8, **Shooting d8**, Swimming d6, Stealth d6, **Throwing d8**,**Pace: 6, Parry: 7, Toughness: 10 (+3)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
The Ring: can carry the ring; Armor 3; optional Shield +1 Parry +2 cost**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Long Sword (Str+3)**Cost: 12, Number: Single****\*MAGE (MAN)**

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, **Spellcasting d6**, Swimming d4, Stealth d4, **Throwing d6**,**Pace: 6, Parry: 5, Toughness: 6 (+1)****Powers:** Bolt: 1 to 3 bolts 2d6 damage, 2x PP 3d6; Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range Smarts, lower by die type, 2 with a raise; Healing: PP3, touch, 1 wound, 2 with raise, Power Points- 10**Gear:** Staff (Str+1)**Cost: 8, Number: Single****\*KING OF MEN**

Race: Man

**A: d8, Sm: d8, Sp: d8, Str: d8, V: d8**Climbing d6, **Fighting d8**, Intimidation d6, Notice d6, Riding d8, **Shooting d8**, Swimming d4, Stealth d4, **Throwing d8**,**Pace: 6, Parry: 6, Toughness: 9 (+3)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
Armor 3; optional Shield +1 Parry +1 cost**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Long Sword (Str+3)**Cost: 11, Number: Single****\*CAPTAIN OF MEN**

Race: Man

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,**Pace: 6, Parry: 6, Toughness: 8 (+3)****Abilities:** Comand: +1 to troops recovering from being Shaken within 5";  
Steady Hands: if from Gondor**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)**Cost: 9, Number: Single**



### \*CAPTAIN OF MEN

Race: Man

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Steady Hands: if from Gondor

**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 11, Number: Single**

### \*CAPTAIN OF MEN

Race: Man

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Steady Hands: if from Gondor

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 8, Number: Single**

### \*CAPTAIN OF MEN

Race: Man

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 7 (+2)**

**Abilities:** Comand: +1 to troops recovering from being Shaken within 5"; Steady Hands: if from Gondor

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 10, Number: Single**

### SOLDIERS OF GONDOR

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 18, Number: 5**

### SOLDIERS OF GONDOR

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 23, Number: 5**

### SOLDIERS OF MINAS TIRITH

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 8 (+3)**

**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 19, Number: 5**

### SOLDIERS OF MINAS TIRITH

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 8 (+3)**

**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 24, Number: 5**

### EXPERIENCED SOLDIERS

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d4, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 7 (+2)**

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Spear (Str+2, Parry +1; Reach 1)

**Cost: 21, Number: 5**

### EXPERIENCED SOLDIERS

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d4, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 7 (+2)**

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 26, Number: 5**

## RANGER OF GONDOR

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d8**, Swimming d4, Stealth d4, **Throwing d8**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 25, Number: 5**

## SOLDIERS OF ROHAN

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d8, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Steady Hands: no penalty for shooting on horse back

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Throwing Spear (Str+2, 3/6/12, RoF 1)

**Cost: 22, Number: 5**

## SOLDIERS OF ROHAN

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d8, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Steady Hands: no penalty for shooting on horse back

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 24, Number: 5**

## ROHAN ROYAL GUARD

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d8, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Steady Hands: no penalty for shooting on horse back

**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Throwing Spear (Str+2, 3/6/12, RoF 1)

**Cost: 23, Number: 5**

## ROHAN ROYAL GUARD

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d8**, Notice d6, Riding d8, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 8 (+3)**

**Abilities:** Steady Hands: no penalty for shooting on horse back

**Gear:** Armor 3; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3), Bow (2d6, 12/24/48, RoF 1), Crossbow (2d6, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 26, Number: 5**

## \*THE KING OF THE DEAD

Race: Man

**A: d8, Sm: d8, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Intimidation d6, Notice d6, Riding d8, **Shooting d8**, Swimming d4, Stealth d4, **Throwing d8**,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Drain Soul: any successful Fighting causes at least 1 wound; Ethereal: Ghosts are immaterial and can only be harmed by magical attacks; Fear -2: cause Guts check at -2

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3)

**Cost: 13, Number: Single**

## DEAD

Race: Man

**A: d6, Sm: d6, Sp: d6, Str: d6, V: d6**

Climbing d6, **Fighting d6**, Notice d6, Riding d6, **Shooting d6**, Swimming d4, Stealth d4, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7 (+2)**

**Abilities:** Drain Soul: any successful Fighting causes at least 1 wound; Ethereal: Ghosts are immaterial and can only be harmed by magical attacks; Fear -2: cause Guts check at -2

**Gear:** Armor 2; optional Shield +1 Parry +2 cost, Sword or 2-handed (Str+3)

**Cost: 24, Number: 5**

## \*GWAIHIR

**A: d8, Sm: d6, Sp: d8, Str: d10, V: d8**

**Fighting d10**, Notice d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 7, Toughness: 6**

**Abilities:** Bite/Claw: Str+1, Flight: Pace 12", 2x on dive, climb 6", Size +2

**Gear:** Bite/Claw (Str+1)

**Cost: 10, Number: Single**

## GIANT EAGLE

**A: d8, Sm: d6, Sp: d6, Str: d10, V: d8**

**Fighting d8**, Notice d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 6**

**Abilities:** Bite/Claw: Str+1, Flight: Pace 12", 2x on dive, climb 6", Size +2

**Gear:** Bite/Claw (Str+1)

**Cost: 5, Number: Single**

## DRAKE

**A: d6, Sm: d6 (A), Sp: d10, Str: d12+6, V: d12**

**Fighting d10**, Intimidation d12, Notice d8,

**Pace: 4, Parry: 7, Toughness: 17**

**Abilities:** Armor +4: Scaly hide; Fear: Drakes are frightening creatures to behold; Fiery Breath: Drakes breathe fire, Cone Template, 2d10 damage, every target within this cone may make an Agility roll at -2 to avoid; Large: Attackers add +2 to their attack rolls when attacking a drake due to its large size; Size +5: Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds; Tail Lash: Sweep all opponents in a 3" long by 6" wide rectangle, standard Fighting attack, and damage Str+2

**Gear:** Claw/Bite (Str+3)

**Cost:** 10, **Number:** Single

## \*DRAGON

**A: d8, Sm: d8, Sp: d10, Str: d12+9, V: d12**

**Fighting d10**, Intimidation d12, Notice d12,

**Pace: 6, Parry: 7, Toughness: 20**

**Abilities:** Armor +4: Scaly hide; Fear -2, Fiery Breath: Drakes breathe fire, Cone Template, 2d10 damage, every target within this cone may make an Agility roll at -2 to avoid; Flight: Pace of 24", Acceleration of 6"; Huge: Attackers add +4 to their Fighting or Shooting rolls; Improved Frenzy: two Fighting attacks with no penalty; Level Headed: Dragons act on the best of two cards. Size +8; Tail Lash: Sweep all opponents in a 3" long by 6" wide rectangle, standard Fighting attack, and damage Str+2

**Gear:** Claw/Bite (Str+3)

**Cost:** 24, **Number:** Single

## GIANT WORM

**A: d6, Sm: d6 (A), Sp: d10, Str: d12+10, V: d12**

**Fighting d6**, Notice d10, Stealth d10,

**Pace: 6, Parry: 5, Toughness: 22**

**Abilities:** Armor +4: Scaly hide; Burrow (20"): Giant worms can disappear and reappear on the following action anywhere within 20"; Huge: Attackers add +4 to their Fighting or Shooting rolls when attacking a worm due to its size; Size +10: Giant worms are usually well over 50' long and 10' or more in diameter; Slam: Giant worms attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the worm wins, the victim suffers 4d6 damage.

**Gear:** Bite (Str+2)

**Cost:** 9, **Number:** Single

## GHOST

**A: d6, Sm: d6, Sp: d10, Str: d6, V: d6**

**Fighting d6**, Intimidation d12+2, Notice d12, **Shooting d12**, Stealth d12+4, Taunt d10, **Throwing d12**,

**Pace: 6, Parry: 5, Toughness: 5**

**Abilities:** Ethereal: Ghosts are immaterial and can only be harmed by magical attacks; Fear -2

**Gear:** Thrown Objects (Str+1, 3/6/12, RoF 1)

**Cost:** 7, **Number:** Single

## HORSE, RIDING

**A: d8, Sm: d4 (A), Sp: d6, Str: d12, V: d8**

**Fighting d4**, Notice d6,

**Pace: 10, Parry: 4, Toughness: 8**

**Abilities:** Fleet Footed: Horses roll a d8 when running instead of a d6; Size +2: Riding horses weigh between 800 and 1000 pounds.

**Gear:** Bite (Str)

**Notes:** At cost for Wild Card, costs 5 to mount a unit of 5

**Cost:** 3, **Number:** Single

## HORSE, WAR

**A: d6, Sm: d4 (A), Sp: d6, Str: d12+2, V: d10**

**Fighting d8**, Notice d6,

**Pace: 8, Parry: 6, Toughness: 10**

**Abilities:** Fleet Footed: War horses roll a d8 when running instead of a d6; Size +3

**Gear:** Bite (Str+1)

**Cost:** 4, **Number:** Single

## LICHE

**A: d6, Sm: d12+2, Sp: d10, Str: d10, V: d10**

**Fighting d8**, Intimidation d12, Knowledge (occult)d12+2, Notice d10, **Shooting d6**, **Spellcasting d12**, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 13 (+6)**

**Abilities:** Death Touch: Liches drain the lives of those around them with a touch. Instead of attacking for damage, a liche may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target; Spells: Liches have 50 Power Points and know most every spell available; Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage; Zombie: Liches are necromancers first and foremost. The undead they raise through the zombie spell are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some liches have entire armies of the undead at their disposal. (buy your own undead)

**Gear:** Sword or 2-handed (Str+3)

**Cost:** 10, **Number:** Single

## OGRE

**A: d6, Sm: d4, Sp: d8, Str: d12+3, V: d12**

**Fighting d8**, Intimidation d8, Notice d4, **Shooting d6**, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 12 (+1)**

**Abilities:** Size +3; Sweep: May attack all adjacent foes at -2.

**Gear:** Sword or 2-handed (Str+3)

**Cost:** 6, **Number:** Single

## SKELETON

**A: d8, Sm: d4, Sp: d4, Str: d6, V: d6**

**Fighting d6**, Intimidation d6, Notice d4, **Shooting d6**, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7**

**Abilities:** Bony Claws: Str+1; Fearless: Skeletons are immune to fear and Intimidation; Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage.

**Gear:** Sword or 2-handed (Str+3)

**Cost:** 4, **Number:** Single

## TROLL

**A: d6, Sm: d4, Sp: d8, Str: d12+2, V: d10**

**Fighting d8**, Intimidation d10, Notice d6, **Shooting d6**, Swimming d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 10 (+1)**

**Abilities:** Armor +1: Rubbery hide; Claws: Str+1; Improved Sweep: May attack all adjacent foes; Fast Regeneration: Trolls may attempt a natural healing roll every round unless their wounds were caused by fire or flame; Size +2: Trolls are tall, lanky creatures over 8' tall.

**Gear:** Sword or 2-handed (Str+3)

**Cost: 7, Number: Single**

## BARROW-WIGHT

**A: d6, Sm: d6, Sp: d8, Str: d6, V: d6**

**Fighting d6**, Intimidation d6, Notice d6, **Shooting d6**, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7**

**Abilities:** Claws: Str; Fearless: Zombies are immune to Fear and Intimidation; Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage; Weakness (Head): Shots to a zombie's head are +2 damage, and piercing attacks do normal damage; Paralyze Victim: any successful hit, requires a Vigor roll or by paralysed, recovery on a Vigor roll -2.

**Gear:** Sword or 2-handed (Str+3)

**Cost: 4, Number: Single**

## ZOMBIE

**A: d6, Sm: d4, Sp: d6, Str: d6, V: d6**

**Fighting d6**, Intimidation d6, Notice d6, **Shooting d6**, **Throwing d6**,

**Pace: 6, Parry: 5, Toughness: 7**

**Abilities:** Claws: Str; Fearless: Zombies are immune to Fear and Intimidation; Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage; Weakness (Head): Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

**Gear:** Sword or 2-handed (Str+3)

**Cost: 4, Number: Single**

## LARGE BEAR

**A: d6, Sm: d6 (A), Sp: d8, Str: d12+4, V: d12**

**Fighting d8**, Notice d8, Swimming d6,

**Pace: 6, Parry: 6, Toughness: 10**

**Abilities:** Bear Hug: Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll; Claws: Str+2; Size +2

**Gear:** Bite/Claw (Str+2)

**Cost: 5, Number: Single**

## DOG/WOLF

**A: d8, Sm: d6 (A), Sp: d6, Str: d6, V: d6**

**Fighting d6**, Notice d10,

**Pace: 6, Parry: 5, Toughness: 4**

**Abilities:** Bite: Str+1; Fleet Footed: Dogs roll a d10 when running instead of a d6; Go for the Throat: Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location; Size -1

**Gear:** Bite (Str+1)

**Cost: 12, Number: 5**

## SWARM (VERMIN OR INSECT)

**A: d10, Sm: d4 (A), Sp: d12, Str: d8, V: d10**

**Fighting d10**, Notice d6,

**Pace: 10, Parry: 7, Toughness: 7**

**Abilities:** Bite or Sting: 2d4 damage medium template, Split: into four smaller swarms (Small Templates), Strength and Vigor lowered one die. Swarm: no damage from cutting and piercing weapons, area-effect and characters that roll on the ground inflict regular damage

**Gear:** Bite or Sting (2d4)

**Cost: 5, Number: Single**

## SPIDER, GIANT

**A: d10, Sm: d6 (A), Sp: d6, Str: d8, V: d8**

**Fighting d8**, Notice d10,

**Pace: 6, Parry: 6, Toughness: 10 (+2)**

**Abilities:** Bite: Str+2; Fear: Guts check; Poison Attack: Shaken or wounded target gain +1 wound; Exoskeleton: +2 to Toughness; Pounce: starts the game hidden, on hold, must be 12" from any opponent; Size+2; Wall Walker

**Gear:** Bite (Str+2)

**Cost: 5, Number: Single**

## SPIDER

**A: d10, Sm: d6 (A), Sp: d6, Str: d8, V: d8**

**Fighting d8**, Notice d10,

**Pace: 6, Parry: 6, Toughness: 8 (+2)**

**Abilities:** Bite: Str+2; Poison Attack: Shaken or wounded target gain +1 wound; Exoskeleton: +2 to Toughness; Pounce: starts the game hidden, on hold, must be 12" from any opponent; Wall Walker

**Gear:** Bite (Str+2)

**Cost: 4, Number: Single**

## BLACK HORSES

**A: d6, Sm: d4 (A), Sp: d6, Str: d12+2, V: d10**

**Fighting d8**, Notice d6,

**Pace: 10, Parry: 6, Toughness: 10**

**Abilities:** Fleet Footed: War horses roll a d8 when running instead of a d6; Size +3

**Gear:** Bite (Str)

**Cost: 4, Number: Single**

## SHADOWFAX

**A: d6, Sm: d4 (A), Sp: d6, Str: d12+2, V: d10**  
**Fighting d8**, Notice d6,

**Pace: 10, Parry: 6, Toughness: 10**

**Abilities:** Fleet Footed: War horses roll a d8 when running instead of a d6;  
Size +3

**Gear:** Bite (Str)

**Cost: 4, Number: Single**

## \*KRAKEN

**A: d8, Sm: d6, Sp: d8, Str: d12, V: d12**  
**Fighting d10**, Notice d6, **Shooting d6, Throwing d6**,

**Pace: 6, Parry: 7, Toughness: 13 (+2)**

**Abilities:** 12 Tentacles- 4 Attacks with Reach 5", each arm has 1 Wound;  
Beak Str+2; A raise on attack grabs foe; Size +3; Toughness+2

**Gear:** Tentacles (Str), Beak (Str+2)

**Cost: 13, Number: Single**

## OLIPHAUNT

**A: d4, Sm: d6 (A), Sp: d6, Str: d12+6, V: d12**  
**Fighting d8**, Intimidation d10, Notice d6, **Shooting d6, Throwing d6**,

**Pace: 18, Parry: 6, Toughness: 17 (+2)**

**Abilities:** Size 7; Armor +2; Huge: +4 to hit; Sweep with Trunk: a raise  
grabs one foe; Boulder can be people or uprooted trees; Hodah: can be  
fitted to hold 20 and trainer

**Gear:** Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 8, Number: Single**

## ETTEN

**Race:** Troll

**A: d6, Sm: d6, Sp: d8, Str: d12, V: d10**

**Fighting d8**, Intimidation d10, Notice d6, **Shooting d6**, Swimming d6,  
**Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 10 (+1)**

**Abilities:** Armor +1: Rubbery hide; Claws: Str+1; Fear: Guts roll; Throw  
Stone: don't move pick up a rock and toss; Size +2; optional Shield +1  
Parry +1 cost; Improved Frenzy: may make two attacks

**Gear:** Chain (Str+3, Reach 2"), Spear (Str+2, Parry +1; Reach 1), Maul  
(Str+3, Parry -1; 2 hands), Boulders (Str+3, 3/6/12, RoF 1)

**Cost: 7, Number: Single**

## VAMPIRE

**A: d6, Sm: d6, Sp: d10, Str: d8, V: d8**

**Fighting d8**, Intimidation d8, Notice d8, Riding d6, **Shooting d6**, Stealth  
d8, Taunt d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 6**

**Abilities:** Bite/Claw: Str+1, Vampire Attack: Raise on attack automatically  
wounds; Can turn into a Vampire Bat; Unbound Spirit: when host body  
dies becomes Incorporeal and searches for a new host- see you next  
game

**Powers:** Boost/Lower Trait (reduce Spirit): 2 PP, 3 round (1/r), range  
Smarts, lower by die type, 2 with a raise; Fear: 2PP, range 2x Smarts,  
large template, guts check, -2 with raise; Puppet: 3 PP 3 rounds (1/r),  
range Smarts, spellcasting vs. Spirit to control, Power Points- 10

**Gear:** Bite/Claw (Str+1), Sword or 2-handed (Str+3)

**Cost: 30, Number: 5**

## VAMPIRE BAT

**A: d8, Sm: d6, Sp: d6, Str: d10, V: d8**

**Fighting d8**, Notice d8, **Shooting d6**, Stealth d6, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 6**

**Abilities:** Bite/Claw: Str+1, Vampire Attack: Raise on attack automatically  
wounds; Flight: Pace 12", 2x on dive, climb 6"

**Gear:** Bite/Claw (Str+1)

**Cost: 5, Number: Single**

## WEREWOLF

**A: d6, Sm: d6, Sp: d8, Str: d8, V: d8**

Climbing d6, **Fighting d8**, Intimidation d8, Notice d8, **Shooting d6**, Stealth  
d8, **Throwing d6**,

**Pace: 6, Parry: 6, Toughness: 7**

**Abilities:** Bite/Claw: Str+2; Frenzy: Extra Fighting attack at -2; Go for the  
Throat: Raise on the attack automatically wounds; Transform: Human  
form; Size +1

**Gear:** Bite/Claw (Str+2)

**Cost: 25, Number: 5**

## LADDER

**Acc/Top Speed: /, Toughness: 7, Crew:**

**Notes:** Pace: crew (no running); Need to hire a soldier unit of 5 or 2 of size  
+1

**Gear:**

**Cost: 1, Number: Single**

## BALISTA

**Acc/Top Speed: 3/6, Toughness: 10, Crew: 2**

**Notes:** Can not move and fire in the same turn; Need to hire 1/2 of a  
soldier unit (get 3 of 5)

**Gear:** Bolt (2d8, 15/30/60, RoF 0.5, AP 2; requires 1 action to reload)

**Cost: 6, Number: Single**

**CATAPULT****Acc/Top Speed:** 3/6, **Toughness:** 10, **Crew:** 2-5**Notes:** Can not move and fire in the same turn; Need to hire a soldier unit of 5 or 2 of size +1; Can be pulled at Pace and run of beast of burden**Gear:** Boulders (2d10, 15/30/60, RoF 1, Small Burst)**Cost:** 6, **Number:** Single**CATAPULT FIRE****Acc/Top Speed:** 3/6, **Toughness:** 10, **Crew:** 2-5**Notes:** Can not move and fire in the same turn; Need to hire a soldier unit of 5 or 2 of size +1; Can be pulled at Pace and run of beast of burden**Gear:** Boulder Explosion (2d8, 15/30/60, RoF 1, Medium Burst)**Cost:** 6, **Number:** Single**RAM****Acc/Top Speed:** /, **Toughness:** 10, **Crew:** 2-10**Notes:** Pace: crew (no running); Need to hire a soldier unit of 5 or 2 of size +1**Gear:** Ram (2d10+special, Damage: roll Strength for all crew, each success adds +1 (+size bonus of crew) damage, raises do not matter)**Cost:** 2, **Number:** Single**BLANK****A:** d4, **Sm:** d4, **Sp:** d4, **Str:** d4, **V:** d4**Pace:** 6, **Parry:** 2, **Toughness:** 4**Gear:****Cost:** 1, **Number:** Single**A:** d, **Sm:** d, **Sp:** d, **Str:** d, **V:** d**Pace:** , **Parry:** , **Toughness:****Gear:****Cost:** , **Number:****A:** d, **Sm:** d, **Sp:** d, **Str:** d, **V:** d**Pace:** , **Parry:** , **Toughness:****Gear:****Cost:** , **Number:****A:** d, **Sm:** d, **Sp:** d, **Str:** d, **V:** d**Pace:** , **Parry:** , **Toughness:****Gear:****Cost:** , **Number:****A:** d, **Sm:** d, **Sp:** d, **Str:** d, **V:** d**Pace:** , **Parry:** , **Toughness:****Gear:****Cost:** , **Number:****A:** d, **Sm:** d, **Sp:** d, **Str:** d, **V:** d**Pace:** , **Parry:** , **Toughness:****Gear:****Cost:** , **Number:**