

LORD OF THE RINGS

ISENGARD

Any numbers of times per turn

Once per turn

OLOG-HAI

Activation

Discard one die to activate a unit of Elite or a Warlord

1-3

4-5

6

KILL!

Melee

Discard the die to gain 3 Attack Dice (4 Attack Dice if a 6 was Discarded).

Reduce your unit's Armour by one

1-3

4-5

6

SHIELDS UP!

Shooting / Reaction

Discard this die to gain one Armour against this enemy Shooting.

1-3

+

4-5

URUK-HAI

Activation

Discard one die to activate a unit of Warriors

1-3

4-5

BATTLECRY

Melee

Discard this die to immediately remove one FATIGUE from any one of your units engaged in this melee. Gain 1 Attack die.

1-3

4-5

UTTER MADNESS

Orders

Discard these dice. All enemy Armour values are reduced by one until the end of the turn

6

+

6

ORCS

Activation

Discard one die to activate a unit of Lebvies

4-5

6

TILL DEATH

Melee

Discard this die. At the end of the melee, before any FATIGUE is added or any unit disengages, immediately resolve another melee with the surviving figures.

4-5

THUNDERBOLT

Orders

Discard these dice to immediately remove from the game one enemy unit of Warriors or Levies with 3 models or less.

4-5

+

6

ACTIVATION POOL

Orders

Discard one die to roll Two extra SAGA dice

6

SMASH

Melee

Discard these dice. You may re-roll any of your Attack Dice that failed to hit.

1-3

+

4-5

LASHES

Activation

Discard these dice. Discard a FATIGUE from your Warlord and from all units within M of him.

6

ATTACK POOL

Melee or Shooting

Discard one die to gain one Attack Die (two Attack Dice if the discard die was a 6)

1-3

4-5

6

BLOODLUST

Melee

Discard this die and eliminate up to 3 of your Warriors or Elite engaged in this melee. Gain 3 Attack Dice per figure removed (4 Attack Dice if the discarded die was a 6)

4-5

6

COWARDS!!!

Activation / Reaction

Discard these dice. When an enemy unit is activated for Shooting. Chance that activation into a Movement activation.

1-3

+

4-5

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CORE UNITS

Bùrzum/ Warlord (1)

Points: 0
SAGA Dice: 2
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting
Movement: M

Options: Bow (Armour - 1/Shooting)

Olog-Hai / Elite (4)

Points: 1
SAGA Dice: 1
Melee: 2 Dices
Shooting: 1 Dice
Fatigue: 4
Armour: 5
Movement: M
Options: Berserker (4 Dices Melee / - 2 Armour) or Crossbow (Armour - 1)

Uruk-Hai / Warrior (8)

Points: 1
SAGA Dice: 1
Melee: 1 Dice
Shooting: 1 Dice per 2 Warrior
Fatigue: 3
Armour: 4
Movement: M
Options: Pike (2 Dices in melee vs. Mounted/Armour - 1) or Bow (Armour - 1)

Orcs / Levy (16)

Points: 1
SAGA Dice: 0
Melee: 1 Dice per 3 Levies
Shooting: 1 Dice per 3 Levies
Fatigue: 2
Armour: 3
Movement: M

Option: Bow (Armour - 1)

OPTIONAL UNITS

Warg riders / Warrior (8)

Points: 2
SAGA Dice: 1
Melee: 3 Dice
Shooting: 1 Dice per 2 Warrior
Fatigue: 3
Armour: 4 Melee/3 Shooting
Movement: L

Options: Bow (Armour - 1/Melee)

Special:

- **SADDLE FAST:** They may MOVE and SHOOT with 1 activation.

Dunlendings/ Warrior (8)

Points: 2
SAGA Dice: 1
Melee: 1 Dice
Shooting: 1 Dice per 2 Warrior
Fatigue: 3
Armour: 4
Movement: M

Options: Twohanded weapons (-1 Armour in melee for Dunlendings and enemy unit)

Special

- **CROWD:** If you have more models engaged in melee than enemy models, gain 1 Attack Die per every friendly model that outnumbers enemy models.
- **OATH:** They always ignore the first FATIGUE which they were gotten in their own turn.

HEROES

Saruman / Warlord (1)

Points: 1
SAGA Dice: 4
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting
Movement: M (L = mounted)

Options: Mounted (Armour - 1/Shooting)

Special:

- **SARUMANS VOICE:** He adds at the start of each Isengard turn 1 FATIGUE to every enemy unit within a distance of M.
- **SARUMANS FORCE:** He may re-roll any failed Defense Die once.

Uglùk / Warlord (1)

Points: 1
SAGA Dice: 3
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting
Movement: M (L = mounted)

Options: Bow (Armour - 1/Shooting)

Special

- **SAVAGE:** In melee every enemy gets - 1 Armour.
- **UNDAUNDED BY DEATH:** He never uses SIDE-BY-SIDE.
- **IMMORTAL:** He has 2 extra Points of Life instead of the usual 1 point.