

LORD OF THE RINGS

ROHAN

Any numbers of times per turn

Once per turn

EROLINGAS

Activation

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

1-3

4-5

6

BLOOD DAY

Melee

Discard the die to gain 3 Attack Dice (4 Attack Dice if a 6 was discarded). May only be used by a mounted unit. At the end of this melee, add a FATIGUE to your unit.

1-3

4-5

6

TAKE AIM!

Shooting

Discard these dice to re-roll any Attack Dice that failed to hit the target

1-3

+

6

ROHIRRIM

Activation

Discard one die to activate a unit of Warriors

1-3

4-5

FOR THE KING

Melee

Discard the dice. If you inflict at least twice as many hits with your unit than it suffers in this melee, each hit it scored against an enemy unit becomes two hits

4-5

+

6

AIM HIGH!

Orders

Discard this die. Until the end of your turn, the range of your unmounted bows is doubled.

4-5

MEN of the Mark

Activation

Discard one die to activate a unit of Levies

4-5

6

IMPACT

Melee

Discard these dice. If your engaged unit is mounted and is fighting a dismounted unit, immediately eliminate one enemy Warrior or two enemy Levies that are engaged in this melee.

1-3

+

1-3

FIRE!

Activation

Discard these dice to immediately activate all your units equipped with range weapons. They may only Shoot with this activation. No unit gains FATIGUE for this activation

4-5

+

6

ACTIVATION POOL

Orders

Discard one die to roll Two extra SAGA dice

6

CHASE

Melee

Discard these dice. If at the end of the melee the enemy unit(s) are forced to disengage, immediately activate for movement one of your mounted units engaged in this melee. This movement does not generate an FATIGUE

6

EROLS DREAD

Activation

Discard these dice. Activate a mounted unit. If that unit engages an enemy unit with this activation, this enemy unit immediately gains one FATIGUE

1-3

+

4-5

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

HELMS HORN

Melee

Discard these dice. Your Warlord gains 5 additional Attack Dice and may re-roll any failed to hit attack die. At the end of the melee, add 3 FATIGUE to your Warlord.

6

+

6

HUNTING

Activation

Discard these dice. Activate a mounted unit for a movement. This movement gets an extra S movement distance and can be freely made through friendly models and units.

1-3

+

4-5

LORD OF THE RINGS

ROHAN

CORE UNITS

Marshal / Warlord (1)

Points: 0
SAGA Dice: 2
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting)

Erolingas / Elite (4)

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

Options: Mounted (Armour - 1 /Shooting)

Rohirrim / Warrior (8)

Points: 1
SAGA Dice: 1
Melee: 1 Dice
Shooting: 1 Dice per 2 Warrior
Fatigue: 3
Armour: 4
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) and/or Bow (Armour - 1 /Melee)

Men of the Mark / Levy (12)

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

Weapon: Bow

OPTIONAL UNITS

The Kings Banner / Elite (4)

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

Options: Mounted (Armour - 1 /Shooting) and/or Bow (Armour - 1 /Melee)

Special

- **MEN, LARGER THAN LIFE:** Each time they are activated they may use two actions (Move and/or Shoot) and gets only one FATIGUE.
- **FINEST HOUR:** They may use 3 instead of 2 dice in Melee, but they will get 2 FATIGUE when using 3 attack dice.

Fellows / Elite (3)

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

Options: Mounted (Armour - 1 /Shooting)

Special

- The *Fellows* counts as Elite for activation / May not use any abilities
- **Aragorn:** Sword / Knife (Javelin) / 1 extra *Point of Life* (as Warlord).
- **Legolas:** Bow (Range 2 x L / re-roll miss)
- **Gimli:** Axe (doublehanded = -1 Armour at opponent in melee / Throwing Axe (Javelin)

HEROES

Theoden / Warlord (1)

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

Options: Mounted (Armour - 1 /Shooting)

Special:

- **FEARLESS:** Immune to FATIGUE and at the start of the Rohan turn, before SAGA dice are rolled, all friendly units within M of Theoden discard 1 FATIGUE.
- **FOLLOW ME!** If uses *We Obey*, he may activate 2 units within S, none will be able to engage in melee. Any unit activated by *We Obey* may use Move or Shoot.

Eómer / 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: Mounted (Armour - 01 /Shooting)

Special

- **LEGENDRAY:** Add one additional FATIGUE (after melee) to all enemy units involved in a melee with Eómer.
- **SKILLED FIGHTER:** He may re-roll any of his Defence Dice that failed to cancel a hit in melee.