

LORD OF THE RINGS

MORDOR

Any numbers of times per turn

Once per turn

URUKS

Activation

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

1-3

4-5

6

BLOODY MINDED

Melee

Discard this dice. Add between one and three FATIGUE to one of your engaged units. Gain one Attack Die and one Defence Die per FATIGUE added

1-3

+

6

RED EYE

Activation

Discard these dice to activate your Warlord and all units within L of him. You may not engage melee with these activations. These activations do not generate FATIGUE.

6

+

6

ORCS

Activation

Discard one die to activate a unit of Warriors

1-3

4-5

DARK SKY

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

SAURON

Orders

Discard this die to re-roll any of your SAGA dice OR choose on SAGA die and change the side of that die to any symbol you want.

1-3

4-5

6

GOBLINS

Activation

Discard one die to activate a unit of Levies

4-5

6

BONDAGE OF THE WILL

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

BLACK FLOOD

Activation

Discard these dice to activate all your Warriors and Levies. They may not engage melee with this activation.

4-5

+

6

ACTIVATION POOL

Orders

Discard one die to roll Two extra SAGA dice

6

MAGGOTS

Melee

Discard this die. If you have more models engaged in this melee than enemy models, gain one Attack Die per every friendly model that outnumbers enemy models.

1-3

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

POISON

Melee

Discard this die. 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

GRUESOME

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

LORD OF THE RINGS

MORDOR

CORE UNITS

Durbatulùg / Warlord (1)

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

Options: 2-handed weapon (-1 Armour in melee for Warlord and enemy unit)

Urùks/ Elite (4)

Points: 1
SAGA Dice: 1
Melee: 2 Dices
Shooting: 1 Dice
Fatigue: 4
Armour: 5
Movement: M

Options: 2-handed weapon (-1 Armour in melee for URUKS and enemy unit)

Orcs / Warrior (8)

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

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

Orc Tracker / 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

Option: Bow or Javelin

OPTIONAL UNITS

Warg / Warrior (8)

Points: 2
SAGA Dice: 1
Melee: 2 Dice
Shooting: -
Fatigue: 4
Armour: 4
Movement: L

Options: -

Special:

- **BORN TO BE WILD:** Add one additional FATIGUE (after melee resolution) to all enemy units involved in a melee.
- **WILD BEAST:** The never suffer movement reduction from terrain.

Troll/ Levy (1 - 4)

Points: 1 (per Troll)
SAGA Dice: 0
Melee: 6 Dices
Shooting: 3 Dices
Fatigue: 4
Armour: 5
Movement: M

Weapon: Mighty weapon (-1 Armour for enemy unit)

Special

- **IRON SKIN:** He has 2 extra *Points of Life*. You need 3 undefended hits to kill a troll.
- **STONES:** He may throw Stones like javelins (Distance M)
- **MOB:** You may use the 1-4 Trolls as single figures/ units or you can join them to one unit.

HEROES

Ringwraith / Warlord (1)

Points: 2
SAGA Dice: 3
Melee: 6 Dices
Shooting: 0 Dices
Fatigue: -
Armour: 5 Melee/6 Shooting
Movement: M (L = mounted / 2 x L = flying)

Options: Mounted (Armour - 1/Shooting) / Flying (Armour - 1 /Shooting + ignore terrain and other units)

Weapon: Mighty weapon (-1 Armour for enemy unit)

Special:

- **FEAR:** He adds at the start of each Mordor turn 1 FATIGUE to every enemy unit within a distance of M.
- **GHOST:** Immune to FATIGUE
- **UNDAUNDED BY DEATH:** He never uses SIDE-BY-SIDE.

Mouth of Sauron / 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

- **MASTER OF DECEIT:** At the start of each own turn target an enemy Exhausted unit. Eliminate one figure (no Warlord) from this unit. Then discard a FATIGUE from that unit.
- **PERFIDY:** At the start of each enemy turn he may choose an enemy unit that may not be a Warlord. That unit is activated for a movement. It must move as close as possible to the closest of your units, engaging it in melee if possible.