# ORD OR RINGS ITH

KHAZÂD

Any numbers of times per turn

Once per turn

# **NAUGRIM**

### Activation

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

1-3 4-5

6

# SOILD AS ROCK

### Melee

Discard this die to gain 2
Defence Dice (4 Dice if the result was a 6), the unit has no limitation for the use of defence dice this turn

4-5

1-3

6

# NOBLE LINEAGE

### **Orders**

Discard this die to re-reroll any of our SAGA-Dice or change the side of that die to any symbol you want. 1-3

4-5

6

# AZAGHÂL

### Activation

Discard one die to activate a unit of Warriors

4-5

1-3

HARD AS IRON

### Melee

One Unit may reroll all failed Defence dice.

+

1-3

1-3

INBAR

### **Orders**

Discard this die. Discard a Fatigue from your Warlord and all Units within M of him

6

# CHILDREN OF AULE

### Activation / Melee

**ACTIVATION** 

Discard one die to roll Two extra SAGA dice

**POOL** 

**Orders** 

Cancel one Fatigue of one of your own units

4-5

6

**RAISE SHIELDS** 

RIEN (PA

# Melee or Shooting

### / Reaction

the Armour value of your unit by one. 4-5

KHAZÂD AI-MÊNU!

### Activation

Discard this dice to activate all of your Warrior units.

+

6

4-5

6

ESTFOLD Emnet

# BARUK KHAZÂD!

### Melee

Roll one D6 for each disenganging enemy model after this melee (non-Warlord), Models are removed if the result is higher than it's armour.

1-3

**DURIN'S FOLK** 

Dagorlad (Battle Plain

### **Orders**

Discard this die to add 1 Armour to all own Units until the end of the round.

6

# COMBAT POOL

### Melee

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

4-5

1-3

6

6

# TIRELESS

### Melee

gstrand

Discard this die, at the end of this melee all your engaged units suffer one less fatigue.

4-5

# **ASSAULT**

### Activation

Discard this die and activate one of your units for a movement (two units if the discarded die was a 6). For this movement only, the unit(s) is (are) considered to be armed with throwing axes, but with a range

6

4-5

# ORD OF RIVER RIVERS OF Angmar Language Grey Mou

KHAZÂD

Wood A

Erebor The Lonely Mountain

# **CORE UNITS**

# **OPTIONAL UNITS**

## **HEROES**

### UZBAD/ Warlord (1)

Points:0SAGA Dice:2Melee:5 DicesShooting:1 DiceFatigue:5Armour:5 Melee/6 Shooting

Armour: 5 Melee/6 Shooting

Options: or 2-handed weapon (-1 Armour

in melee for own and enemy unit)

### NAUGRIM/ Elite (4)

 Points:
 1

 SAGA Dice:
 1

 Melee:
 2 Dice

 Shooting:
 1 Dice

 Fatigue:
 4

 Armour:
 5

 Movement:
 S

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

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# AZAGHÂL / Warrior (8)

Points:1SAGA Dice:1Melee:1 DiceShooting:1 Dice per 2 WarriorFatigue:3

Movement: 5
Options: Bow (Armour – 1 /Melee) or 2-

**Options**: Bow (Armour – 1/Melee) or 2handed weapon (-1 Armour in melee for own and enemy unit) or Throwing Axes\*

### \*Throwing Axes:

- Range S
- -1 Armour for enemy unit
- 1 Armour /Shooting for own unit
- Used as iavelins

111 42:34 111.

### SIGIN-TARÂG/ Elite (4)

Points: 2
SAGA Dice: 1
Melee: 3 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 6
Movement: S

**Option**: 2-handed weapon (-1 Armour in melee for own and enemy unit) or Throwing Axes\*

### Special:

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- **FEARLESS**: No FATIGUE after a Melee
- STAND FIRM!: At the end of a melee, before any FATIGUE is added or any unit disengages, immediatley resolve another melee with the surviving figures.

### BALIN (1)

Points: 1
SAGA Dice: 3
Melee: 5 Dices
Shooting: 1 Dice
Fatigue: 5

Armour: 5 Melee/6 Shooting

Weapons: 2-handed weapon (-1 Armour in melee for enemy unit) and Throwing Axes\*

### Special:

- Mithril armour: all models in a warband led by Balin have an armour of 6 against shooting.
- Master of the Axe: Balin generates 3
   Attack Dice when using his throwing Axes.

# THARKÛN/ Warrior (8)

Points: 1
SAGA Dice: 1
Melee: 1 Dice
Shooting: 1 Dice

Shooting: 1 Dice per 2 Warrior

Fatigue: 3 Armour: 5 Movement: VS

Weapon: Pikes / Large Shields

### Special

 Pike and Shield: 2 Dices in melee vs. mounted units and Trolls.

### THORIN (1)

Points: 1
SAGA Dice: 3
Melee: 5 Dices
Shooting: 1 Dice
Fatigue: 5
Armour: 5 Melee/6 Shooting

Weapons: 2-handed weapon (-1 Armour in melee for enemy unit)

d-do

### Special:

- King under the Mountain: As long as Thorin is on table, you always roll 6 SAGA dice at the start of the turn.
- Fellows of Thorin: One of the warrior units my by upgraded to Fellows of Thorin. Each of these fellows generates one additional Attack Die in melee, when this unit attack an enemy unit.

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