

LORD OF THE RINGS

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

1-3

4-5

6

NOBLE

LINEAGE

Orders

Discard this die to re-eroll 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

1-3

4-5

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

Cancel one Fatigue of one of your own units

4-5

6

RAISE SHIELDS

Melee or Shooting / Reaction

Discard these dice to increase 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

ACTIVATION POOL

Orders

Discard one die to roll Two extra SAGA dice

6

BARUK KHAZÂD!

Melee

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

1-3

DURIN'S FOLK

Orders

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

6

+

6

COMBAT POOL

Melee

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

1-3

4-5

6

TIRELESS

Melee

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 of M.

4-5

6

