

LORD OF THE RINGS

ELVES

Any numbers of times per turn

Once per turn

Noldor / Maethor

1-3

Activation

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

4-5

6

TAWARRANDIR

1-3

Orders

Discard this die. During this turn, all your foot units do not suffer any movement reductions for whatever reason.

4-5

6

SKILLED ARCHERS

1-3

Shooting

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

+

6

Sindar

1-3

Activation

Discard one die to activate a unit of Warriors

4-5

FORESEE

1-3

Melee/Reaction

Choose one SAGA ability on the enemy Battleboard with a single SAGA Die placed on its ability box. Discard this die.

+

4-5

HAWK'S EYES

Orders

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

4-5

BATTLE POOL

1-3

Orders

All SAGA Dice placed on this ability must have different symbols. When an ability of this Battleboard refers to X, it is the number of SAGA Dice on this ability box.

4-5

6

TIRELESS

1-3

Orders or Orders/Reaction

Discard up to X FATIGUES from any units in play. 4-5

4-5

SWIFTNESS

1-3

Activation/Reaction

After an enemy unit has been activated for a movement but before the movement is resolved, activate one of your units. The number of models in this unit may not exceed three times the number of SAGA dice in your Battle Pool.

+

4-5

ATTACK POOL

1-3

Melee or Shooting

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

4-5

6

BERIA

Melee or

Shooting/Reaction

Before determining the number of Defence Dice to be rolled, reduce the number of hits suffered by your unit by X.

4-5

THANGAIL

Orders/Reaction

Designate X units. Until the end of the current turn, if any of these units is shot at or engaged in melee, it automatically gains X Defence Dice during step 2 or 3 of the shooting/melee.

6

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ELVES

CORE UNITS

Maethor / 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),
2-handed weapon or bow (Armour - 1)

Noldor/ 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),
2-handed weapon or bow (Armour - 1)

Sindar/ Warrior (8)

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

Options: 2-handed weapon or bow
(Armour - 1)

OPTIONAL UNITS

Ent (1)

Points: 2
SAGA Dice: 1
Melee: 8 Dices
Shooting: 4 Dices
Fatigue: 4
Armour: 5
Movement: M

Special

- **THICK BARK:** He has 2 extra Points of Life. You need 3 undefended hits to kill an Ent.
- **STONES:** He may throw Stones like javelins (Distance M)

Thoronath / Eagle (1)

Points: 2
SAGA Dice: 1
Melee: 8 Dices
Shooting: -
Fatigue: 4
Armour: 5
Movement: 2 x L (Flight)

- **Nosedive:** Immune against FATIGUE after melee
- **Energy:** He has 1 extra Points of Life. You need 2 undefended hits to kill an Eagle.
- **Terrifying:** Opponents in melee gets 2 FATIGUE at the end of the melee.

HEROES

Galadriel / Warlord (1)

Points: 1
SAGA Dice: 2
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee /6 Shooting
Movement: M

Power of Lothlórien: At the start of order phase, roll a die. If the result is higher than the number of SAGA Dice generated by your Warband you will benefit from the Power of Lothlórien. If the result is equal or lower, you may roll a die again in subsequent turns, but with a -1 penalty for every next try. (The power can only obtained once per Game!):

- Discard all FATIGUE from your Warband.
- Roll 8 SAGA Dice this Order Phase
- All units gets +1 Armour this turn
- Each unit get 1 free Activation
- All Noldor and Sindar units generate 1 extra Attack Die in melee
- All melee hits are cancelled on 3+ this turn

Elrond / Warlord (1)

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

Options: Mounted (Armour - 1)

Banner Bearer: Together with Elrond comes a *Noldor* Banner Bearer (on foot, with sword or spear).

As long as he is alive:

- He generates 2 SAGA Dice each turn.
- Any own unit (incl. the standard bearer) within S and in melee or target of shooting ignores 1 un-cancelled hit (like Warlord).
- He never rolls Defence Dice.
- If he is killed, and Elrond is within S, he may pick up the Standard. The Special rules than continue to apply.