

Rohan ELITE RIDERS

To Attack	5+	Attack hits	3+
To Move	7+	Defense hits	5+
To Shoot	-	Shoot hits	-

Courage	3+	Armour	4
		Movement	10"

Models	6	Points	6
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Wild Charge p27
Counter Charge p27

Rohan HEAVY RIDERS

To Attack	5+	Attack hits	4+
To Move	5+	Defense hits	5+
To Shoot	-	Shoot hits	-

Courage	4+	Armour	3
		Movement	10"

Models	6	Points	4
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Counter Charge p27

Rohan LIGHT RIDERS

To Attack	7+	Attack hits	5+
To Move	5+	Defense hits	6+
To Shoot	6+ / 12"	Shoot hits	5+

Courage	5+	Armour	3
		Movement	12"

Models	6	Points	4
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Skirmish p31
Evade p31

Gondor LIGHT MISSILES A

To Attack	7+	Attack hits	6+
To Move	6+	Defense hits	5+
To Shoot	6+ / 18"	Shoot hits	5+

Courage	4+	Armour	2
		Movement	6"

Models	12	Points	4
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Gondor LIGHT MISSILES B

To Attack	7+	Attack hits	6+
To Move	6+	Defense hits	5+
To Shoot	6+ / 18"	Shoot hits	5+

Courage	4+	Armour	2
		Movement	6"

Models	12	Points	4
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Gondor ELITE FOOT

To Attack	5+	Attack hits	3+
To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-

Courage	3+	Armour	4
		Movement	6"

Models	6	Points	6
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Ranger p36
this unit uses its normal Att/Def/Armour profile
when fighting in rough terrain

Gondor HEAVY FOOT 1

To Attack	6+	Attack hits	5+
To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-
Courage	4+	Armour	3
		Movement	6"
Models	12	Points	4

Wall of Spears p37

Gondor LIGHT FOOT

To Attack	6+	Attack hits	5+
To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-
Courage	4+	Armour	2
		Movement	8"
Models	12	Points	3

Wall of Spears p39

Gondor HEAVY FOOT 2

To Attack	6+	Attack hits	5+
To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-
Courage	4+	Armour	3
		Movement	6"
Models	12	Points	4

Wall of Spears p37

riders x1 12 includes captain
riders x1 6
archers x2 12
heavy infantry x3 12
light infantry x1 12
elite infantry x1 6

Gondor HEAVY FOOT 3

To Attack	6+	Attack hits	5+
To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-
Courage	4+	Armour	3
		Movement	6"
Models	12	Points	4

Wall of Spears p37

Iron Hills ELITE RIDERS

Iron Hills HEAVY RIDERS

Iron Hills LIGHT RIDERS

To Attack	5+	Attack hits	3+	To Attack	5+	Attack hits	4+	To Attack	7+	Attack hits	5+
To Move	7+	Defense hits	5+	To Move	5+	Defense hits	5+	To Move	5+	Defense hits	6+
To Shoot	-	Shoot hits	-	To Shoot	-	Shoot hits	-	To Shoot	6+ / 12"	Shoot hits	5+
Courage	3+	Armour	4	Courage	4+	Armour	3	Courage	5+	Armour	3
		Movement	10"			Movement	10"			Movement	12"
Models	6	Points	6	Models	6	Points	4	Models	6	Points	4
Wild Charge			p27	Counter Charge			p27	Skirmish			p31
Counter Charge			p27					Evade			p31

Iron Hills LIGHT MISSILES A

To Attack	7+	Attack hits	6+
To Move	6+	Defense hits	5+
To Shoot	6+ / 18"	Shoot hits	5+
Courage	4+	Armour	2
		Movement	6"
Models	12	Points	4

Iron Hills LIGHT MISSILES B

To Attack	7+	Attack hits	6+
To Move	6+	Defense hits	5+
To Shoot	6+ / 18"	Shoot hits	5+
Courage	4+	Armour	2
		Movement	6"
Models	12	Points	4

Iron Hills ELITE FOOT

To Attack	5+	Attack hits	3+
To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-
Courage	3+	Armour	4
		Movement	6"
Models	6	Points	6

Ranger p36
 this unit uses its normal Att/Def/Armour profile
 when fighting in rough terrain

Iron Hills HEAVY FOOT 1

Iron Hills HEAVY FOOT 2

Iron Hills HEAVY FOOT 3

To Attack	6+	Attack hits	5+	To Attack	6+	Attack hits	5+	To Attack	6+	Attack hits	5+
To Move	5+	Defense hits	4+	To Move	5+	Defense hits	4+	To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-	To Shoot	-	Shoot hits	-	To Shoot	-	Shoot hits	-
Courage	4+	Armour	3	Courage	4+	Armour	3	Courage	4+	Armour	3
		Movement	6"			Movement	6"			Movement	6"
Models	12	Points	4	Models	12	Points	4	Models	12	Points	4

Wall of Spearsp37

Wall of Spearsp37

Wall of Spearsp37

Iron Hills LIGHT FOOT

To Attack	6+	Attack hits	5+
To Move	5+	Defense hits	4+
To Shoot	-	Shoot hits	-
Courage	4+	Armour	2
		Movement	8"
Models	12	Points	3

Wall of Spearsp39

riders x1 12 includes captain
riders x1 6
archers x2 12
heavy infantry x3 12
light infantry x1 12

elite infantry x1 6

Greater Warbeast1

To Attack	5+	Attack hits	3+
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Greater Warbeast2

To Attack	5+	Attack hits	3+
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To Move	6+	Defense hits	6+
To Shoot	-	Shoot hits	-
Courage	3+	Armour	4
		Movement	10"
Models	1	Points	6
Ranger			p32
Wild Charge			p32
Stomper			p32

Lesser Warbeast	1
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To Attack	5+	Attack hits	4+
To Move	6+	Defense hits	6+
To Shoot	-	Shoot hits	-
Courage	4+	Armour	3
		Movement	12"
Models	1	Points	4
Ranger			p34
Wild Charge			p34
Fleet Footed			p34

To Move	6+	Defense hits	6+
To Shoot	-	Shoot hits	-
Courage	3+	Armour	4
		Movement	10"
Models	1	Points	6
Ranger			p32
Wild Charge			p32
Stomper			p32

Lesser Warbeast	2
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To Attack	5+	Attack hits	4+
To Move	6+	Defense hits	6+
To Shoot	-	Shoot hits	-
Courage	4+	Armour	3
		Movement	12"
Models	1	Points	4
Ranger			p34
Wild Charge			p34
Fleet Footed			p34