

Rohan ELITE RIDERS				Rohan HEAVY RIDERS				Rohan 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						Evide			p31

Gondor LIGHT MISSILES			A	Gondor LIGHT MISSILES			B	Gondor ELITE FOOT			
To Attack	7+	Attack hits	6+	To Attack	7+	Attack hits	6+	To Attack	5+	Attack hits	3+
To Move	6+	Defense hits	5+	To Move	6+	Defense hits	5+	To Move	5+	Defense hits	4+
To Shoot	6+ / 18"	Shoot hits	5+	To Shoot	6+ / 18"	Shoot hits	5+	To Shoot	-	Shoot hits	-
Courage	4+	Armour	2	Courage	4+	Armour	2	Courage	3+	Armour	4
		Movement	6"			Movement	6"			Movement	6"
Models	12	Points	4	Models	12	Points	4	Models	6	Points	6

Gondor HEAVY FOOT				1	Gondor HEAVY FOOT				2	Gondor 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	

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Gondor LIGHT FOOT				riders x1 12 includes captain riders x1 6
To Attack	6+	Attack hits	5+	archers x2 12
To Move	5+	Defense hits	4+	heavy infantry x3 12
To Shoot	-	Shoot hits	-	light infantry x1 12
Courage	4+	Armour	2	elite infantry x1 6
		Movement	8"	
Models	12	Points	3	

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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				Iron Hills LIGHT MISSILES B				Iron Hills ELITE FOOT			
To Attack	7+	Attack hits	6+	To Attack	7+	Attack hits	6+	To Attack	5+	Attack hits	3+
To Move	6+	Defense hits	5+	To Move	6+	Defense hits	5+	To Move	5+	Defense hits	4+
To Shoot	6+ / 18"	Shoot hits	5+	To Shoot	6+ / 18"	Shoot hits	5+	To Shoot	-	Shoot hits	-
Courage	4+	Armour	2	Courage	4+	Armour	2	Courage	3+	Armour	4
		Movement	6"			Movement	6"			Movement	6"
Models	12	Points	4	Models	12	Points	4	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 Spears			p37	Wall of Spears			p37	Wall of Spears			p37

Iron Hills LIGHT FOOT				riders x1 12 includes captain riders x1 6			
To Attack	6+	Attack hits	5+	archers x2 12			
To Move	5+	Defense hits	4+	heavy infantry x3 12			
To Shoot	-	Shoot hits	-	light infantry x1 12			
Courage	4+	Armour	2	elite infantry x1 6			
		Movement	8"				
Models	12	Points	3				
Wall of Spears			p39				

Greater Warbeast			1	Greater Warbeast			2
To Attack	5+	Attack hits	3+	To Attack	5+	Attack hits	3+

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

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