

LORD OF THE RINGS

GONDOR

Any numbers of times per turn

Once per turn

KNIGHTS

Activation

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

1-3

4-5

6

ASSAULT

Melee

Discard the die to gain 3 Attack Dice (4 Attack Dice if a 6 was discarded). May only be used by a mounted unit.

1-3

4-5

6

At the end of this melee, add a FATIGUE to your unit.

COMMANDER

Order

Discard this die to re-roll any of your SAGA dice OR choose one SAGA die and change the side of that die to any symbol you want.

1-3

4-5

6

MAN AT ARMS

Activation

Discard one die to activate a unit of Warriors

1-3

4-5

PURSUIT

Melee

After the melee, if your opponent was forced to disengage, roll one D6 for each non-Warlord disengaging model. Remove it as a casualty if the dice roll is greater than its Armour.

1-3

GENERALSHIP

Activation / Reaction

After an opponent has spent dice to activate one or more units, discard the die in this box to cancel the activation of one unit.

4-5

6

MILITIA

Activation

Discard one die to activate a unit of Levies

4-5

6

FORMATION

Melee

Discard these dice. You may re-roll any of your Defence Dice that failed to cancel a hit.

1-3

+

1-3

FOLLOW ME!

Activation

Discard these dice to activate your Warlord and all units within L of him. You may not engage melee with these activations. These activations do not generate FATIGUE.

6

+

6

ACTIVATION POOL

Orders

Discard one die to roll Two extra SAGA dice

6

RUSH

Melee

Discard this die. Gain one Attack Die. Gain also one additional Attack die for every FATIGUE the enemy unit(s) has (or have).

4-5

6

CHASE

Orders

Discard this die to target an enemy Exhausted unit. Eliminate two figures from that unit. Then discard a FATIGUE from that unit. You may not target a Warlord with this ability.

4-5

ATTACK POOL

Melee or Shooting

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

1-3

4-5

6

SHIELDWALL

Melee or Shooting / Reaction

Discard these dice to increase the Armour value of your unit by one.

1-3

+

6

ART OF WAR

Orders

Discard these dice. Add one FATIGUE to three different enemy units.

6

+

6

LORD OF THE RINGS

GONDOR

CORE UNITS

Captain/ 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)

Knights / Elite (3)

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

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging)

Man at Arms / Warrior (8)

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

Options: Bow (Armour - 1 /Melee) or 2-handed weapon (-1 Armour in melee for own and enemy unit / max. 1 unit)

Militia / Levy (12)

Points: 1
SAGA Dice: 0
Melee: 1 Dice per 3 Levies
Shooting: 1 Dice per 2 Levies
Fatigue: 2
Armour: 3
Movement: M

Options: Bow or Javlin

OPTIONAL UNITS

Court Guards/ Elite (3)

Points: 2
SAGA Dice: 1
Melee: 3 Dices
Shooting: 1 Dice
Fatigue: 4
Armour: 5 (Defense Die 4+)
Movement: M

Options: -

Special:

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

Dol Amroth / Elite (3)

Points: 2
SAGA Dice: 1
Melee: 3 Dices
Shooting: 1 Dice
Fatigue: 4
Armour: 5 (Defense Die 4+)
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging)

Special:

- **FEARLESS:** No FATIGUE after a Melee
- **BROTHERS IN ARMS:** May use SIDE by SIDE as a Warlord, but the other friendly unit also needs an Activation.

HEROES

Faramir/ Warlord (1)

Points: 1
SAGA Dice: 3
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting (Defense Die 4+)
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging) or Bow (Armour - 1 /Melee)

Special:

- **FEARLESS:** No FATIGUE after a Melee
- **TAKE HEART!:** Discard a FATIGUE from your Warlord and from all friendly units within M of him.

Imrahil / Warlord (1)

Points: 1
SAGA Dice: 3
Melee: 5 Dices
Shooting: 2 Dices
Fatigue: 4
Armour: 5 Melee/6 Shooting (Defense Die 4+)
Movement: M (L = mounted)

Options: Mounted (Armour - 1 /Shooting) with Lance (Enemy armour -1 if charging)

Special:

- **FEARLESS:** No FATIGUE after a Melee
- **ETERNAL FAME:** He may activate all friendly Knights within L once per turn.