

WARRIOR OF ROHAN

6 pts

MAN, ROHAN, INFANTRY, WARRIOR | 25MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	3	4+	3	4	1	1	7+	6+

escut 5

OPTIONS (Must choose one)

War horn, shield, throwing spears

28 pts

Banner

25 pts

Shield and throwing spears

3 pts

Shield

1 pts

Bow

1 pts

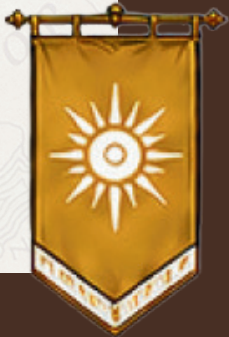
WARGEAR

Amour, hand weapon.

SPECIAL RULES

Spear Mastery - **Active** - This model may use its throwing spears as a normal spear during the Fight Phase, so long as it hasn't made a shooting attack with it in either the preceding Move Phase or Shoot Phase.





URUK-HAI WARRIOR

9 pts

URUK-HAI | ISENGARD | WARRIOR, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	4	4+	4	5	1	1	7+	7+

escut 6

OPTIONS (Must choose one)

Banner

25 pts

Crossbow

2 pts

Pike

1 pts

Shield

1 pts

WARGEAR

Heavy armour, hand weapon.

SPECIAL RULES

Shieldwall







CAPTAIN OF ROHAN

45 pts

MAN | ROHAN | HERO, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
6"	4	4+	4	5	2	2	6+	6+	2	1	1

escut i armadura 7

OPTIONS

Horse	20 pts
Exchange armour for heavy armour	5 pts
Shield	5 pts

HEROIC ACTIONS

- Heroic March



WARGEAR

Armour, hand weapon.

SPECIAL RULES

Expert Rider, Horse Lord

HORSE

Mv	Fv	Sv	S	D	A	W	C	I
10"	2	6+	3	4	0	1	7+	7+

WARRIOR OF ROHAN

6 pts

MAN, ROHAN, INFANTRY, WARRIOR | 25MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	3	4+	3	4	1	1	7+	6+

escut 5

OPTIONS (Must choose one)

War horn, shield, throwing spears	28 pts
Banner	25 pts
Shield and throwing spears	3 pts
Shield	1 pts
Bow	1 pts

WARGEAR

Amour, hand weapon.

SPECIAL RULES

Spear Mastery - Active - This model may use its throwing spears as a normal spear during the Fight Phase, so long as it hasn't made a shooting attack with it in either the preceding Move Phase or Shoot Phase.





URUK-HAI CAPTAIN 65 pts

URUK-HAI | ISENGARD | HERO, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
6"	5	4+	5	7	2	2	6+	6+	2	1	1

WARGEAR

Heavy armour, shield, hand weapon.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Shieldwall



URUK-HAI WARRIOR 9 pts

URUK-HAI | ISENGARD | WARRIOR, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	4	4+	4	5	1	1	7+	7+

escut 6

OPTIONS (Must choose one)

Banner	25 pts
Crossbow	2 pts
Pike	1 pts
Shield	1 pts

WARGEAR

Heavy armour, hand weapon.

SPECIAL RULES

Shieldwall





CAPTAIN OF ROHAN

45 pts

MAN | ROHAN | HERO, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
6"	4	4+	4	5	2	2	6+	6+	2	1	1

escut i armadura 7

OPTIONS

Horse	20 pts
Exchange armour for heavy armour	5 pts
Shield	5 pts

HEROIC ACTIONS

- Heroic March



WARGEAR

Armour, hand weapon.

SPECIAL RULES

Expert Rider, Horse Lord

HORSE

Mv	Fv	Sv	S	D	A	W	C	I
10"	2	6+	3	4	0	1	7+	7+

WARRIOR OF ROHAN

6 pts

MAN, ROHAN, INFANTRY, WARRIOR | 25MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	3	4+	3	4	1	1	7+	6+

escut 5

OPTIONS (Must choose one)

War horn, shield, throwing spears	28 pts
Banner	25 pts
Shield and throwing spears	3 pts
Shield	1 pts
Bow	1 pts

WARGEAR

Amour, hand weapon.

SPECIAL RULES

Spear Mastery - Active - This model may use its throwing spears as a normal spear during the Fight Phase, so long as it hasn't made a shooting attack with it in either the preceding Move Phase or Shoot Phase.





RIDER OF ROHAN

14 pts

MAN | ROHAN | WARRIOR, CAVALRY | 40MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	3	4+	3	5	1	1	7+	6+

OPTIONS (Up to one choice)

Banner	25 pts
Throwing spears	2 pts

WARGEAR

Armour, hand weapon, shield, bow, horse.

SPECIAL RULES

Expert Rider

Arise, Riders of Rohan! - Active - If this model is within 12" of a Rohan General and has the Cavalry keyword, then it gains a bonus of +1 to its Fight Value in a turn in which it Charges.

Spear Mastery - Active - This model may use its throwing spears as a normal spear during the Fight Phase, so long as it hasn't made a shooting attack with it in either the preceding Move Phase or Shoot Phase.



HORSE

Mv	Fv	Sv	S	D	A	W	C	I
10"	2	6+	3	4	0	1	7+	7+



URUK-HAI CAPTAIN 65 pts

URUK-HAI | ISENGARD | HERO, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
6"	5	4+	5	7	2	2	6+	6+	2	1	1

WARGEAR

Heavy armour, shield, hand weapon.

HEROIC ACTIONS

- Heroic March

SPECIAL RULES

Shieldwall



URUK-HAI WARRIOR 9 pts

URUK-HAI | ISENGARD | WARRIOR, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	4	4+	4	5	1	1	7+	7+

OPTIONS (Must choose one)

Banner	25 pts
Crossbow	2 pts
Pike	1 pts
Shield	1 pts

WARGEAR

Heavy armour, hand weapon.

SPECIAL RULES

Shieldwall





URUK-HAI DRUMMER 35 pts

URUK-HAI | ISENGARD | HERO, INFANTRY | 25MM

Mv	Fv	Sv	S	D	A	W	C	I	M	W	F
6"	4	4+	4	5	1	1	6+	7+	0	0	1

WARGEAR

Armour, hand weapon, war drum (Uruk-hai).

HEROIC ACTIONS

None.

SPECIAL RULES

None.



ISENGARD TROLL 100 pts

TROLL | ISENGARD | WARRIOR, INFANTRY, MONSTER | 60MM

Mv	Fv	Sv	S	D	A	W	C	I
6"	7	5+	7	8	3	4	6+	8+

OPTIONS (Up to one choice)

Swap shield for war drum (Isengard) 25 pts

Spear 5 pts

WARGEAR

Heavy armour, hand weapon, shield.

SPECIAL RULES

Terror, Throw Stones (range 12", Strength 8), Dominant (3)



MISSILE WEAPON CHART		
Name	Range	Strength
Blowpipe	12"	2
Bow	24"	2
Crossbow	24"	4
Dwarf bow	18"	3
Dwarf longbow	24"	3
Elf bow	24"	3
Esgaroth bow	24"	3
Great bow	24"	4
Longbow	24"	3
Orc bow	18"	2
Short bow	18"	2
Sling	12"	1
Throwing spear	8"	3
Throwing weapon	6"	3
Uruk-hai bow	18"	3

DEFENCE											
STRENGTH		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-	-
	2	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-
	3	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+
	4	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+
	5	3+	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+
	6	3+	3+	3+	3+	4+	4+	5+	5+	6+	6+
	7	3+	3+	3+	3+	3+	4+	4+	5+	5+	6+
	8	3+	3+	3+	3+	3+	3+	4+	4+	5+	5+
	9	3+	3+	3+	3+	3+	3+	3+	4+	4+	5+
	10	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+

Músic - Totes les minatures amigues que es trobin a 3" del músic poden moure's 3" extres.

Estendard (bandera) - Permet repetir un dau a cada combat si la miniatura amiga es troba a 3" del estendard.

MISSILE WEAPON CHART		
Name	Range	Strength
Blowpipe	12"	2
Bow	24"	2
Crossbow	24"	4
Dwarf bow	18"	3
Dwarf longbow	24"	3
Elf bow	24"	3
Esgaroth bow	24"	3
Great bow	24"	4
Longbow	24"	3
Orc bow	18"	2
Short bow	18"	2
Sling	12"	1
Throwing spear	8"	3
Throwing weapon	6"	3
Uruk-hai bow	18"	3

DEFENCE											
STRENGTH		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-	-
	2	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-
	3	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+
	4	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+
	5	3+	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+
	6	3+	3+	3+	3+	4+	4+	5+	5+	6+	6+
	7	3+	3+	3+	3+	3+	4+	4+	5+	5+	6+
	8	3+	3+	3+	3+	3+	3+	4+	4+	5+	5+
	9	3+	3+	3+	3+	3+	3+	3+	4+	4+	5+
	10	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+

Músic - Totes les minatures amigues que es trobin a 3" del músic poden moure's 3" extres.

Estendard (bandera) - Permet repetir un dau a cada combat si la miniatura amiga es troba a 3" del estendard.

MISSILE WEAPON CHART		
Name	Range	Strength
Blowpipe	12"	2
Bow	24"	2
Crossbow	24"	4
Dwarf bow	18"	3
Dwarf longbow	24"	3
Elf bow	24"	3
Esgaroth bow	24"	3
Great bow	24"	4
Longbow	24"	3
Orc bow	18"	2
Short bow	18"	2
Sling	12"	1
Throwing spear	8"	3
Throwing weapon	6"	3
Uruk-hai bow	18"	3

DEFENCE											
STRENGTH		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-	-
	2	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+	-
	3	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+	6+/6+
	4	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+	6+/5+
	5	3+	3+	3+	4+	4+	5+	5+	6+	6+	6+/4+
	6	3+	3+	3+	3+	4+	4+	5+	5+	6+	6+
	7	3+	3+	3+	3+	3+	4+	4+	5+	5+	6+
	8	3+	3+	3+	3+	3+	3+	4+	4+	5+	5+
	9	3+	3+	3+	3+	3+	3+	3+	4+	4+	5+
	10	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+

Músic - Totes les minatures amigues que es trobin a 3" del músic poden moure's 3" extres.

Estendard (bandera) - Permet repetir un dau a cada combat si la miniatura amiga es troba a 3" del estendard.