



BLOOD & CROWNS

WAR OF THE RING

THIS IS A NON-OFFICIAL SUPPLEMENT FOR FIRELOCK GAME'S BLOOD & CROWNS. THE FOLLOWING RULES ARE INTENDED TO ADD ON TO THE CORE RULES, IF A RULE IN THIS DOCUMENT REPLACES ONE OF THE CORE RULES IT WILL SAY SO SPECIFICALLY.

THIS DOCUMENT WILL PROVIDE YOU WITH FACTIONS AND ARMY LISTS BASED OFF OF THE LORD OF THE RINGS UNIVERSE. ANY SPECIAL RULES OR UPGRADES FROM THE CORE BOOK BLOOD & CROWNS WILL BE SHOWN IN RED. WE RECOMMEND YOU PURCHASE THE BLOOD & CROWNS RULE BOOK TO PLAY THIS SUPPLEMENT.

AT THE END OF THIS SUPPLEMENT WILL BE AN EMAIL ADDRESS, IF YOU HAVE ANY QUESTIONS OR FEEDBACK, OR BALANCE CONCERNS PLEASE DIRECT IT TO THAT EMAIL SO THAT WE CAN KEEP OUR ADVENTURES IN MIDDLE EARTH BALANCED AND FUN!

MORDOR

“THE EYE IS WATCHING US” ALL MAIN UNITS IN A MORDOR FORCE ADD +1 TO THEIR RESOLVE SCORE WHILE YOUR FORCE OUTNUMBERS YOUR OPPONENT’S FORCE.

FORCE ROSTER

LEADERS: GOTHMOG, RINGWRAITH, WITCH KING, SAURON, ANY STANDARD LEADER

MAIN: ORCS, ORC ARCHERS, MORANON ORCS, BLACK NUMENORIANS

VANGUARD: MORDOR URUKHAI, MORGUL KNIGHTS

RESERVE: TROLL

LEADERS

GOTHMOG

+10 RETINUE: NOBLE

SPECIAL RULES: **INSPIRING**, **PATRON (1)**, **STUBBORN**,

RING WRAITH

+15 RETINUE: MAGNATE

SPECIAL RULES: **TOUGH**, **PROWESS**, **TERROR**, **DEFENSE (1)**

WITCH KING

+30 RETINUE: MAGNATE

SPECIAL RULES: **TERROR**, **PROWESS**, **TOUGH**, **POWERFUL (1)**, **DESTINY (HEARTS)**, **DEFENSE (1)**

BLACK MACE: THE WITCH KING MAY CHOOSE TO USE THE **BLACK MACE** INSTEAD OF A STANDARD MELEE WEAPON. WHEN THE **BLACK MACE** IS USED, THE WITCH KING ROLLS 3 D10 INSTEAD OF 1. THE **BLACK MACE** CONFERS A +1 PENALTY TO HIT THAT CANNOT BE MODIFIED BY ANY OTHER SPECIAL RULES, AND IS TREATED AS HAVING THE **POWERFUL (2)** SPECIAL RULE.

LORD OF THE NINE: THE WITCH KING'S RETINUE MAY BE INCREASED TO SIZE OF {3-9} AS LONG AS ALL THE RETINUE TAKE THE **DESTRIERS OR COURSERS (MODEL UPGRADE +5 POINTS EACH)** AND THE **ARMOR (UNIT UPGRADE): FULL HARNESS (+10POINTS) UPGRADE**.

SAURON THE DARK LORD

+150 RETINUE: NONE COMMAND RANGE 20"

COMMAND POINTS: 4

EQUIPMENT: **MONSTROUS ATTACK**

SPECIAL RULES: **TOUGH**, **PROWESS**, **TERROR**, **MONSTROUS HERO**, **DESTINY (KINGS)**, **FORCE OF WILL (KINGS)**,

THE LORD OF THE RING: THIS MODEL FOLLOWS THE RULES FOR MONSTERS EXCEPT THAT HE CAN ONLY BE HIT ON A D10 ROLL OF A 10.

UNITS

NORTHERN WASTE

ORCS

3 POINTS {6-12}

EXPERIENCE LEVEL: INEXPERIENCED

FIGHT: 8/8

SHOOT: -/8

RESOLVE: 7

OPTIONS: NONE

SPECIAL RULES: **WAR CRY**

ORC ARCHERS

4 POINTS {4-10}

EXPERIENCE LEVEL: INEXPERIENCED

FIGHT: 8/8

SHOOT: 7/8

RESOLVE: 7

OPTIONS: NONE

SPECIAL RULES: **DEFENSIVE REACTION (SHOOT)**

MORANON ORCS

7 POINTS {4-10}

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/6

SHOOT: -/6

RESOLVE: 6

OPTIONS:

- **ARMOR (UNIT UPGRADE): PLATE & MAIL +6 POINTS**
- **POLEAXES (UNIT UPGRADE +5 POINTS)**

SPECIAL RULES: **WAR CRY**

BLACK NUMENORIANS

7 POINTS {3-8}

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/5

SHOOT: -/5

RESOLVE: 5

OPTIONS:

- **MUST TAKE THE ARMOR (UNIT UPGRADE): FULL HARNESS +10 POINTS**

SPECIAL RULES: **BATTLE HARDENED**

MORDOR URUKHAI

9 POINTS {4-10}

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/5

SHOOT: -/5

RESOLVE: 5

OPTIONS:

- **POLEAXES (UNIT UPGRADE +5 POINTS)**

SPECIAL RULES: **WAR CRY**

TROLL

50 POINTS {1}

EXPERIENCE LEVEL: TRAINED

ARMS: MONSTROUS ATTACK

FIGHT: 5/-

SHOOT: -/-

RESOLVE: 6

SPECIAL RULES: MONSTER

- **MAY BE UPGRADED TO AN ATTACK TROLL FOR +10 POINTS. AN ATTACK TROLL ROLLS ONE LESS DIE WHEN MAKING FATIGUE CHECKS TO A MINIMUM OF 1.**

MORGUL KNIGHTS

14 POINTS {3-6}

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/5

SHOOT: -/6

RESOLVE: 5

OPTIONS:

- **MUST TAKE THE ARMOR (UNIT UPGRADE): FULL HARNESS +10 POINTS**

SPECIAL RULES: **BATTLE HARDENED, HEAVY CAVALRY, MOUNTED**



ISENGARD

"AN ARMY BUILT FOR A SINGLE PURPOSE." ALL UNITS IN AN ISENGARD FORCE GAIN THE **RUTHLESS** SPECIAL RULE.

FORCE ROSTER

LEADERS: LURTZ, MOG, SHARKU, SARUMAN THE WHITE, ANY STANDARD LEADER

MAIN: URUKHAI WARRIORS, URUKHAI PIKEMEN, URUKHAI SCOUTS

VANGUARD: URUKHAI CROSSBOWMEN, WARG RIDERS

RESERVE: BESERKERS, TROLL

LEADERS

LURTZ

+ 5 RETINUE: KNIGHT BANNERET (WAR BOW AND SMW)

SPECIAL RULES: **INSPIRING, HARD CHARGERS**

BANE OF THE CAPTAIN: LURTZ DOES NOT NEED A READY ACTION TO SHOOT HIS WAR BOW.

SPECIAL RETINUE (URUKHAI SCOUTS): LURTZ RETINUE MUST BE A UNIT OF URUKHAI SCOUTS, THEY HAVE A COMMAND RANGE OF 8" AND 2 COMMAND POINTS.

MOG

+ 10 RETINUE: NOBLE

SPECIAL RULES: **INSPIRING,**

BREACH THE HORNBURG: A FORCE LED BY MOG MAY TAKE A SINGLE UNIT OF URUKHAI BERSERKERS AS A MAIN UNIT.

SHARKU

+ 5 RETINUE: KNIGHT BANNERET (BOW AND SMW)

SPECIAL RULES: **AMBUSH, HARD CHARGERS**

SPECIAL RETINUE (WARG RIDERS): SHARKU'S RETINUE MUST BE A UNIT OF WARG RIDERS, THEY HAVE A COMMAND RANGE OF 8" AND 2 COMMAND POINTS.

SARUMAN THE WHITE

+ 30 RETINUE: MAGNATE

SPECIAL RULES: **FORCE OF WILL (QUEEN), VERY INSPIRING, PRIZE GREAT**

"A NEW POWER IS RISING": ONCE PER GAME SAURUMAN MAY CHANGE THE WEATHER TO HEAVY PRECIPITATION, ADDITIONALLY HIS FORCE IGNORES THE SLOWING -1" PENALTY OF HEAVY PRECIPITATION

UNITS

URUKHAI WARRIORS

7 POINTS {4-10} (SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/6

SHOOT: -/6

RESOLVE: 6

OPTIONS:

- MUST TAKE THE **ARMOR (UNIT UPGRADE): PLATE AND MAIL + 6 POINTS**

SPECIAL RULES: **BRACE (2), SHIELDWALL**

URUKHAI PIKEMEN

7 POINTS {4-10} (PIKE AND SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/6

SHOOT: -/6

RESOLVE: 6

OPTIONS:

- MUST TAKE THE **ARMOR (UNIT UPGRADE): PLATE & MAIL + 6 POINTS**

SPECIAL RULES: **BRACE (2)**

URUKHAI CROSSBOWMEN

8 POINTS {4-8} (HEAVY CROSSBOW AND SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/7

SHOOT: 6/7

RESOLVE: 6

OPTIONS:

- MUST TAKE THE **ARMOR (UNIT UPGRADE): PLATE & MAIL + 6 POINTS**

SPECIAL RULES: **DEFENSIVE REACTION (SHOOT)**

WARG RIDERS

5 POINTS {4-8} (BOW AND SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 7/7

SHOOT: 7/8

RESOLVE: 6

OPTIONS: NONE

SPECIAL RULES: **WAR CRY, LIGHT CAVALRY, MOUNTED, SUREFOOTED, POWERFUL (1)**

URUKHAI SCOUTS

7 POINTS {4-10} (BOW AND SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/6

SHOOT: 6/6

RESOLVE: 6

OPTIONS:

SPECIAL RULES: **DEFENSIVE REACTION (SHOOT), AMBUSH, SCOUT**

WILDMEN OF DUNLAND

3 POINTS {4-12} (SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 8/8

SHOOT: 8/8

RESOLVE: 8

OPTIONS:

- **POLEAXES (UNIT UPGRADE: + 5 POINTS)**

SPECIAL RULES:

URUKHAI BERSERKERS

12 POINTS {4-8} (HEAVY MELEE WEAPON)

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/5

SHOOT: -/5

RESOLVE: 4

OPTIONS:

SPECIAL RULES: **WAR CRY, POWERFUL (1), DIE HARD, ENDURANCE (1)**

TROLL

50 POINTS {1}

EXPERIENCE LEVEL: TRAINED

ARMS: **MONSTROUS ATTACK**

FIGHT: 5/-

SHOOT: -/-

RESOLVE: 6

SPECIAL RULES: **MONSTER**

- **MAY BE UPGRADED TO AN ATTACK TROLL FOR +10 POINTS. AN ATTACK TROLL ROLLS ONE LESS DIE WHEN MAKING FATIGUE CHECKS TO A MINIMUM OF 1.**

GONDOR

"FOR THE WHITE CITY!" ALL UNITS IN A GONDOR FORCE GAIN THE **STALWART** SPECIAL RULE.

FORCE ROSTER

LEADERS: ANY STANDARD LEADER, BOROMIR, FARAMIR, GANDALF THE WHITE, AND ARAGORN

MAIN: SOLDIERS OF GONDOR, GONDOR ARCHERS

VANGUARD: KNIGHTS OF GONDOR, GONDOR RANGERS

RESERVE: CITADEL GUARDS

LEADERS

BOROMIR CAPTAIN OF GONDOR

+10 RETINUE: NOBLE

SPECIAL RULES: **INSPIRING, PROWESS, PATRON (1)**

HORN OF GONDOR: BOROMIR'S RETINUE GAINS THE BENEFITS OF A MUSICIAN FOR FREE.

FARAMIR

+10 RETINUE: NOBLE (WAR BOW AND SMW)

SPECIAL RULES: **BATTLE HARDENED**

SPECIAL RETINUE: (GONDOR RANGERS): FARAMIR'S RETINUE MUST BE A UNIT OF GONDOR RANGERS, THEY HAVE A COMMAND RANGE OF 8" AND 2 COMMAND POINTS.

RANGER CAPTAIN: A FORCE LED BY FARAMIR MAY TAKE GONDOR RANGERS AS MAIN UNITS.

GANDALF THE WHITE

+40 RETINUE: **MAGNATE**

SPECIAL RULES: **VERY INSPIRING, COMMANDING PRESENCE, PRIZE GREAT, FORCE OF WILL (QUEEN)**

WIELDER OF THE SECRET FLAME: ONCE PER GAME, GANDALF CAN PREVENT ALL ENEMY UNITS IN HIS COMMAND RANGE FROM PERFORMING DEFENSIVE REACTIONS OF ANY KIND.

ARAGORN KING OF GONDOR

+40 RETINUE: **MAGNATE (ANDURIL)**

SPECIAL RULES: **VERY INSPIRING, PROWESS**

ANDURIL: WHEN ARAGORN MAKES A FIGHT ACTION, ROLL 2 D10 INSTEAD OF 1. ADDITIONALLY ANDURIL CONFERS A +1 PENALTY TO FIGHT SAVES TO THE TARGET UNIT.

UNITS

SOLDIERS OF GONDOR

8 POINTS {4-10} (SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/6

SHOOT: -/6

RESOLVE: 6

OPTIONS:

- MUST TAKE THE **ARMOR (UNIT UPGRADE): FULL HARNESS + 10 POINTS**

SPECIAL RULES: **BRACE (2), SHIELDWALL**

GONDOR ARCHERS

10 POINTS {4-8} (WARBOW AND SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/6

SHOOT: 6/6

RESOLVE: 6

OPTIONS:

- MUST TAKE THE **ARMOR (UNIT UPGRADE): FULL HARNESS + 10 POINTS**

SPECIAL RULES: **DEFENSIVE REACTION (SHOOT), VOLLEY FIRE**

GONDOR RANGERS

13 POINTS {4-8} (WARBOW AND SMW)

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/7

SHOOT: 5/7

RESOLVE: 5

OPTIONS: NONE

SPECIAL RULES: **DEFENSIVE REACTION (SHOOT), AMBUSH, ELUSIVE**

KNIGHTS OF GONDOR

12 POINTS {4-8} (SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 6/6

SHOOT: -/6

RESOLVE: 6

OPTIONS:

- MUST TAKE THE **ARMOR (UNIT UPGRADE): FULL HARNESS + 10 POINTS**

SPECIAL RULES: **HEAVY CAVALRY, MOUNTED**

CITADEL GUARDS

9 POINTS {4-10} (SMW)

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/5

SHOOT: -/5

RESOLVE: 5

OPTIONS:

- MUST TAKE THE **POLEARMS (UNIT UPGRADE: + 5 POINTS)**

- MUST TAKE THE **ARMOR (UNIT UPGRADE): FULL HARNESS + 10 POINTS**

SPECIAL RULES: **BATTLE HARDENED, BRACE (2)**



ROHAN

"IT IS A RED DAY!" ALL UNITS IN A ROHAN FORCE GAIN THE **HARD CHARGERS** SPECIAL RULE

FORCE ROSTER

LEADERS: ANY STANDARD LEADER, EOMER, KING THEODEN, HALDIR

MAIN: WARRIORS OF ROHAN, ROHAN ARCHERS, ROHIRRIM, ROHIRRIM ON FOOT

VANGUARD: ROHAN ROYAL GUARD

RESERVE: LOTHLORIEN ELVES, ENT

LEADERS

EOMER

+10 RETINUE: NOBLE (JAVELIN AND SMW)

SPECIAL RULES: **PROWESS**

SPECIAL RETINUE: (ROHIRRIM): EOMER'S RETINUE MUST BE A UNIT OF ROHIRRIM, THEY HAVE A COMMAND RANGE OF 8" AND 2 COMMAND POINTS.

LORD OF THE RIDDERMARK: A FORCE LED BY EOMER MAY TAKE ROHIRRIM AS MAIN UNITS.

KING THEODEN

+30 RETINUE: MAGNATE (SMW)

SPECIAL RULES: **PRIZE GREAT, COMMANDING PRESENCE, DESTINY (KING), VERY INSPIRING,**

CASTELLAN

KING OF ROHAN: A FORCE LED BY THEODEN MAY TAKE ROHIRRIM AS MAIN UNITS.

"A RED DAY!": ONCE PER GAME ALL MOUNTED UNITS IN THEODEN'S FORCE MAY PERFORM 3 MOVE ACTIONS DURING THEIR ACTIVATION.

HALDIR

+15 RETINUE: NOBLE (WAR BOW AND SMW)

SPECIAL RULES: **RANGED PROWESS, PROWESS**

SPECIAL RETINUE: (HALDIR): HALDIR'S RETINUE MUST BE A UNIT OF LOTHLORIEN ELVES, THEY HAVE A COMMAND RANGE OF 8" AND 2 COMMAND POINTS.



UNITS

NORTHERN WASTE

WARRIORS OF ROHAN

4 POINTS {4-10} (SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 7/7

SHOOT: 7/7

RESOLVE: 6

OPTIONS:

- MAY TAKE THE **JAVELINS** (UNIT UPGRADE +4 POINTS)
- MAY TAKE THE **BOWS** (UNIT UPGRADE +8 POINTS)

SPECIAL RULES: QUICK

ROHAN ARCHERS

6 POINTS {4-8} (BOW AND SMW)

EXPERIENCE LEVEL: TRAINED

FIGHT: 7/7

SHOOT: 6/8

RESOLVE: 6

OPTIONS:

SPECIAL RULES: **DEFENSIVE REACTION** (SHOOT)

ROHIRRIM

14 POINTS {4-8} (SMW)

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/6

SHOOT: 6/6

RESOLVE: 5

OPTIONS:

- MAY TAKE THE **JAVELINS** (UNIT UPGRADE +4 POINTS)
- MAY TAKE THE **BOWS** (UNIT UPGRADE +8 POINTS)

SPECIAL RULES: **HEAVY CAVALRY, MOUNTED, HORSE ARCHERS, WAR CRY**

ENT 55PTS

EXPERIENCE LEVEL: TRAINED

ARMS: **MONSTROUS ATTACK, MONSTROUS RANGED ATTACK**

FIGHT: 5/-

SHOOT: 7/-

RESOLVE: 6

SPECIAL RULES: **MONSTER, TINDER BOX** (-1)

- AN ENT MAY BE TARGETED BY THE **START FIRE**, AND **EXTINGUISH FIRE** ACTIONS. AN ENT MAY ALSO TARGET ITSELF WITH THE **EXTINGUISH FIRE** ACTION
- WHEN AN ENT IS SET ON FIRE, IT MUST MAKE A **RESOLVE CHECK** OF 2 D10 WITH A +1 PENALTY. ADDITIONALLY EACH TIME THE ENT IS ACTIVATED IT MUST MAKE THE SAME **RESOLVE CHECK** AS IF IT HAD JUST BEEN SET ON FIRE.

ROHIRRIM ON FOOT

9 POINTS {4-8} (SMW)

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/6

SHOOT: 6/6

RESOLVE: 5

OPTIONS:

- MAY TAKE THE **JAVELINS** (UNIT UPGRADE +4 POINTS)
- MAY TAKE THE **BOWS** (UNIT UPGRADE +8 POINTS)

SPECIAL RULES: **WAR CRY**

ROHAN ROYAL GUARD

11 POINTS {4-8} (SMW)

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/5

SHOOT: 5/6

RESOLVE: 5

OPTIONS:

- MAY TAKE THE **JAVELINS** (UNIT UPGRADE +4 POINTS)
- MAY TAKE THE **BOWS** (UNIT UPGRADE +8 POINTS)
- MAY TAKE THE **MOUNTS** (UNIT UPGRADE +5 POINT EACH) AND GAIN THE **MOUNTED, HEAVY CAVALRY, AND HORSE ARCHERS** SPECIAL RULES.

SPECIAL RULES: QUICK, **POWERFUL** (1)

LOTHLORIEN ELVES

14 POINTS {4-8} (WAR BOW AND SMW)

EXPERIENCE LEVEL: VETERAN

FIGHT: 5/5

SHOOT: 5/5

RESOLVE: 4

OPTIONS:

- MUST TAKE THE **ARMOR** (UNIT UPGRADE): **PLATE AND MAIL** + 5 POINTS

SPECIAL RULES: **COUNTERCHARGE, ELUSIVE, QUICK, BOW MASTERS, STALWART, DEFENSIVE REACTION** (SHOOT)

HARADWAITH
(Sutherland)

FAR HARAD

MONSTERS

MONSTERS

MONSTERS DO NOT BECOME **SHAKEN** LIKE OTHER UNITS DO. MONSTERS GAIN **FATIGUE** FROM FAILED **RESOLVE TESTS**. **FATIGUE** CAUSES MONSTERS TO LOSE ACTIONS AS NORMAL.

MONSTERS DO BECOME **SHAKEN** LIKE NORMAL BUT DO NOT **FALL BACK** UNTIL THEY GAIN ANOTHER **FATIGUE** POINT WHILE **SHAKEN**. MONSTERS ARE NOT REMOVED FROM THE TABLE WHEN THEY HAVE TWICE AS MANY **FATIGUE** POINTS, BUT THEY ARE REMOVED FROM THE TABLE WHEN THEY REACH 7 **FATIGUE**.

MONSTERS AND LEADERS

MONSTERS MAY NOT RECEIVE **COMMAND POINTS** FROM LEADERS.

MONSTERS AND TAKING DAMAGE

MONSTERS DO NOT TAKE **SAVE TESTS** AND CAN ONLY BE DAMAGED ON A SUCCESSFUL FIGHT OR SHOOT ROLL. WHEN A MONSTER IS SUCCESSFULLY HIT, IT WILL MAKE A **RESOLVE TEST** ROLLING A D10 FOR EACH SUCCESSFUL HIT. THE FOLLOWING IS A LIST OF WEAPONS AND HOW THEY AFFECT MONSTERS.

- **STANDARD MELEE WEAPONS, PIKES, AND BOWS** ONLY HIT MONSTERS ON A 9 AND 10.
- **POLEARMS, POLEAXES, HEAVY CROSSBOWS, AND WAR BOWS** ALL ONLY HIT MONSTERS ON AN 8, 9, AND 10.

MONSTROUS ATTACKS

WHEN A MONSTER PERFORMS A **MELEE ATTACK** ACTION, IT ROLLS 5 D10 TO DETERMINE HITS. ANY SUCCESSFUL HITS MADE BY A MONSTER ATTACK MAY ONLY BE SAVED ON A 9+ ROLL.

MONSTROUS RANGED ATTACKS

WHEN A MONSTER PERFORMS A **RANGED ATTACK** ACTION, IT ROLLS 3 D10 TO DETERMINE HITS. ANY SUCCESSFUL HITS MADE BY A MONSTER ATTACK MAY ONLY BE SAVED ON A 9+ ROLL.

SPECIAL RULES

BOW MASTERS: THIS UNIT DOES NOT NEED TO MAKE A READY ACTION TO SHOOT A WARBOW.

CASTILLIAN: UNITS WITHIN THE SAME FORTIFICATION AS THIS LEADER APPLY A -1 BONUS TO RALLY TESTS.

DIE HARD: UNITS WITH THE DIE HARD SPECIAL RULE DO NOT BECOME SHAKEN WHEN THEY HAVE 3 OR MORE FATIGUE, THEY WILL STILL BE REDUCED BY 1 ACTION IF THEY HAVE 2 OR MORE FATIGUE. THE UNIT CAN STILL PERFORM DEFENSIVE ACTIONS AND GAIN FATIGUE POINT UP TO A MAXIMUM OF 6 FATIGUE POINTS. THE UNIT WILL BE REMOVED FROM PLAY IF IT IS DESTROYED, OR THE UNIT GAINS 7 FATIGUE POINTS.

HORSE ARCHERS: THIS UNIT MAY PERFORM RANGED ATTACKS WHILE MOUNTED, ADD A +1 PENALTY TO RANGED ATTACKS WHILE A UNIT IS MOUNTED.

MONSTER: THIS UNIT FOLLOWS THE RULES FOR MONSTERS FOUND ON PAGE 10.

MONSTROUS HERO: THIS LEADER IS CONSIDERED A MONSTER AND DOES NOT GET A RETINUE. OTHERWISE THEY FOLLOW ALL THE RULES FOR MONSTERS EXCEPT THAT THEY MAY USE COMMAND POINTS ON THEMSELVES.

QUICK: IF THIS UNIT IS ACTIVATED ON A SPADE CARD, AND IT IS NOT ENGAGED IN A MELEE COMBAT, IT MAY AT ANY POINT DURING THE ACTIVATION TAKE A FREE MOVE ACTION.

RANGED PROWESS: WHEN PERFORMING A RANGE ATTACK WITH THIS MODEL ROLL ITS DIE SEPARATELY AND APPLY A -1 BONUS TO THE TARGET NUMBER WHEN DETERMINING A SUCCESS.

SCOUT: THIS UNIT MAY MOVE THROUGH ROUGH TERRAIN WITHOUT THE -1 MOVEMENT PENALTY.

SHIELDWALL: UNITS WITH THE SHIELDWALL SPECIAL RULE MAY MAKE A SINGLE MOVE ACTION WHILE BRACED.

TERROR: AT THE BEGINNING OF A BATTLE, EACH ENEMY UNIT MUST TAKE A RESOLVE TESTS. IF THE TEST IS FAILED, THAT UNIT GAINS 1 FATIGUE.

VOLLEY FIRE: THIS UNIT MAY SPEND ALL OF ITS ACTIONS WHEN MAKING A RANGED ATTACK WITH BOWS OR WARBOWS. IF IT DOES SO, THE UNIT MAY REROLL ANY DICE THAT FAIL TO SCORE HITS. THE PLAYER MUST DECLARE THIS BEFORE ROLLING THE RANGED ATTACK.

NORTHERN WASTE

FEEDBACK

PLEASE DIRECT ALL FEEDBACK, QUESTIONS, AND BALANCE CONCERNS TO

BANDCLOTR@GMAIL.COM

**THIS IS NOT ALL THEIR IS! LOOK FORWARD TO MORE EXCITING EXPANSIONS
AND FACTIONS IN THE NEAR FUTURE!**

