

## FORCE ROSTER: FREE PEOPLES

### GANDALF THE GREY (HERO)

| Type                     | Points   | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|--------------------------|--|-------------|---------------|--------|---------|-------------------|
| Legendary Hero (Level 4) | 55   | 4           | 0             | 4      | 2       | 7                 |
| Missiles:                | None   |             |               |        |         |                   |
| Traits:                  |  |             |               |        |         |                   |
| Army Commander           | May influence any Unit within 2 ST; +1 Reputation  |             |               |        |         |                   |
| Legendary Weapon         | In Melee Combat, a hit from a single Legendary Weapon dice causes 1 Stamina point of damage, regardless of Armour. In single combat, a hit from a single Legendary Weapon dice counts as 2 hits. |             |               |        |         |                   |
| Hold Fast                | Once per game, may attempt to rally a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed  |             |               |        |         |                   |
| Inspiring                | If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice   |             |               |        |         |                   |
| Non-Combatant            | May not use Mighty Deeds to add Combat Dice. May refuse challenges to single combat and Evade charging enemies without loss of Reputation.   |             |               |        |         |                   |

### THRANDUIL THE ELVENKING (HERO)

| Type                     | Points  | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|--------------------------|---|-------------|---------------|--------|---------|-------------------|
| Legendary Hero (Level 4) | 47  | 4           | 0             | 4      | 2       | 5                 |
| Missiles:                | None  |             |               |        |         |                   |
| Traits:                  |   |             |               |        |         |                   |
| Hold Fast                | Once per game, may attempt to rally a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed |             |               |        |         |                   |
| Inspiring                | If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice                        |             |               |        |         |                   |

### GALION THE STEWARD (HERO)

| Type                 | Points  | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|----------------------|---|-------------|---------------|--------|---------|-------------------|
| Minor Hero (Level 2) | 24  | 2           | 1             | 3      | 2       | 2                 |
| Missiles:            | Elf bow (range 4 ST)  |             |               |        |         |                   |
| Traits:              |   |             |               |        |         |                   |
| Marksman             | +1 Shooting Dice (not factored in above). Can be added as a Combat Dice bonus in a charge situation |             |               |        |         |                   |

### ELVEN SPEARMEN (8 UNITS)

| Type                     | Points   | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|--------------------------|--|-------------|---------------|--------|---------|-------------------|
| Warriors: Heavy Infantry | 208  | 12          | 0             | 3      | 4       | 3 each            |
| Missiles:                | None   |             |               |        |         |                   |
| Traits:                  |  |             |               |        |         |                   |
| Drilled                  | Unit rolls one less dice than usual for its first Command Test during its own Movement Phase |             |               |        |         |                   |
| Spears as Tribute        | Add +2 Combat Dice until Unit loses any Stamina  |             |               |        |         |                   |

### ELVEN ARCHERS (4 UNITS)

| ELVEN ARCHERS            |  |             |               | Number of units: 4 |         |                   |
|--------------------------|--|-------------|---------------|--------------------|---------|-------------------|
| Type                     | Points   | Combat Dice | Shooting Dice | Armour             | Stamina | Reputation Points |
| Warriors: Formed Archers | 128  | 8           | 8             | 3                  | 4       | 3 each            |
| Missiles:                | Elf bow (range 4 ST)   |             |               |                    |         |                   |
| Traits:                  |  |             |               |                    |         |                   |
| Drilled                  | Unit rolls one less dice than usual for its first Command Test during its own Movement Phase |             |               |                    |         |                   |
| Marksman                 | +1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation)                 |             |               |                    |         |                   |

### DAIN IRONFOOT (HERO)

| Type                  | Points  | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|-----------------------|---|-------------|---------------|--------|---------|-------------------|
| Major Hero (Level 3)  | 39  | 3           | 0             | 4      | 2       | 4                 |
| Missiles:             | None  |             |               |        |         |                   |
| Traits:               |   |             |               |        |         |                   |
| Battle Smiter         | +1 Combat Dice in single combats  |             |               |        |         |                   |
| Today We Fight To Win | Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice |             |               |        |         |                   |

### DWARVES OF THE IRON HILLS (3 UNITS)

| Type                     | Points   | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|--------------------------|--|-------------|---------------|--------|---------|-------------------|
| Warriors: Heavy Infantry | 90   | 12          | 0             | 4      | 4       | 3 each            |
| Missiles:                | None   |             |               |        |         |                   |
| Traits:                  |  |             |               |        |         |                   |
| Spears as Tribute        | Add +2 Combat Dice until Unit loses any Stamina                  |             |               |        |         |                   |
| Steadfast                | Does not take a Command Test if retreated into by friendly Units |             |               |        |         |                   |

## BARD THE BOWMAN (HERO)

| Type                 | Points  | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|----------------------|---|-------------|---------------|--------|---------|-------------------|
| Minor Hero (Level 2) | 27  | 2           | 1             | 3      | 2       | 3                 |
| Missiles:            | Bow (range 3 ST)  |             |               |        |         |                   |
| Traits:              |   |             |               |        |         |                   |
| Battle Smiter        | +1 Combat Dice in single combats  |             |               |        |         |                   |
| Marksman             | +1 Shooting Dice (not factored in above). Can be added as a Combat Dice bonus in a charge situation |             |               |        |         |                   |

## MEN OF LAKE TOWN (2 UNITS)

| Type                                   | Points            | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|--|-------------------|-------------|---------------|--------|---------|-------------------|
| Warriors: Heavy Infantry with Missiles | 46                | 10          | 5             | 3      | 4       | 2 each            |
| Missiles:                              | Bows (range 3 ST) |             |               |        |         |                   |

## THORIN OAKENSHIELD (HERO)

| Type                  | Points  | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|-----------------------|---|-------------|---------------|--------|---------|-------------------|
| Major Hero (Level 3)  | 51  | 3           | 0             | 4      | 2       | 5                 |
| Missiles:             | None  |             |               |        |         |                   |
| Traits:               |   |             |               |        |         |                   |
| Battle Smiter         | +1 Combat Dice in single combats  |             |               |        |         |                   |
| Today We Fight To Win | Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice   |             |               |        |         |                   |
| With Me               | Once per game, may expend 1 Mighty Deed at the start of own Movement Phase; all friendly Units within 2 ST under the Hero's command automatically pass any Command Tests for movement |             |               |        |         |                   |
| Hold Fast             | Once per game, may attempt to rally a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed   |             |               |        |         |                   |
| Hold Fast             | Once per game, may attempt to rally a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed   |             |               |        |         |                   |

Special rule: With Me! Applies to any Elves, Dwarves or Men within 2 ST of Thorin when used. He has Hold Fast twice to keep his company in action.

## THORIN'S COMPANY, The Heirs of Durin (1 UNIT)

| Type                        | Points   | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|-----------------------------|--|-------------|---------------|--------|---------|-------------------|
| Skirmishers: Light Infantry | 28   | 8           | 0             | 4      | 3       | 3                 |
| Missiles:                   | None   |             |               |        |         |                   |
| Traits:                     |  |             |               |        |         |                   |
| Agile                       | No penalties in Rough Terrain  |             |               |        |         |                   |
| Evade                       | May attempt to evade enemy charges on passing a Command Test (see Evade rules) |             |               |        |         |                   |
| Spears as Tribute           | Add +2 Combat Dice until Unit loses any Stamina                                |             |               |        |         |                   |

Special rule: Thorin's Company have increased Stamina and Armour (included in profile)

## GIANT EAGLES (4 UNITS)

| Type                      | Points   | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|---------------------------|--|-------------|---------------|--------|---------|-------------------|
| Monstrosity: Flying Beast | 192  | 10          | 0             | 4      | 3       | 5 each            |
| Missiles:                 | None   |             |               |        |         |                   |
| Traits:                   |  |             |               |        |         |                   |
| Aloof                     | Cannot be influenced by friendly Heroes (unless attached to the Unit with the Artillerist or Beast Master trait, as appropriate) |             |               |        |         |                   |
|                           |  |             |               |        |         |                   |
| Fearsome                  | Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops may pursue 1 ST to remain in contact               |             |               |        |         |                   |
| Flying                    | May use Flying rules, moving 4 ST  |             |               |        |         |                   |
| Towering                  | +2 Combat Dice in Melee Combat but +2 Shooting Dice to enemy when targeted. May collapse if destroyed (see Towering trait)       |             |               |        |         |                   |

## BEORN THE BEAR

| Type               | Points  | Combat Dice | Shooting Dice | Armour | Stamina | Reputation Points |
|--------------------|---|-------------|---------------|--------|---------|-------------------|
| Monstrosity: Giant | 64  | 12          | 0             | 5      | 3       | 6 each            |
| Missiles:          | None  |             |               |        |         |                   |
| Traits:            |   |             |               |        |         |                   |
| Aloof              | Cannot be influenced by friendly Heroes (unless attached to the Unit with the Artillerist or Beast Master trait, as appropriate)  |             |               |        |         |                   |
| Brutal             | 4+ to hit in Melee Combat   |             |               |        |         |                   |
| Fearsome           | Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops may pursue 1 ST to remain in contact  |             |               |        |         |                   |
| Impetuous          | Must charge enemy within Killing Zone at the start of Movement Phase. Must pursue enemy defeated in Melee Combat unless a Command Test is passed using 2d6, using the lower score. May add +1 Combat Dice if at full strength with a Charging or Winning marker |             |               |        |         |                   |
| Steadfast          | Does not take a Command Test if retreated into by friendly Units  |             |               |        |         |                   |
| Towering           | +2 Combat Dice in Melee Combat but +2 Shooting Dice to enemy when targeted. May collapse if destroyed (see Towering trait)  |             |               |        |         |                   |
| Aura of Dread      | Enemy cannot use support saves from friendly Units in Melee Combat. Support saves may still be used from terrain and traits   |             |               |        |         |                   |