

The Lord of the Rings Tradeable Miniatures Game Special Ability Reference Card.

Movement



Battle Awareness: Until the end of the turn, this model's kill zone extends to all 6 hexes around it. Activate in the strategy phase.



Cavalry:

- When you set up your army, both hexes of your cavalry model's base must be within 3 hexes of your map edge.
- Instead of moving your cavalry model may Charge. Charge works just like a normal move except: Only cavalry may charge; you cannot charge if you start your action phase in an enemy kill zone; you cannot cross red or blue lines while charging, you get a free attack at the end of the charge
- The lead hex of your cavalry model is used for movement. Basically, while the cavalry model is moving, only the lead hex exists.
- When they "free spin," they must turn 180°, occupying the same 2 hexes they were in before the spin
- Foot soldiers do not block LOS to or from a cavalry model.
- If a cavalry model enters a hex that is in the kill zone of one or more models with the spearman special ability, the spearman get a free attack. This happens before the cavalry model can free attack (i.e. for charging or using the FS ability.)

When a cavalry model selects the "move" option, it can interrupt its move once to make its ranged attack.



Fast: This model gets double its normal movement points. This does not affect running. Activate before you move this model.



Fast Strike: This model may interrupt its move at any time to get a single free attack vs. an enemy model in its kill zone, and then continue moving. Warriors with this ability must still stop moving if they enter an enemy kill zone. If this attack kills the enemy model, and the attacking warrior is no longer in an enemy kill zone, it may continue its move. Activate during this model's movement, after it moves at least 1 hex.



Flyer: There are a few special rules to represent the capabilities of such figures.

- While moving flying figures treat rough, water, ledges, and impassable terrain as clear terrain. You may not end your move in a hex of impassable terrain or one occupied by another model.
- They do not have to stop when they enter a non flying models kill zone. They are not subject to free attacks when moving through kill zones. However if they started the turn engaged with a model and leave it's kill zone they are subject to free attacks as normal.
- Figures with flight may not run.
- At the end of its move you may choose to make a free attack or shoot with your flying model.



Invigorate: Choose one friendly model that is adjacent to this model. Roll a die for each action point that model has spent. For each 4+ you roll, that model gets +1 AP. Activate as this model's action.



Magical Force: You may move any enemy model that this model has LOS to, using the enemy model's move score. This move follows all the normal rules for movement, such as disengaging, entering enemy kill zones and terrain costs. You cannot force an enemy model to spend action points by running, nor can you activate any of its special abilities. This move happens in the strategy phase, but the affected model still gets its normal action in its action phase. This ability may not be used on any model whose base occupies more than one hex. Activate during the strategy phase.



Repel: Activate after an enemy model moves into this model's kill zone. This model gets a free attack vs. the enemy model.



Sneak: Until the end of the turn, this model ignores all terrain costs while it moves, even impassable terrain. Each hex it enters costs 1 MP, regardless of the color of the line it had to cross to get there. It may move through enemy models and is not subject to free attacks for leaving enemy kill zones, nor does it have to stop when entering enemy kill zones. It may not end its movement in a hex marked with an "X" or a hex that is occupied by another warrior. Activate before you move this warrior.



Stalwart: Enemy models may not leave this models kill zone unless they are using the Sneak special ability. Activate when an enemy model attempts to leave this models kill zone. If a model uses sneak to leave this model's kill zone this model gets a free attack vs. the sneaking model.



Tyrant: Your minions that started your action phase adjacent to this model get +1 move until the end of the turn. Activate before you move one of your minions that is adjacent to this model.

Shooting



Arrow Flurry: The model gets double its shots. It doesn't nominate a target when it shoots, so it wouldn't get the +1 shots for being on elevated terrain. Make a shooting roll and a damage roll, and then assign the damage dice to any enemy models within this warrior's range and LOS. You can only assign damage dice to an enemy model if that die is equal to or greater than that model's toughness. Activate before you shoot with this model.



Crack Shot: This model may shoot before it moves. Activate before this model takes an action.



Deadly Aim: Damage dice this model assigns when shooting deal 2 wounds instead of 1. Activate after this model rolls its damage roll for shooting.



Deadly Shot: You roll 2 damage dice for each hit rolled. Activate before you roll this model's damage dice from shooting.



Expert Marksman: Other models (friend or foe) do not block LOS for this model. Activate before you shoot with this model.



Perfect Aim: 2's this models rolls when shooting count as glancing blows as well as 1's. Activate before you make this model's shooting roll.



Shot Caller: Choose an enemy model that this model has LOS to. Until the end of the turn, your minions get +1 shots if they target that enemy. Activate before you shoot with any of your minions.



Volley Attack: When this model shoots, it doesn't nominate a target. It rolls for hits, then for damage, and then assigns those damage dice to any number of enemy models within range and LOS. Activate when this model shoots.

The Combat Roll



Battle Cry: Your minions in this combat get +1 attacks until the end of the turn. Activate when you are adding up the attacks for this model's combat.



Battle Savvy: 6's you roll for this model's combat roll remain 6's for the damage roll. This applies to converted glancing blows as well. Activate before you make the combat roll for this model's combat.



Berserker: This model gets +1 attack for each enemy model adjacent to it. It gets this bonus even if some of the enemy warriors are not in its kill zone. Activate when you are adding up the attacks for this model's combat.



Dirty Fighting: 2's you roll for this warrior's combat count as glancing blows as well as 1's. Activate before you roll the combat roll for this model's combat.



Rage: Roll a die for each of this model's current attacks. This model gets +1 attack for each 4+ you rolled. Activate when you are adding up attacks for this model's combat.



Spearman: While this warrior is not in an enemy kill zone and has no enemies in its kill zone, the warrior directly in front of this model (referred to as the *supported model*) gets +1 attacks. You cannot use this ability if impassible terrain separates the two warriors. This ability may only target single-hex models. Activate when you are adding up the attacks for the supported model's combat.



Directly in front

The Damage Roll



Aggressive Strategy: You may re-roll any number of your damage dice in this warrior's combat. Activate after you make your damage roll for this model's combat.



Armor: Activate after any damage die is assigned to this model. That die deals 1 less wound than normal. This ability can still only be activated once per turn.



Assassin: Until the end of the turn, critical hits that were converted to 6's assigned to enemies in this model's kill zone take 2 wounds instead of 1. Activate when you assign damage dice to models in this model's kill zone.



Bodyguard: Choose one of your heroes that are adjacent to this model and in this model's damage chain. Until the end of the turn, your enemy may not assign damage dice to the chosen hero. Activate after your enemy rolls his damage dice for this model's combat, but before he **assigns** any.



Courage: This model is not removed from the game until the end of the next turn. Use a bead or coin next to the model as a reminder. The model is removed even if it somehow regains wounds. This model still counts as alive for the purposes of victory conditions until it is removed. Activate when this model is reduced to zero wounds.



Killing Blow: Convert all critical hits to 6's. Activate after you make the damage roll for this model's shooting or for this model's combat.



Rally Cry: Your minions in this combat get +1 toughness, to a maximum of 6. Activate after your enemy makes their damage roll for this combat but before he assigns any damage dice.

Miscellaneous



Dread: Until the end of the turn, enemy models adjacent to this model have their action point costs for abilities, glancing blows and critical hits increased by 1. Models that have Dread are unaffected by this ability. Activate whenever an enemy adjacent to this model is about to activate an ability or spend action points. If the enemy model doesn't have enough action points to pay the new cost, they do not spend any action points. Otherwise, the enemy model must spend the action points.



Ent Carry: The Ent may carry up to 2 models. While a model is being carried, it may shoot normally, but may not participate in combats. Damage dice may not be assigned to carried models during combats. If the Ent is destroyed, so are any models it is carrying. Carried models count as being on elevated terrain. Carried models may dismount as an action. The model is placed in an adjacent hex. Models with the One Ring special ability may not be carried by models with this ability.



Fearsome: Enemy models must spend 1 AP to move into this model's kill zone. During your enemy's action phase, enemy minions in this model's kill zone must spend 1 AP or disengage.



Healing: One friendly model adjacent to this model gets +d6 wounds, up to its maximum. This model may not heal itself. Activate in the strategy phase.



Initiative: You get +1 to your strategy roll. Activate before the strategy roll.



Large: Large models have several benefits.

- Non large models do not block their line of sight.
- Their kill zone extends to all adjacent hexes.
- They can shoot even while in a non large enemy kill zone.
- They do not have to stop when they enter a non large enemy kill zone, though they are still subject to free attacks for leaving kill zones.
- They may convert any number of critical hits and/or glancing blows each turn.
- Their LOS arc is not restricted to the front, it is considered to be 360.
- They block the LOS of models on elevated terrain.

They do have two drawbacks:

- Non-large models do not block LOS to Large models. When a model not on elevated terrain shoots at a large model, non-large models do not block LOS, though if LOS is drawn to them through a non large model then that LOS counts as having crossed a red/orange line.
- Large models do not get the attack bonus for being on elevated terrain.



Leadership: This hero's action points are doubled for the purposes of determining how many minions you can have in your army.



Regeneration: Roll a die for each wound the model has lost. For each die that rolls 4+, the model recovers 1 wound. Activate during the strategy phase.



Steal Essence: Until the end of the turn, this model gains the ability of any enemy hero still on the map, without paying that ability's cost. This ability can only copy activated abilities (see 8.082 for the definition of activated abilities.) Activate whenever you would activate the copied ability.



Terrifying: This model is so intimidating and awe inspiring that no models may make a free attack against it for any reason. It also cannot be the target of any enemy special ability. The specific abilities which do not affect figures with terrifying are Fast Strike, Magical Force, Stalwart, Shot Caller, Assassin, Dread, Fearsome, Ward, Deadly Aim, and Repel.



Ward: Activate after an enemy model activates a special ability in this model's combat or in this model's kill zone. Cancel the effect of that ability. This ability cannot affect an enemy's use of Ward or non-activated abilities. This ability may not be used to cancel abilities used by Sauron™



The One Ring

If Frodo™ is in your army, before you act with him during your action phase you can have him put on the Ring. This happens before his normal action. Replace your Frodo model with the Frodo Wearing Ring figure. Set the sliders on the new base to match those on the Frodo warrior you replaced.

The Struggle Roll

Once he is wearing the Ring, each time you want to act with him—including the first turn he puts the ring on—you must make a *struggle roll* to see if Frodo keeps his wits about him. This roll is made only once per turn, before Frodo takes his action. He must make this roll even if you decide not to move him.

Take two dice of different colors, nominating one to represent good and the other evil. Roll the dice at the same time.

If the number on the good die is equal to or greater than the number on the evil die, then Frodo's spirit has won out and he may act normally.

If the evil die is greater than the good die, Frodo has succumbed to the dark lure of the Ring—he cannot move this turn and he loses a wound as the Black Breath overtakes him. He does not participate in combats this turn and cannot spend action points.

Wearing the Ring

While Frodo wears the Ring, all Ringwraith™ on the map must move toward Frodo during their action phase and try to get Frodo in their kill zone. If they can move to a hex adjacent to Frodo, they must do so. Otherwise, they must end their move closer to Frodo than when they started. In this case, they do not have to spend all of their movement points.

If they are engaged in combat, the Ringwraiths must disengage and move towards Frodo.

If the only hex available for the Ringwraith to move to is in an enemy kill zone, the Ringwraith™ does not have to move

until it starts its action phase with a hex available that is not in an enemy kill zone.

Ringwraiths may still participate in any combats they are engaged in.

While the Frodo Wearing the Ring is on the map, he may only have damage dice assigned to him if he is in a Ringwraith's kill zone, although he may attack normally. Non-Ringwraith models do not add their attacks to the combat if Frodo wearing the ring is the only enemy model in their kill zone.

Only Ringwraiths may shoot at Frodo while he wears the ring.

While Frodo wears the ring, he does not block the LOS of non-Ringwraith warriors.

If Frodo starts the turn with the Ring on, he can try to take the ring off before you act with him during your action phase. Make another struggle roll. This roll replaces his normal struggle roll for this turn.

If the good die is higher than the evil die, he is able to take off the Ring. Replace the Frodo Wearing the Ring figure with the Frodo model you used earlier. Remember to set the sliders to match those on the Frodo Wearing the Ring base.

If the evil die is equal to or greater than the good die, Frodo does not remove the ring. Frodo may not move this turn and loses a wound. Note that it is more difficult for Frodo to remove the ring than it is for him to maintain control while wearing it.

While Frodo is wearing the Ring, he can only be the target of special abilities possessed by Ringwraiths.

Only Ringwraiths can outflank Frodo while he wears the ring.

A Ringwraith is defined as any model with the following name:

1. Ringwraith
2. Nazgul™
3. The Witch King™

If Frodo is ever killed, you automatically lose the game. If Frodo leaves the board from your enemy's side of the map, you automatically win the game. This victory condition takes precedence over any other victory condition. So if Frodo leaves the map on the same turn that Frodo's army loses 50% of its warriors, Frodo's army would still win.

The Frodo wearing the One Ring base is worth the same amount of points as the normal Frodo version you are using in your army for the purposes of victory.