

Easterling Warriors

“...but Gothmog the lieutenant of Morgul had flung them into the fray: Easterlings with axes...”

— *The Return of the King*

Zero-Advancement Warrior

Race: Man (Man of Darkness)

Racial Abilities: Adaptable (+2 to Swiftiness), Dominion of Man, Skilled

Attributes: Bearing 8 (+1), Nimbleness 10 (+2)*, Perception 7 (±0)*, Strength 9 (+1), Vitality 10 (+2), Wits 7 (±0)

Reactions: Stamina +2*, Swiftiness +4, Willpower +1, Wisdom +1

Defence: 12

Initiative: +5

Orders: Warrior

Order Abilities: Evasion

Advancements: 0

Skills: Armed Combat: Axes (Battleaxe) +8, Armed Combat: Polearms (Halberd) +9, Inspire (Easterlings) +2, Intimidate (Fear) +3, Language: Easterling +6, Language: Orkish (dialect) +2, Lore: History (Rhûn) +4, Lore: Race (Easterlings) +4, Lore: Realm (Rhûn) +5, Observe (Spot) +4, Ranged Combat: Thrown Weapons (Axes) +5, Ride (Horse) +2, Siegecraft (Unit Tactics) +3, Stealth (Sneak) +5, Survival (Plains) +4, Track (Men) +2, Unarmed Combat (Brawling) +5

Edges: Bold, Keen-eyed, Stern, Warwise, Wary

Flaws: Enemy (All Free Peoples), Hatred (Men of Dale)

Size: Medium

Health: 11

Courage: 4

Renown: 0

Gear: Helmet, large shield, halberd (2d6+4 damage), battleaxe (2d6+5 damage), chainmail with plates (6 points of armour)

Two Advancements Warrior

Race: Man (Man of Darkness)

Racial Abilities: Adaptable (+2 to Swiftiness), Dominion of Man, Skilled

Attributes: Bearing 8 (+1), Nimbleness 10 (+2)*, Perception 7 (± 0)*, Strength 9 (+1), Vitality 10 (+2), Wits 7 (± 0)

Reactions: Stamina +2*, Swiftiness +4, Willpower +1, Wisdom +1

Defence: 12

Initiative: +5

Orders: Warrior

Order Abilities: Evasion, Swift Strike

Advancements: 2

Skills: Armed Combat: Axes (Battleaxe) +10, Armed Combat: Polearms (Halberd) +11, Inspire (Easterlings) +2, Intimidate (Fear) +3, Language: Easterling +6, Language: Orkish (dialect) +2, Lore: History (Rhûn) +4, Lore: Race (Easterlings) +4, Lore: Realm (Rhûn) +5, Observe (Spot) +4, Ranged Combat: Thrown Weapons (Axes) +7, Ride (Horse) +2, Siegecraft (Unit Tactics) +3, Stealth (Sneak) +6, Survival (Plains) +4, Track (Men) +2, Unarmed Combat (Brawling) +5

Edges: Bold, Hardy, Keen-eyed, Stern, Warwise, Wary

Flaws: Enemy (All Free Peoples), Fealty (Sauron), Hatred (Men of Dale)

Size: Medium

Health: 11

Courage: 4

Renown: 0

Gear: Helmet, large shield, halberd (2d6+4 damage), battleaxe (2d6+5 damage), chainmail with plates (6 points of armour)

Four Advancements Warrior

Race: Man (Man of Darkness)

Racial Abilities: Adaptable (+2 to Swiftess), Dominion of Man, Skilled

Attributes: Bearing 8 (+1), Nimbleness 10 (+2)*, Perception 7 (± 0)*, Strength 9 (+1), Vitality 10 (+2), Wits 7 (± 0)

Reactions: Stamina +2*, Swiftess +4, Willpower +2, Wisdom +1

Defence: 12

Initiative: +5

Orders: Warrior

Order Abilities: Evasion, Swift Strike

Advancements: 4

Skills: Armed Combat: Axes (Battleaxe) +10, Armed Combat: Polearms (Halberd) +13, Inspire (Easterlings) +2, Intimidate (Fear) +3, Language: Easterling +6, Language: Orkish (dialect) +2, Lore: History (Rhûn) +4, Lore: Race (Easterlings) +4, Lore: Realm (Rhûn) +5, Observe (Spot) +6, Ranged Combat: Thrown Weapons (Axes) +7, Ride (Horse) +2, Siegecraft (Unit Tactics) +5, Stealth (Sneak) +6, Survival (Plains) +6, Track (Men) +2, Unarmed Combat (Brawling) +5

Edges: Bold, Hardy, Keen-eyed, Stern, Warwise, Wary

Flaws: Enemy (All Free Peoples), Fealty (Sauron), Hatred (Men of Dale)

Size: Medium

Health: 11

Courage: 4

Renown: 0

Gear: Helmet, large shield, halberd (2d6+4 damage), battleaxe (2d6+5 damage), chainmail with plates (6 points of armour)

+ 6 advancement warrior, 8 adv. Warrior, 10 adv. Warrior, 12, 14, 16 etc.