

## **Forward Stance**

### Intimidate Foe

Roll Awe or Battle vs. TN 10+highest Attribute ranking of foes

Success: Enemy loses 2 Hate points (3 on great success, 4 or valor rating on extraordinary success)

Hate loss divided equally among foes

### All out attack\*

Add extra success die to melee attack, but lose Parry bonus (TN 6 to hit hero)

### Smash shield\*

Remove 2 success dice from attack roll; if attack hits it deals damage as per normal rules and smashes opponent's shield

### Sweeping Blow\*

If Hero is paired against 2 or more foes, he can attack all foes with one attack

Remove success dice equal to total number of foes (2 or 3); roll one attack with remaining dice

Each enemy is hit if attack result is greater than his TN (6+parry)

## **Open Stance**

### Rally Comrades

Roll Inspire or Song against TN 14; Success: All Heroes regain up to 2 Endurance Points (3 on great success, 4 or rallying Hero's Heart rating on extraordinary success)

### Disarm\*

Remove 2 success dies from attack roll; if attack hits it deals damage as per normal rules and enemy drops weapon

### Distract Opponent

Roll Riddle or Stealth vs. TN 10+Attribute ranking of foe

Success: This enemy loses 2 Parry point (3 on great success, 4 on extraordinary success) for this and next combat round

### Targeted strike\*

Remove 2 success dies from attack roll; if attack hits it deals damage as per normal rules and the attack is an automatic piercing strike independent of roll on Feat die

### Twin strike\*

Remove 2 success dies from attack roll; then split remaining success dice between two **attacks**; roll each attack with Feat die + respective number of success dice; Can be used to attack to enemies or one enemy twice

## **Defensive Stance**

### Protect Companion

Define companion you want to protect; if this companion is attacked this turn spend 1 Hope to force enemy to protect you instead; you can make a standard attack on top of this

### Defensive Fighting

Reduce a number of success dice from your attack roll; your Parry increases by 2 for each success die

### Second wind

Roll Athletics against TN 14; Success: You regain up to 4 Endurance points (5 on great success, 6 or Heart rating on extraordinary success); can be used only once per encounter

### Command

Roll Battle vs. TN 10+highest Attribute ranking of foes; Success: Next round on of you companions can spend 1 extra success die on attack actions (2 companions on great success, 3 on extraordinary success) ; no Hero can spend more than 1 of these dice

### **Rearward Stance**

#### Prepare Shot

Roll Awareness vs. TN 10+ Attribute ranking targeted foe; Success: Next round you can spend 1 extra success die (2 on great success, 3 on extraordinary success) on attack actions

#### Evasion

Roll Stealth vs. TN 10+highest Attribute ranking of foes; Success: Next round you can spend 1 extra success die (2 on great success, 3 on extraordinary success) on attack actions; (can also be used during opening volley)

#### Twin shot\*

Remove 2 success dies from attack roll; then split remaining success dice between two **attacks**; roll each attack with Feat die + respective number of success dice; Can be used to attack to enemies or one enemy twice

#### Targeted shot

Remove 2 success dies from attack roll; if attack hits it deals damage as per normal rules and the attack is an automatic piercing strike independent of roll on Feat die

*\* Risky maneuver - if "Sauron's Eye" is rolled on Feat die, Hero loses his Parry rating on the next attack against him*