

Name	Cost	Move	F	S	D	A	W	C	Might	Will	Fate
Ratlings	4	5"	2/5+	3	4	1	1	2			
sword and various patched armor											
Ratling Captain	35	5"	3/5+	4	4	2	2	3	2	1	1
sword and various patched armor											
Urak-Hai	9	6"	4/4+	4	5	1	1	3			
sword and armor											
Urak-Hai Berserker	15	6"	4/-	4	6	2	1	8			
sword and armor											
Urak-Hai Captain	50	6"	5/4+	4	5	2	2	4	2	1	1
sword and armor											
Urak-Hai Captain	55	6"	5/4+	4	6	2	2	4	2	1	1
sword and heavy armor											
Uruk-Hai Shaman	70	6"	5/4+	4	4	2	2	4	1	2	1
See details at http://www.warhammer40k.com/members/wh40k/charotius/LOTR/ru/R10.html											
Orc	5	5"	3/5+	3	4	1	1	2			
sword and armor											
Orc Captain	40	5"	4/5+	4	4	2	2	3	2	1	1
sword and armor											
Moria Goblin	4	5"	2/5+	3	4	1	1	2			
sword and armor											
Moria Goblin Captain	35	5"	3/5+	4	4	2	2	3	2	1	1
sword and armor											
Moria Great Goblin	40	5"	3/5+	4	5	2	2	3	2	1	1
sword and heavy armor											
Goblin Drummer Team	50	5"	2/5+	3	4	1	1	2			
2 Goblins and a drum. http://www.warhammer40k.com/members/wh40k/charotius/LOTR/ru/R10.html											
Goblin Shaman	55	5"	3/5+	4	4	2	2	3	1	2	1
See details at http://www.warhammer40k.com/members/wh40k/charotius/LOTR/ru/R10.html											
Snagga Goblin	4	5"	2/4+	2	4	1	1	2			
sword and armor, travel full speed in woods											
Snagga Goblin Captain	35	5"	3/4+	3	4	2	2	3	2	1	1
sword and armor, travel full speed in woods											
Trolls											
See rules for creation at http://www.warhammer40k.com/members/wh40k/charotius/LOTR/ru/R5.html											
Wild Man Dunland	5	6"	3/5+	3	3	1	1	3			
hand weapon											
Wild Man Dunland	6	6"	3/5+	3	4	1	1	3			
hand weapon and armor											
Wild Men Chieftain	40	6"	4/5+	4	4	2	2	4	2	1	1
hand weapon											
Wild Men Chieftain	45	6"	4/5+	4	5	2	2	4	2	1	1
hand weapon and armor											
Haradrim Warrior	6	6"	3/4+	3	4	1	1	3			
sword and armor, hatred of the Men of Gondor											
Far Harad Warrior	8	6"	3/4+	4	4	1	1	4			
great sword, muscular men in loincloth, hatred of the Men of Gondor											
Captain of Haradrim	45	6"	4/4+	4	5	2	2	4	2	1	1
sword and armor, hatred of the Men of Gondor											
Captain of Far Harad	55	6"	4/4+	5	5	2	2	5	2	1	1
great sword, muscular men in loincloth, hatred of the Men of Gondor											
Skeleton	5	6"	3/4+	2	4	1	1	-			
sword and armor											
Skeleton Captain	35	6"	3/4+	3	4	2	2	-	2	1	1
sword and armor											
Mounts											
Warg	8/13	10"	3	4	4	1	1	3			
Fear Fire, cost 8 Unridden or ridden, 13 for Captains/heroes											
Great Warg	22	10"	4	5	4	2	2	4			
Fear Fire, can not be ridden, 1 Great Warg per 2 Wargs											
Wolf	5/10	10"	2	3	3	1	1	2			
Fear Fire, leave battle if unridden, can be ridden by small races (Goblin), cost 5 ridden, 10 Captain ridden											
Horse	5/10	10"	0	3	4	0	1	3			
cost 5 ridden, 10 Captain ridden											
Múmakil	300	10"	3	10	8/10	3/*	4	3			
visit for details http://www.hitherouk.pwp.blueyonder.co.uk/newforces/mumakil.htm											
Carrion Bird	+50	24"	4/-	4	6	2	4	5			
Fly, Carry, special for Nazguls											