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UGLY FELLOW



MINION • URUK-HAI

**9** **Fierce Hunter 3.** (While skirmishing a non-hunter character, this character is strength +3.)  
**3** At the start of each skirmish involving Uglúk, each non-hunter skirmishing Uglúk must exert.  
**5** "...Let's have no more nonsense!"

15 R 172

**2** •UGLÚK'S SWORD  
WEAPON OF COMMAND



POSSESSION • HAND WEAPON

**1** Bearer must be an ♠ Uruk-hai.  
 While you control 2 or more sites, bearer can not take wounds (except during skirmish phases).  
 If bearer is Uglúk, he is **damage +1**.  
 "...I don't trust you little swine."

15 R 173

**5** URUK CAVERN STRIKER



MINION • URUK-HAI

**11** **Damage +1.**  
**3** **Skirmish:** Spot a Free Peoples player's site on the adventure path and exert this minion twice to exchange the spotted site with a site you control. You now control the spotted site.  
**5** "Get them into the caves."

15 R 174

**3** URUK INFANTRY



MINION • URUK-HAI

**8** **Damage +1.**  
 While you can spot a companion of strength 10 or more, this minion is strength +2.  
**3** **Regroup:** Exert 4 ♠ minions (or discard 3 ♠ minions) to take control of a site.  
**5** "March to Helm's Deep! Leave none alive!"

15 R 175

**3** URUK VILLAGE ASSASSIN



MINION • URUK-HAI

**8** **Damage +1.**  
**3** At the start of the maneuver phase, you may spot another ♠ minion and remove 3 ♠ tokens to take control of a site or discard a follower.  
**5** "Rohan, my Lord, is ready to fall."

15 C 176

**2** URUK VILLAGE RAGER



MINION • URUK-HAI

**6** **Damage +1.**  
**1** Each time this minion wins a skirmish, take control of a site.  
**5** While you control a site, this minion cannot take wounds (except during the skirmish phase).  
 "They come to destroy its people."

15 R 177

**4** URUK VILLAGE STORMER



MINION • URUK-HAI

**10** **Damage +1.**  
**2** While you can spot a companion of strength 12 or more, this minion is strength +4.  
**5** Each time a companion or ally is killed during a skirmish involving an ♠ minion, you may take control of a site.  
 "Saruman's borders will pillage and burn..."

15 C 178

**1** VIOLENT HURL



EVENT • SKIRMISH

Make an ♠ minion strength +2 (and **damage +1** if that minion is a hunter).  
 Uruk-hai weaponry was built to be used offensively and defensively, depending on the situation.

15 C 179

**2** •WITH ALL POSSIBLE SPEED



CONDITION • SUPPORT AREA

Each unwounded hunter ♠ minion is strength +1.  
**Response:** If your hunter minion is about to take a wound during a skirmish, discard that minion to exert a non-hunter companion.  
 "They seemed to have left winter clinging to the hills behind."

15 R 180







