



















































4 **EASTERLING GUARD**



MINION • MAN

9 **Easterling.**
Each time this minion is assigned to an unbound companion, you may exert him to add a burden.

2 *Armored Easterlings protect their commanders from enemy assaults.*

4

3 **EASTERLING INFANTRY**



MINION • MAN

8 **Easterling.**
While you can spot 3 burdens, this minion is **fierce** and **damage +1**.

2 *Sometimes called the Men of Rhin, the Easterlings hated Gondor for her robes.*

4

3 **EASTERLING LIEUTENANT**



MINION • MAN

8 **Easterling.**
Each time this minion is assigned to an unbound companion, you may exert him to add a burden.

2 *"Easterlings... have passed through the Black Gate..."*

4

1 **EASTERLING SKIRMISHER**



MINION • MAN

5 **Easterling.**
When you play this minion, you may spot another Easterling to add **1** for each burden (limit **3**).

1 *Enemy formations are threatened by the spears of Easterling light troops.*

4

4 **EASTERLING TROOPER**



MINION • MAN

9 **Easterling.**
While you can spot 3 burdens, this minion is **fierce** and **damage +1**.

2 *Trained Easterling fighters formed ranks of axes and spears to charge the knights of Gondor.*

4

0 **EASTERN EMYN MUIL**



CONDITION

Plays to your support area.
Each Ring-bound companion moving from site **21** must exert twice.

Maneuver: Discard this condition and exert a **Man** to exert a Ring-bound companion.

The Emyrn Muil was a strange, twisted knot of hills.

4 **ELITE ARCHER**



MINION • MAN

8 **Southron. Archer.**
Archery: Exert this minion to exert a companion (except the Ring-bearer); this minion does not add to the minion archery total.

2 *Veteran bowmen are highly valued in the kingdoms of the South.*

4

2 **FEARLESS**



EVENT

Skirmish: Make a Southron strength +1 for each burden you spot (limit +5), or make a **Man** strength +2.

Despite their foreign ways, the Men from the South and East were formidable fighters.

0 **FLANKING ATTACK**



EVENT

Maneuver or Skirmish: Exert a Southron to add **6**.

"Our scouts report more Haradrim making their way up here..."





























