









































































**4 SOUTHRON CHIEFTAIN**



MINION • MAN

**9** Southron. To play, spot a  Man. Each time the Free Peoples player assigns this minion to a character, the Shadow has initiative until the end of the turn.

**2** "...regiments from the South..."

**4**

**5 SOUTHRON CONQUEROR**



MINION • MAN

**10** Southron. Archer. While you can spot 6 twilight tokens, other  Men are **damage +1**. While you can spot 9 twilight tokens, other  Men are **damage +1**.

**3** "...company upon company of the enemy pressed to the walls."

**4**

**6 SOUTHRON INTRUDER**



MINION • MAN

**11** Southron. Archer. While you can spot 3 twilight tokens, all  Men are strength +1. While you can spot 6 twilight tokens, all  Men are strength +1. While you can spot 9 twilight tokens, all  Men are strength +1.

**3**

**4**

**5 SOUTHRON LEADER**



MINION • MAN

**10** Southron. Archery: Spot 4 Free Peoples cultures and either exert this minion or remove a threat to wound a companion (except the Ring-bearer).

**3** "...Haradrim, cruel and tall."

**4**

**5 SOUTHRON MARKSMEN**



MINION • MAN

**10** Southron. Archer. Fierce. To play, spot a  Man. Archery: Exert this minion and remove a threat to make the minion archery total +1.

**3** "Southward beyond the road lay the main force of the Haradrim..."

**4**

**3 SOUTHRON THIEF**



MINION • MAN

**8** Southron. Archery: Spot another  Man, spot 6 companions, and remove a threat to exert a companion.

**2** "...the red southland swords that would have bowed him as he lay."

**4**

**1 SURGING UP**



CONDITION • SUPPORT AREA

**Regroup:** Exert an Easterling and discard this condition to make the move limit -1 for this turn. The Free Peoples player may add 2 burdens to prevent this.

**Skirmish:** Discard this condition to heal an Easterling.

**4**

**6 •SUZERAIN OF HARAD**



MINION • MAN

**11** Southron. Archer. While you have initiative, the Ring-bearer cannot take wounds during the archery phase and this minion is **ambush** .

**3** "...there came flying a deadly dart..."

**4**

**3 THICE OUTNUMBERED**



EVENT • REGROUP

Spot a threat and X  Men to make the Free Peoples player exert X companions (limit 3).

"Southward beyond the road lay the main force of the Haradrim..."

**4**























































































