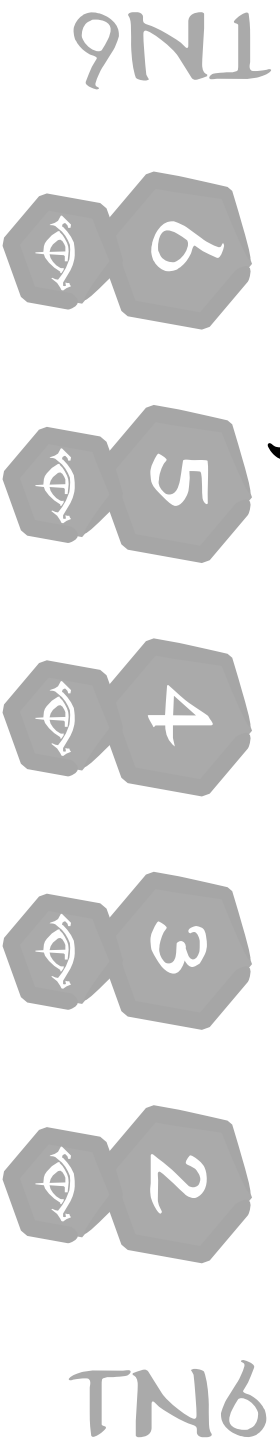
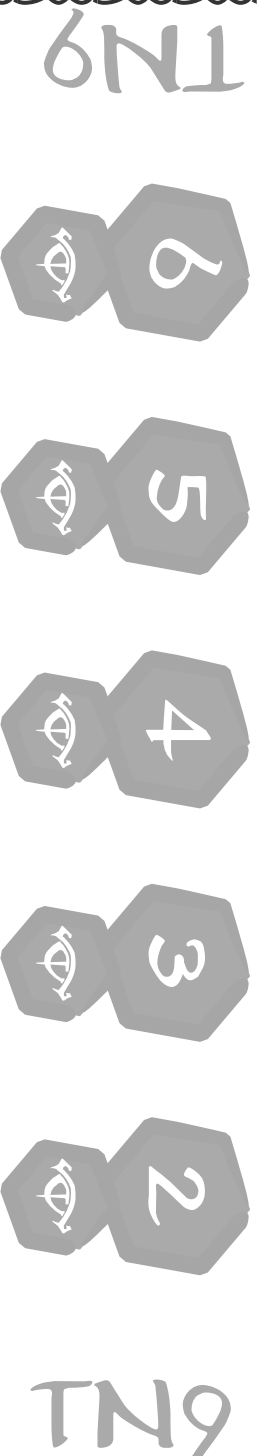


Forward



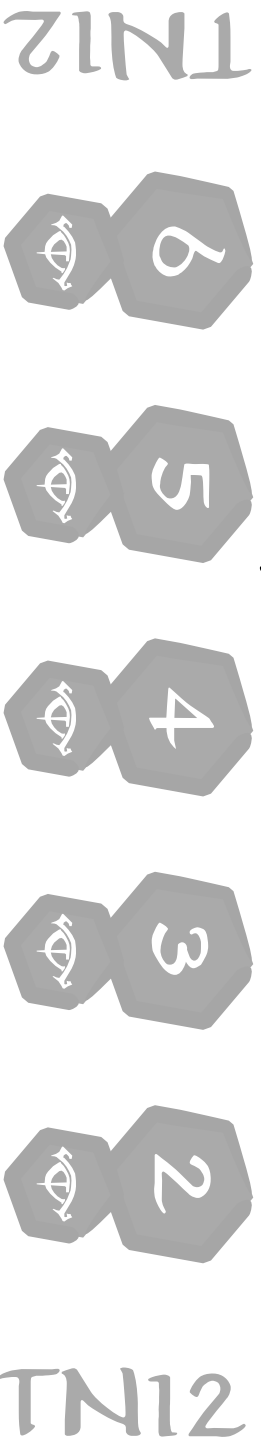
Manoeuvres: Intimidate Foe

Open



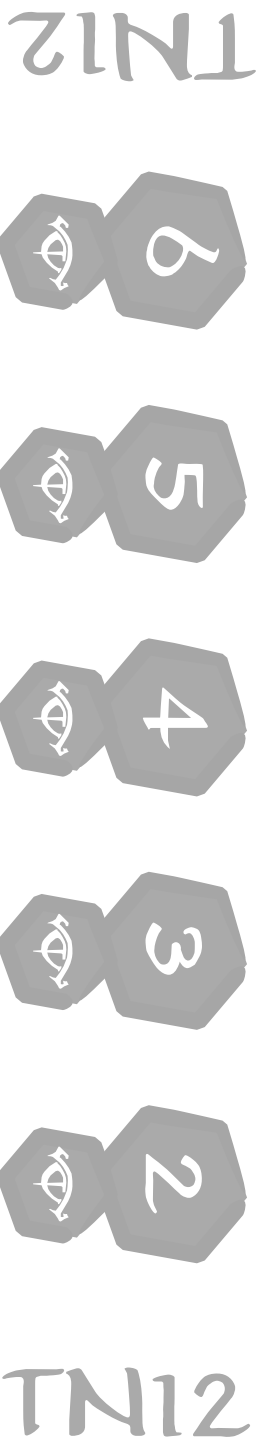
Manoeuvres: Rally Comrades

Defensive



Manoeuvres: Defend Companion

Rearward



Manoeuvres: Prepare Shot & Escape Combat

Each TURN, choose STANCE, then PLACE MINIS OR MARKERS ON YOUR CHARACTER'S ON SPOT SHOWING BASIC WITS. Resolve ACTIONS FROM FORWARD TO REARWARD, in order of WITS. When a CHARACTER ROLLS AN EYE OF SAIRON, move their MINI TO the eye space. Knock MINI over if KNOCKBACK TAKEN.