Fall of Rhudaur

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Ranger of the North** | 6" | 4/3+ | 4 | 4/5 | 1 | 6 | 6 | Woodland Creature |
| **Ranger of Arnor** | 6" | 4/3+ | 3 | 4 | 1 | 7 | 7 | Woodland Creature |

**Woodland Creature**: move through woods/forest difficult terrain as if it were open ground

Evil Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Captain of Carn Dûm** | 6" | 4/4+ | 4 | 6 | 2 | 6 | 6 | Glory Seekers, Terror |
| **Warrior of Carn Dûm** | 6" | 3/4+ | 4 | 5 | 1 | 7 | 7 | Glory Seekers, Terror |

**Glory Seekers**: +1 on Strikes vs enemy Hero

**Terror**: models trying to Charge this model must pass Courage Tests; if failed, no Move

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Ranger of the North #1** | O | O | O | O |
| **Ranger of the North #2** | O | O | O | O |
| **Ranger of the North #3** | O | O | O | O |
| **Ranger of the North #4** | O | O | O | O |
| **Ranger of the North #5** | O | O | O | O |
| **Ranger of the North #6** | O | O | O | O |
| **Captain of Carn Dûm #1** | OO | OO | O | O |
| **Captain of Carn Dûm #2** | OO | OO | O | O |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Accuracy** | Ranger of the North | caller gains Sharpshooter until End Phase & reroll failed In The Way Tests |
| **March** | Captain of Carn Dûm | may not Charge, but +3" Move value; +5" if Cavalry or Flying |

Objectives

**Good**: move 5+ models off any board edge

**Evil**: prevent Good victory

Scenario Special Rules

**Hope is Lost**: Evil models cause Terror

**Escape Through the Trees**: Good models gain Woodland Creature