Defence of Tyrn Gorthad

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Ranger of the North** | 6" | 4/3+ | 4 | 4/5 | 2 | 6 | 6 | Woodland Creature |
| **Ranger of Arnor** | 6" | 4/3+ | 3 | 4 | 1 | 7 | 7 | Hatred (Angmar) |

**Hatred (Angmar)**: +1 to Wound against Angmar

**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 |
| **Angmar Orc Captain** | 6" | 4/5+ | 4 | 6 | 2 | 7 | 7 |  |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Wild Warg** | 10" | 3/6+ | 4 | 4 | 1 | 8 | 7 |  |

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 |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #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** | Angmar Orc Captain | may not Charge, but +3" Move value; +5" if Cavalry or Flying |

Objectives

**Good**: reduce Evil to <=8 models

**Evil**: kill all the Rangers of the North

Scenario Special Rules

**Stand Your Ground!**: Good models must stay w/in 6" of the center of the board

**Twilight**: Shooting more than 12" away suffers a -1 penalty to Shoot value

**A Desperate Fight**: Rangers of the North have two attacks