Raising of the Barrow Downs

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Tom Bombadil** | 6" | -/- | - | - | - | - | - | Sing a Jolly Song, Tom has his house to mind, Tom is Master |
| **Ranger of the North** | 6" | 4/3+ | 4 | 4/5 | 1 | 6 | 6 | Woodland Creature |

**Sing a Jolly Song**: spend a Will point to sing as many times as desired during Activation: 1) friendly model regains Wound (max one per model per turn; 2) friends w/in 6" of Tom add 3" to Move value, and Difficult Terrain treated as Open Ground; 3) friendly model recovers from effects of enemy magic and can't be targeted by magic or special rules; 4) friendly models w/in 6" auto-pass Courage tests until end of turn; 5) enemy Spirit suffers a Wound (once per turn)

**Tom has his house to mind**: lose a Will point at end of turn if engaged in Combat; remove as casualty if ever at 0 Will

**Tom is Master**: all terrain is Open Ground, always rolls 6 on Climb/Leap/Jump/Swim Tests, can't be targeted or effected by anything, can't be Charged, may Charge and auto-wins Combat but no Strikes from anyone

**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 |
| **Barrow-wight** | 6" | 3/5+ | 3 | 7 | 1 | 4 | 6 | Blades of the Dead, Spectral Walk, Terror |
| **Spectre** | 6" | 2/6+ | 3 | 6 | 1 | 4 | 7 | A Fell Light is in Them, Blades of the Dead, Spectral Walk, Terror |

**A Fell Light is in Them**: At end of move, choose enemy w/in 12" to take Intelligence Test; if failed, pull enemy directly to this model up to full move (unless obstructed, and not out of Combat) and no further movement for that model.

**Blades of the Dead**: Strikes attack vs 10 - defender's Courage

**Spectral Walk**: move normally through Difficult Terrain; auto-6 for Climb/Jump/Leap/Swim Tests

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

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Tom Bombadil** |  |  | OOO OOO OOO OOO |  |
| **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 |
| **Ranger of the North #7** | O | O | O | O |
| **Ranger of the North #8** | O | O | O | O |
| **Ranger of the North #9** | O | O | O | O |
| **Ranger of the North #10** | O | O | O | O |
| **Ranger of the North #11** | O | O | O | O |
| **Ranger of the North #12** | O | O | O | O |
| **Barrow-wight #1** | OO |  | OO OOO |  |
| **Barrow-wight #2** | OO |  | OO OOO |  |
| **Barrow-wight #3** | OO |  | OO OOO |  |
| **Barrow-wight #4** | OO |  | OO OOO |  |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Accuracy** | Ranger of the North | caller gains Sharpshooter until End Phase & reroll failed In The Way Tests |

Evil Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | Who | Effect |
| **Paralyse** | Barrow-wight 6" 3+ | enemy is prone, can't do anything; recover in End Phase if d6=6 (Might-able) from model or friends in base contact |

Objectives

**Good**: slay all Evil models

**Evil**: slay all Good models

Scenario Special Rules

**Fog on the Barrow Downs**: Man models can only see 6"

**The Barrow**: w/in 3" of a barrow, Barrow-wights get a free Will point each turn

**Ho! Tom Bombadil!**: starting Turn 3, Tom Bombadil arrives from any board edge on a roll of 5+