Assault on Fornost

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Arvedui** | 6" | 5/4+ | 4 | 6 | 3 | 5 | 5 | Hatred (Angmar), The King in the North |
| **Argadir** | 6" | 5/4+ | 4 | 7 | 2 | 6 | 6 | Expert Rider, Hatred (Angmar), Master of Battle (5+) |
| **Malbeth** | 6" | 3/4+ | 3 | 4 | 1 | 6 | 4 | Foresight of the Eldar, Gift of Foresight |
| **Warrior of Arnor** | 6" | 4/4+ | 3 | 6 | 1 | 8 | 7 | Hatred (Angmar) |
| **Ranger of Arnor** | 6" | 4/3+ | 3 | 4 | 1 | 7 | 7 | Hatred (Angmar) |
| **Knight of Arnor** | 6" | 4/4+ | 3 | 6 | 1 | 8 | 7 | Hatred (Angmar) |
| **Horse** | 10" | 2/6+ | 3 | 4 | 0 | 7 | 7 |  |

**Expert Rider**: reroll Jump/Swim/Thrown Rider test; pick up Light Object w/o dismount; use shield bonus while mounted

**Foresight of the Eldar**: before game, roll d6 for points to expend to increase Priority Roll

**Gift of Foresight**: Arnor models w/in 6" and line of sight save Wounds on 5+

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

**Master of Battle (5+)**: duplicate enemy Heroic Action w/in 6" on 5+ w/o spending Might

**The King in the North**: Standfast range is 12"

Evil Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Aldrac** | 6" | 6/4+ | 5 | 6 | 3 | 5 | 6 | Battle Frenzy, Mighty Blow, Warlord of Carn Dûm |
| **Fráecht** | 6" | 4/4+ | 4 | 5 | 1 | 6 | 5 | Incantations of Power |
| **Nazthák** | 6" | 4/5+ | 4 | 5 | 2 | 7 | 6 | Scavenge |
| **Captain of Carn Dûm** | 6" | 4/4+ | 4 | 6 | 2 | 6 | 6 | Glory Seekers |
| **Warrior of Carn Dûm** | 6" | 3/4+ | 4 | 5 | 1 | 7 | 7 | Glory Seekers |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |

**Battle Frenzy**: may declare free Heroic Combat on the turn after slaying an enemy model

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

**Incantations of Power**: spend a Will point after Priority to affect Carn Dûm models w/in 6" for the turn: 1) reroll To Wound rolls of 1; 2) save Wounds on 5+; or 3) treat Difficult Terrain as Open Terrain (except water)

**Mighty Blow**: successful Strikes inflict 2 Wounds

**Scavenge**: whenever slays non-Monster enemy in Combat, may take one item of wargear (before it can be handed off), except armour, mount, living creature, One Ring, or claws/teeth

**Warlord of Carn Dûm**: Carn Dûm models w/in 6" must reroll failed Courage Tests

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Arvedui** | OO | OOO | OO | O |
| **Argadir** | OO | OO | OO | O |
| **Malbeth** | OO | O | OO | O |
| **Aldrac** | OOO | OOO | OOO | O |
| **Fráecht** | OO | O | O OOO | O |
| **Nazthák** | OO | OO | O | OO |
| **Captain of Carn Dûm** | OO | OO | O | O |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Challenge** | Aldrac | target enemy Hero of >= Heroic Tier; +1 Attack & +1 To Wound vs that Hero; if enemy slain, regain one spent Might point. If accepted, targets gets same benefits and each must Charge the other; if declined, target can't Heroic Challenge caller |
| **Defence** | Argadir Arvedui Nazthák | caller only Wounded on 6 (or 6/6); doesn't affect Mount |
| **March** | Argadir Captain of Carn Dûm | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | Fráecht Malbeth | friends w/in 6" get extra die on Resist Tests; caller auto-passes Courage Tests for broken army & can provide Stand Fast even if engaged |
| **Strength** | Aldrac Arvedui | caller doubles Strength (max 10) until End Phase |
| **Strike** | Aldrac Arvedui | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Objectives

**Good**: reduce Evil to <=13 models

**Evil**: reduce Good to <=11 models

Scenario Special Rules

**The King of Arnor**: Arvedui may declare a free Heroic Combat each turn; if slain, Good can't win

**Carn Dûm War Chant**: once/game after Priority & if Aldrac is alive, Carn Dûm models have Terror

**Fateful Visions**: Arvedui saves Wounds on 3+ if w/in 6" of Malbeth