Flight to the North

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 |
| **Captain of Arnor** | 6" | 5/4+ | 4 | 7 | 2 | 7 | 6 | Hatred (Angmar) |
| **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) |

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

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

Evil Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Gûlavhar** | 12" | 7/5+ | 8 | 5 | \* | 6 | 4 | Dominant (5), Fly, Harbinger of Evil (12"), Large Target, Monstrous Charge, Resistant to Magic, Terror, Strength of Body, Strength of Will, Immortal Hunger |
| **Barrow-wight** | 6" | 3/5+ | 3 | 7 | 1 | 4 | 6 | Blades of the Dead, Spectral Walk, Terror |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Werewolf** | 10" | 5/6+ | 5 | 5 | 2 | 5 | 8 | Feral Charge, Fell Sight, Terror |

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

**Dominant (5)**: counts as (5) models near objective or escaping the board

**Fell Sight**: can Charge w/o Line of Sight and/or Stalk Unseen models

**Feral Charge**: when Charging an Infantry model, gain Knock to the Ground unless subsequently Charged by Cavalry

**Fly**: ignore models/terrain/Control Zones; can't end on Woods unless lands, moving4"

**Harbinger of Evil (12")**: enemies w/in 12" are -1 on Courage Tests (doesn't stack)

**Immortal Hunger**: regains a Wound when slays enemy in Combat (not Brutal Power Attack)

**Large Target**: when Shooting target, ingnore non-Monster/Siege Engine/War Beasts for In The Way

**Monstrous Charge**: when Charging, +1 Attack & enemies w/<S Knocked Prone (cavary Knocked Flying) before Strikes

**Resistant to Magic**: gain extra die on all Resist Tests

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

**Strength of Body, Strength of Will**: Attacks = remaining Wounds; each Wound suffered worsens Courage by one

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

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Arvedui** | OO | OOO | OO | O |
| **Captain of Arnor** | OO | OO | O | O |
| **Gûlavhar** | O OOO | OOO | OOO |  |
| **Barrow-wight** | OO |  | OO OOO |  |
| **Werewolf #1** | OO |  |  |  |
| **Werewolf #2** | OO |  |  |  |
| **Werewolf #3** | OO |  |  |  |
| **Werewolf #4** | OO |  |  |  |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Defence** | Arvedui Gûlavhar | caller only Wounded on 6 (or 6/6); doesn't affect Mount |
| **March** | Captain of Arnor | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Strength** | Arvedui Gûlavhar | caller doubles Strength (max 10) until End Phase |
| **Strike** | Arvedui | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

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**: Arvedui moves off the north board edge

**Evil**: reclaim the Palantir and move it off any board edge

Scenario Special Rules

**The Terror of Arnor**: at end of Evil Move Phase, roll d6+Turn; if >=10, Gûlavhar enters from south edge

**The Palantir**: Light Object initially carried by Arvedui, can't be dropped nor passed; dropped if possessor dies. Draw if non-Arvedui Good model carries off north edge