Aid to Fornost

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 |
| **Hobbit Archer** | 4" | 2/3+ | 2 | 3 | 1 | 7 | 7 | Resistant to Magic, Throw Stones (8" S1), Woodland Creature |

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

**Throw Stones (8" S1)**: if no move, model can throw stone in the Shooting Phase

**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 |  |

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 |
| **Angmar Orc Captain** | 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**: move >=6 hobbits off the north edge

**Evil**: prevent Good victory

Scenario Special Rules

**The Orc Pack**: Evil models begin the game as sentries

**Sure-footed**: Good models gain Woodland Creature