The Battle of Fornost

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Eärnur** | 6" | 6/4+ | 4 | 7 | 3 | 4 | 6 | A Fool's Challenge, Master Duellist |
| **Captain of Minas Tirith** | 6" | 5/4+ | 4 | 7 | 2 | 6 | 6 | Shieldwall |
| **Warrior of Minas Tirith** | 6" | 4/4+ | 3 | 5/6 | 1 | 7 | 7 | Shieldwall |
| **Knight of Minas Tirith** | 6" | 4/4+ | 3 | 5/6 | 1 | 7 | 7 | Shieldwall |
| **Glorfindel** | 6" | 8/3+ | 4 | 7 | 3 | 3 | 3 | Armour of Gondolin, Expert Rider, Hero of the Elves, Horse Lord, Lord of the West, Resistant to Magic, Terror, Woodland Creature |
| **Círdan** | 6" | 5/3+ | 4 | 4 | 1 | 4 | 3 | Resistant to Magic, Terror, The Shipwright's Power, Woodland Creature |
| **Rivendell Warrior** | 6" | 5/3+ | 3 | 5/6 | 1 | 5 | 5 | Woodland Creature |
| **Aranarth** | 6" | 5/3+ | 4 | 5 | 2 | 5 | 5 | Expert Shot, Hatred (Angmar), Remnants of Arnor, Sharpshooter |
| **Ranger of the North** | 6" | 4/3+ | 4 | 4/5 | 1 | 6 | 6 | Woodland Creature |
| **Ranger of Arnor** | 6" | 4/3+ | 3 | 4 | 1 | 7 | 7 | Hatred (Angmar) |
| **Hobbit Archer** | 4" | 2/3+ | 2 | 3 | 1 | 7 | 7 | Resistant to Magic, Throw Stones (8" S1) |
| **Armoured Horse** | 10" | 2/6+ | 3 | 5 | 0 | 7 | 7 |  |

**A Fool's Challenge**: may never decline Heroic Challenge; must Charge enemy Hero if possible

**Armour of Gondolin**: wearer prevents Brutal Power Attacks

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

**Expert Shot**: make 2 Shooting attacks in Shoot Phase

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

**Hero of the Elves**: +1 To Wound vs Monsters

**Horse Lord**: Wounds vs Mount are saved on d6=6; rider can use Fate points on behalf of Mount

**Lord of the West**: may reroll one d6 for both Duel Rolls and Strikes

**Master Duellist**: Fight Value always matches any single enemy (before Heroic Strikes); Fight Value never modified by enemy special rules or magic

**Remnants of Arnor**: Rangers of the North treat Aranarth as a banner

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

**Sharpshooter**: may choose rider or mount when Shooting at Cavalry

**Shieldwall**: if non-Cavalry, non-prone, has shield, and in base contact with two other Shieldwall models, +1 Defense before Backing Away

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

**The Shipwright's Power**: gain 1 free Will Point at start of each turn; lost if unused at turn's end

**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 |
| **The Witch-king of Angmar** | 6" | 6/4+ | 4 | 8 | 3 | 4 | 4 | Morgul Blade |
| **The Tainted** | 6" | 5/4+ | 4 | 8 | 1 | 4 | 4 | Harbinger of Evil (12"), Terror, Will of Evil, Miasmatic Presence, Seeping Decay |
| **The Dwimmerlaik** | 6" | 5/4+ | 4 | 8 | 1 | 4 | 5 | Harbinger of Evil (12"), Terror, Will of Evil, Sap Fortitude |
| **The Shadow of Rhudaur** | 6" | 5/4+ | 3 | 7 | 2 | 4 | 5 | Blades of the Dead, Spectral Walk, Terror, Herald of Doom, Power of Angmar |
| **Nazthák** | 6" | 4/5+ | 4 | 5 | 2 | 7 | 6 | Scavenge |
| **Shade** | 6" | 1/6+ | 1 | 8 | 2 | 5 | 8 | Blades of the Dead, Dominant (3), Spectral Walk, Terror, Conduit of Angmar, Swirling Mists, Ghostly Resolve |
| **Barrow-wight** | 6" | 3/5+ | 3 | 7 | 1 | 4 | 6 | Blades of the Dead, Spectral Walk, Terror |
| **Wild Warg Chieftain** | 10" | 5/5+ | 6 | 5 | 3 | 6 | 7 | Terror, Packlord |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Wild Warg** | 10" | 3/6+ | 4 | 4 | 1 | 8 | 7 |  |
| **Spectre** | 6" | 2/6+ | 3 | 6 | 1 | 4 | 7 | A Fell Light is in Them, Blades of the Dead, Spectral Walk, Terror |
| **Werewolf** | 10" | 5/6+ | 5 | 5 | 2 | 5 | 8 | Feral Charge, Fell Sight, Terror |
| **Hill Troll** | 6" | 6/4+ | 6 | 6 | 3 | 7 | 7 | Dominant (3), Terror, Throw Stones (12" S8), Brutish Cunning |

**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

**Brutish Cunning**: reroll one die of Duel Roll if fighting non-Monster Infantry

**Conduit of Angmar**: Ringwraiths w/in 6" may use this model for Magic range & Line of Sight, and +1 to Casting Roll at cost of 1 Wound to this model

**Dominant (3)**: counts as 3 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

**Ghostly Resolve**: Angmar models w/in 12" are +1 on Courage Tests

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

**Herald of Doom**: after deployment at game start, choose one enemy Hero; while within 6", -1 to Fate Rolls & Courage Tests

**Miasmatic Presence**: At start of Move Phase, before Heroic Action declaration, spend Will point to prevent friendly and enemy Warrior models from benefit from Stand Fast or Heroic Actions

**Morgul Blade**: use 1x/game before Strikes against one enemy; if any Wound unsaved, enemy is KIA

**Packlord**: only Wargs benefit from Stand Fast & Heroic Actions of this model

**Power of Angmar**: natural 6 on Casting Roll prevents target from using Will points to resist

**Sap Fortitude**: at start of Move, before Heroic Action declaration, spend 1 Will to make enemy Heroes w/in 6" take Intelligence Test to do Heroic ACtion; if failed, Action is cancelled (Will point is still expended)

**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

**Seeping Decay**: At start of Fight Phase, before Heroic Action declaration, roll d6 for each non-Spirit model in base contact (incl. friendly); on 6, that model takes a Wound

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

**Swirling Mists**: spend a Will Point in Shooting Phase (before Heroic Actions) to make enemy models -1 To Hit vs friendly models w/in 6", or -2 To Hit if the enemy model is w/in 12"

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

**Throw Stones (12" S8)**: if no move, model can throw stone in the Shooting Phase

**Will of Evil**: lose 1 Will if in Combat with non-invisible enemy; KIA when 0 Will; can't spend last Will on Magic; ignores Invisible special rule

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Eärnur** | OOO | OOO | OOO | O |
| **Captain of Minas Tirith** | OO | OO | O | O |
| **Glorfindel** | OOO | OOO | OOO | OOO |
| **Círdan** | OO | O | O OOO | O |
| **Aranarth** | OO | OOO | OO | OO |
| **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 |
| **The Witch-king of Angmar** | O | OOO | OO OOO OOO OOO OOO OOO OOO | OOO |
| **The Tainted** | O | OO | OO OOO OOO OOO OOO | OO |
| **The Dwimmerlaik** | O |  | O OOO OOO OOO OOO OOO | OO |
| **The Shadow of Rhudaur** | OO | OO | OO OOO | OO |
| **Nazthák** | OO | OO | O | OO |
| **Shade** | OOO |  | O OOO | O |
| **Barrow-wight** | OO |  | OO OOO |  |
| **Wild Warg Chieftain** | OOO | OO | OO | O |
| **Werewolf #1** | OO |  |  |  |
| **Werewolf #2** | OO |  |  |  |
| **Hill Troll #1** | OOO |  |  |  |
| **Hill Troll #2** | OOO |  |  |  |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Accuracy** | Aranarth Ranger of the North | caller gains Sharpshooter until End Phase & reroll failed In The Way Tests |
| **Challenge** | Eärnur Glorfindel The Shadow of Rhudaur The Witch-king of Angmar | 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 |
| **Channelling** | The Dwimmerlaik The Tainted The Witch-king of Angmar | auto 6 on next Casting Test this turn |
| **Defence** | Nazthák | caller only Wounded on 6 (or 6/6); doesn't affect Mount |
| **March** | Captain of Minas Tirith Wild Warg Chieftain | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | Eärnur Glorfindel The Witch-king of Angmar | 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** | Glorfindel The Witch-king of Angmar Wild Warg Chieftain | caller doubles Strength (max 10) until End Phase |
| **Strike** | Aranarth Eärnur Glorfindel The Witch-king of Angmar | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Good Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | Who | Effect |
| **Aura of Dismay** | Círdan self 5+ | enemies w/in 6" of caster are -1 on Courage Tests |
| **Blessing of the Valar** | Círdan 6" 4+ | friendly model regains one expended Fate point |
| **Call Winds** | Círdan 12" 4+ | one enemy pushed d3+3" directly away from caster unless blocked; then knocked prone |
| **Enchant Blades** | Círdan 6" 4+ | friendly model may reroll failed Strikes in next Fight Phase |
| **Fog of Disarray** | Círdan self 3+ | enemies w/in 6" of caster are -1 Intelligence |

Evil Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | Who | Effect |
| **Black Dart** | The Witch-king of Angmar 6" 5+ The Tainted 6" 5+ The Dwimmerlaik 6" 5+ | enemy model suffers S6 hit (caster chooses rider or mount) |
| **Compel** | The Witch-king of Angmar 12" 3+ The Tainted 12" 3+ The Dwimmerlaik 12" 3+ | caster moves enemy 1/2 move (and no further movement) and/or put on Ring |
| **Curse** | The Dwimmerlaik 12" 4+ The Shadow of Rhudaur 6" 4+ | enemy loses 1 Fate point |
| **Drain Courage** | The Witch-king of Angmar 12" 4+ The Tainted 12" 4+ The Dwimmerlaik 12" 4+ The Shadow of Rhudaur 6" 3+ | enemy Courage worsens by 1; stacks |
| **Enchant Blades** | The Witch-king of Angmar 12" 4+ | friendly model may reroll failed Strikes in next Fight Phase |
| **Fog of Disarray** | The Shadow of Rhudaur self 3+ | enemies w/in 6" of caster are -1 Intelligence |
| **Instill Fear** | The Witch-king of Angmar self 5+ The Tainted self 6+ The Dwimmerlaik self 6+ | enemies w/in 6" of caster are Fearful |
| **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 |
| **Transfix** | The Witch-king of Angmar 12" 3+ The Tainted 12" 3+ The Dwimmerlaik 12" 3+ | enemy cannot Activate, Heroic anything, use Active abilities, Shoot, Strike |
| **Wither** | The Tainted 12" 5+ The Shadow of Rhudaur 6" 5+ | enemy is -1S for rest of game; stacks; if S=0, dies (caster chooses rider or mount) |
| **Your Staff is Broken** | The Witch-king of Angmar 12" 5+ | target's Staff of Power is destroyed |

Objectives

**Good**: wipe out Evil, but only Draw if none of Eärnur, Glorfindel, Círdan, and Aranarth are on board

**Evil**: wipe out Good, but only Draw if Witch-king is not on board

Scenario Special Rules

**The Toll of Battle**: both sides can break (as per Matched Play)

**The Lord of the Nazgûl**: The Witch-king has 3 Attacks and +1 Courage to all Evil models while on board