The Trap is Sprung

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Arathorn** | 6" | 5/3+ | 4 | 5 | 3 | 5 | 5 | Chieftain of the Dúnedain, Woodland Creature |
| **Halbarad** | 6" | 5/3+ | 4 | 5 | 2 | 4 | 4 | Banner of Arwen Evenstar, Woodland Creature |
| **Ranger of the North** | 6" | 4/3+ | 4 | 4/5 | 1 | 6 | 6 | Woodland Creature |

**Banner of Arwen Evenstar**: banner w/6" range & no -1 to Duel roll; friendly models w/in 6" auto-pass Courage Tests

**Chieftain of the Dúnedain**: friendly Dúnedain Hero models can benefit from this model's Standfast

**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 |
| **Burhdûr** | 6" | 7/4+ | 7 | 7 | 3 | 6 | 5 | Dominant (4), General Hunter, Terror, Throw Stones (12" S8), Lead by Example, Brutish Cunning |
| **Angmar Orc Captain** | 6" | 4/5+ | 4 | 6 | 2 | 7 | 7 |  |
| **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 |  |
| **Hill Troll** | 6" | 6/4+ | 6 | 6 | 3 | 7 | 7 | Dominant (3), Terror, Throw Stones (12" S8), Brutish Cunning |
| **Wild Warg** | 10" | 3/6+ | 4 | 4 | 1 | 8 | 7 |  |

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

**Dominant (3)**: counts as 3 models near objective or escaping the board

**Dominant (4)**: counts as 4 models near objective or escaping the board

**General Hunter**: if this model slays enemy General, regain one spent Might point

**Lead by Example**: treat as banner for Orcs & Trolls after slaying enemy Hero or Monster; range is 6" if 3+ Hero/Monsters slain

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

**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

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Arathorn** | OO | OOO | OO | O |
| **Halbarad** | OO | OOO | OO | O |
| **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 |
| **Ranger of the North #13** | O | O | O | O |
| **Ranger of the North #14** | O | O | O | O |
| **Ranger of the North #15** | O | O | O | O |
| **Ranger of the North #16** | O | O | O | O |
| **Ranger of the North #17** | O | O | O | O |
| **Ranger of the North #18** | O | O | O | O |
| **Burhdûr** | OOO | OOO | OOO | O |
| **Angmar Orc Captain** | OO | OO | O | O |
| **Wild Warg Chieftain** | OOO | OO | OO | O |
| **Hill Troll #1** | OOO |  |  |  |
| **Hill Troll #2** | OOO |  |  |  |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Accuracy** | Arathorn Halbarad Ranger of the North | caller gains Sharpshooter until End Phase & reroll failed In The Way Tests |
| **March** | Angmar Orc Captain Wild Warg Chieftain | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Strength** | Wild Warg Chieftain | caller doubles Strength (max 10) until End Phase |
| **Strike** | Arathorn Halbarad | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Objectives

**Good**: slay Buhrdûr

**Evil**: slay Arathorn

Scenario Special Rules

**Ambush!**: Good models can't Shoot on Turn 1

**Desperate Fight**: Arathorn can reroll one of his Duel Roll dice

**Death to the Dúnedain**: Once per game, Evil models are +1 to Wound until End Phase