Aragorn's Revenge

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Aragorn** | 6" | 7/3+ | 4 | 5/6 | 3 | 4 | 3 | Horse Lord, Resistant to Magic, Ring of Barahir |
| **Halbarad** | 6" | 5/3+ | 4 | 5 | 2 | 4 | 4 | Banner of Arwen Evenstar, Woodland Creature |
| **Elladan** | 6" | 6/3+ | 4 | 6 | 2 | 4 | 4 | Woodland Creature, Unbreakable Bond, Twin Elven Blades, Strength of Brotherhood |
| **Elrohir** | 6" | 6/3+ | 4 | 6 | 2 | 4 | 4 | Woodland Creature, Unbreakable Bond, Twin Elven Blades, Strength of Brotherhood |
| **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

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

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

**Ring of Barahir**: after Resist Test, roll another die; on 6, ignore effect of magic

**Strength of Brotherhood**: while w/in 2" of other, Dominant (2) and reroll 1s when Striking

**Twin Elven Blades**: on foot, choose a Combat method before dice are rolled: 1) 3A, 2) 1.5 handed, 3) Shielding

**Unbreakable Bond**: if brother is slain, +1 Strength and must Charge, prioritizing slayer and declaring free Heroic Challenge again him/her/it

**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 |
| **Buhrdûr** | 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 |
| **Aragorn** | OOO | OOO | OOO | OOO |
| **Halbarad** | OO | OOO | OO | O |
| **Elladan** | OO | OO | OO | OO |
| **Elrohir** | OO | OO | 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 |
| **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 |
| **Buhrdûr** | OOO | OOO | OOO | O |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #2** | 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** | Aragorn Halbarad Ranger of the North | caller gains Sharpshooter until End Phase & reroll failed In The Way Tests |
| **Challenge** | Aragorn | 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** | Aragorn Elrohir | caller only Wounded on 6 (or 6/6); doesn't affect Mount |
| **March** | Angmar Orc Captain Aragorn Wild Warg Chieftain | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | Aragorn | 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** | Aragorn Elladan Wild Warg Chieftain | caller doubles Strength (max 10) until End Phase |
| **Strike** | Aragorn Elladan Elrohir 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 Aragorn

Scenario Special Rules

**Tracking the Troll**: when a Good model first enters numbered terrain, Evil models hidden there are deployed not in base contact with Good; those Evil models can't Shoot or Move that turn

**They're Awake!**: On tied Priority Roll, randomly select a numbered terrain piece and deploy Evil models hidden within per Tracking the Troll

**You Do Not Stand Alone**: starting Turn 3, on 4+ Halbarad & 6 Rangers of the North arrive from any table edge; starting turn after that arrival, on 4+ Elladan, Elrohir, & 6 Rangers of the North arrive from any table edge

**The Young Warrior**: Aragorn doesn't have Might Hero