The Terror of Arnor

Good Character Stats

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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, Fearless |
| **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

**Fearless**: 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

**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 |
| **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 |
| **Spectre** | 6" | 2/6+ | 3 | 6 | 1 | 4 | 7 | A Fell Light is in Them, Blades of the Dead, Spectral Walk, Terror |

**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

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

**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 |
| **Aragorn** | OOO | OOO | OOO | OOO |
| **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 |
| **Gûlavhar** | O OOO | OOO | 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 Gûlavhar | caller only Wounded on 6 (or 6/6); doesn't affect Mount |
| **March** | Aragorn | 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 Gûlavhar | caller doubles Strength (max 10) until End Phase |
| **Strike** | Aragorn Halbarad | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Objectives

**Good**: slay Gûlavhar

**Evil**: slay Aragorn

Scenario Special Rules

**The Sound of Battle**: starting Turn 2, each player enters d3 models from any board edge(s); Aragorn enters last

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

**Chieftain of the Dúnedain**: Aragorn is Fearless