The Great Plague

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 | Mountain Dweller, Woodland Creature |
| **Ranger of Arnor** | 6" | 4/3+ | 3 | 4 | 1 | 7 | 7 | Mountain Dweller, Woodland Creature |

**Mountain Dweller**: move normally through rocky terrain, reroll Jump/Leap/Climb Tests

**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 |  |
| **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

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

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

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 |
| **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 |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #2** | 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**: 3+ Good models escape through the north board edge

**Evil**: prevent Good victory

Scenario Special Rules

**The Great Plague**: Each Move Phase (except turn 1), make dr for each non-Spirit model on the board; on a 1 (not Might-able, the model takes a Wound (which is Fate-able).