The Founding of Angmar

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Captain of Arnor** | 6" | 5/4+ | 4 | 7 | 2 | 7 | 6 |  |
| **Warrior of Arnor** | 6" | 4/4+ | 3 | 6 | 1 | 8 | 7 |  |
| **Ranger of Arnor** | 6" | 4/3+ | 3 | 4 | 1 | 7 | 7 |  |

Evil Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **The Witch-king of Angmar** | 6" | 6/4+ | 4 | 8 | 2 | 4 | 4 | Morgul Blade |
| **Angmar Orc Captain** | 6" | 4/5+ | 4 | 6 | 2 | 7 | 7 |  |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Angmar Warg Rider** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Warg** | 10" | 3/6+ | 3 | 4 | 0 | 3 | 3 |  |
| **Horse** | 10" | 9/- | 9 | 9 | 9 | 9 | 9 |  |

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

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Captain of Arnor #1** | OO | OO | O | O |
| **Captain of Arnor #2** | OO | OO | O | O |
| **Captain of Arnor #3** | OO | OO | O | O |
| **The Witch-king of Angmar** | O | OOO | OOO OOO OOO OOO OOO | OOO |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #2** | OO | OO | O | O |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Challenge** | 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 Witch-king of Angmar | auto 6 on next Casting Test this turn |
| **March** | Angmar Orc Captain Captain of Arnor | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | 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** | The Witch-king of Angmar | caller doubles Strength (max 10) until End Phase |
| **Strike** | The Witch-king of Angmar | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Evil Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | Who | Effect |
| **Black Dart** | The Witch-king of Angmar 6" 5+ | enemy model suffers S6 hit (caster chooses rider or mount) |
| **Compel** | The Witch-king of Angmar 12" 3+ | caster moves enemy 1/2 move (and no further movement) and/or put on Ring |
| **Drain Courage** | The Witch-king of Angmar 12" 4+ | 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 |
| **Instill Fear** | The Witch-king of Angmar self 5+ | enemies w/in 6" of caster are Fearful |
| **Transfix** | The Witch-king of Angmar 12" 3+ | enemy cannot Activate, Heroic anything, use Active abilities, Shoot, Strike |
| **Your Staff is Broken** | The Witch-king of Angmar 12" 5+ | target's Staff of Power is destroyed |

Objectives

**Good**: >=2 Captains of Arnor are alive after 12 turns

**Evil**: slay all Captains of Arnor w/in 12 turns

Scenario Special Rules

**Legions of the Witch-king**: Slain Evil Warriors return on 4+ from the east edge or the center of the north or south edges

**Rising Power**: The Witch-king has 2 Attacks

**Hold the Line**: Good models must stay w/in 12" of the center of the board

**Unknown Attackers**: Arnor models do not have Hatred (Angmar)