Assault on Rivendell

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Elrond** | 6" | 7/3+ | 4 | 7 | 3 | 3 | 3 | Foresight of the Eldar, Lord of the West, Terror, Woodland Creature, Vilya |
| **Erestor** | 6" | 6/3+ | 4 | 7 | 2 | 4 | 5 | Noldorin Daggers, Terror, Woodland Creature |
| **Rivendell Warrior** | 6" | 5/3+ | 3 | 5/6 | 1 | 5 | 5 | Woodland Creature |

**Foresight of the Eldar**: before game, roll d6 for points Elrond can expend to increase Priority Roll

**Lord of the West**: may reroll one d6 for both Duel Rolls and Strikes

**Noldorin Daggers**: can be thrown; reroll Wound rolls of 1 for both Strikes and Shooting Attacks

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

**Vilya**: reroll failed Fate rolls

**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 |  |
| **Captain of Carn Dûm** | 6" | 4/4+ | 4 | 6 | 2 | 6 | 6 | Glory Seekers |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Warrior of Carn Dûm** | 6" | 3/4+ | 4 | 5 | 1 | 7 | 7 | Glory Seekers |
| **Warg Rider** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Warg** | 10" | 3/6+ | 3 | 4 | 0 | 3 | 3 |  |

**Glory Seekers**: +1 on Strikes vs enemy Hero

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Elrond** | OOO | OOO | OOO | OOO |
| **Erestor** | OO | OO | OO | OO |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #2** | OO | OO | O | O |
| **Captain of Carn Dûm** | OO | OO | O | O |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Channelling** | Elrond | auto 6 on next Casting Test this turn |
| **Defense** | Elrond | caller only Wounded on 6 (or 6/6); doesn't affect Mount |
| **March** | Angmar Orc Captain Captain of Carn Dûm | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | Elrond | 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 |
| **Strike** | Elrond Erestor | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Good Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | Who | Effect |
| **Renew** | Elrond 12" 3+ | friendly model regains 1 Wound previously lost |

Objectives

**Good**: prevent Evil Victory

**Evil**: In 12 turns, kill Elrond and/or all but 6 Good models

Scenario Special Rules

**To War!**: Evil Heroes can Heroic March for free every turn.

**Protection of Imladris**: Elrond can't cast Wrath of Bruinen