Fall of Amon Sûl

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **King of Men** | 6" | 6/4+ | 4 | 5/6 | 2 | 4 | 5 | Resistant to Magic |
| **Captain of Arnor** | 6" | 5/4+ | 4 | 7 | 2 | 7 | 6 | Hatred (Angmar) |
| **Warrior of Arnor** | 6" | 4/4+ | 3 | 6 | 1 | 8 | 7 | Hatred (Angmar) |
| **Ranger of Arnor** | 6" | 4/3+ | 3 | 4 | 1 | 7 | 7 | Hatred (Angmar) |

**Hatred (Angmar)**: +1 to Wound against Angmar

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

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 |  |
| **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 |
| **Angmar Warg Rider** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |

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

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

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **King of Men** | OO | OO | OO | OO |
| **Captain of Arnor #1** | OO | OO | O | O |
| **Captain of Arnor #2** | OO | OO | O | O |
| **The Witch-king of Angmar** | O | OOO | OOO OOO OOO OOO OOO | OOO |
| **Angmar Orc Captain** | OO | OO | O | O |
| **Captain of Carn Dûm** | 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 Captain of Carn Dûm | 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**: take the Palantir off the board within 12 turns

**Evil**: slay Argeleb and keep the Palantir out of the possession of Good

Scenario Special Rules

**The Tower of Amon Sûl**: Models cannot enter or be deployed in Amon Sûl

**The Palantir**: Palantir is Light Object in possession of a secretly-chosen Good model; if dropped, Evil learns its location

**Defence of the King**: Argeleb is Resistant to Magic, has the Arnor keyword, and can re-roll failed Fate rolls