Defence of Fornost

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **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

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 |

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

Expended Stats

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

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **March** | Angmar Orc Captain Captain of Arnor Captain of Carn Dûm | may not Charge, but +3" Move value; +5" if Cavalry or Flying |

Objectives

**Good**: reduce Evil to <=10 models

**Evil**: have >=10 models on the walls at the end of a turn

Scenario Special Rules

**Ruthless Attackers**: Evil models on ladders do not treat battlements as In The Way

**The King is Dead**: Evil models on the wall cause Terror