An Unlikely Ally

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Glorfindel** | 6" | 8/3+ | 4 | 7 | 3 | 3 | 3 | Armour of Gondolin, Expert Rider, Hero of the Elves, Horse Lord, Lord of the West, Resistant to Magic, Terror, Woodland Creature |
| **Círdan** | 6" | 5/3+ | 4 | 4 | 1 | 4 | 3 | Resistant to Magic, Terror, The Shipwright's Power, Woodland Creature |
| **Rivendell Captain** | 6" | 6/3+ | 4 | 6/7 | 2 | 4 | 4 | Expert Rider, Woodland Creature |
| **Rivendell Warrior** | 6" | 5/3+ | 3 | 5/6 | 1 | 5 | 5 | Woodland Creature |

**Armour of Gondolin**: wearer prevents Brutal Power Attacks

**Expert Rider**: reroll Jump/Swim/Thrown Rider test; pick up Light Object w/o dismount; use shield bonus while mounted

**Hero of the Elves**: +1 To Wound vs Monsters

**Horse Lord**: Wounds vs Mount are saved on d6=6; rider can use Fate points on behalf of Mount

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

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

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

**The Shipwright's Power**: gain 1 free Will Point at start of each turn; lost if unused at turn's end

**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 | Hatred (Elf) |
| **Captain of Carn Dûm** | 6" | 4/4+ | 4 | 6 | 2 | 6 | 6 | Glory Seekers, Hatred (Elf) |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 | Hatred (Elf) |
| **Warrior of Carn Dûm** | 6" | 3/4+ | 4 | 5 | 1 | 7 | 7 | Glory Seekers, Hatred (Elf) |

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

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

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Glorfindel** | OOO | OOO | OOO | OOO |
| **Círdan** | OO | O | O OOO | O |
| **Rivendell Captain** | OO | OO | O | O |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #2** | 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 |
| **Challenge** | Glorfindel | 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 |
| **March** | Angmar Orc Captain Captain of Carn Dûm Rivendell Captain | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | Glorfindel | 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** | Glorfindel | caller doubles Strength (max 10) until End Phase |
| **Strike** | Glorfindel | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Good Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | Who | Effect |
| **Aura of Dismay** | Círdan self 5+ | enemies w/in 6" of caster are -1 on Courage Tests |
| **Blessing of the Valar** | Círdan 6" 4+ | friendly model regains one expended Fate point |
| **Call Winds** | Círdan 12" 4+ | one enemy pushed d3+3" directly away from caster unless blocked; then knocked prone |
| **Enchant Blades** | Círdan 6" 4+ | friendly model may reroll failed Strikes in next Fight Phase |
| **Fog of Disarray** | Círdan self 3+ | enemies w/in 6" of caster are -1 Intelligence |

Objectives

**Good**: reduce Evil to <=13 models

**Evil**: reduce Good to <=7 models

Scenario Special Rules

**Seething Hatred**: Evil models have Hatred (Elf)

**Test Their Resolve**: Replace slain Evil Hero with 25mm marker. In End Phase, Evil models w/in 3" of marker must pass Courage Test or be removed as a casualty (Heroes can use Stand Fast). Remove marker at end of End Phase.