The Fall of Arnor

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Arvedui** | 6" | 5/4+ | 4 | 6 | 3 | 5 | 5 | Fearless, Hatred (Angmar), The King in the North |
| **Malbeth** | 6" | 3/4+ | 3 | 4 | 1 | 6 | 4 | Foresight of the Eldar, Gift of Foresight |
| **Argadir** | 6" | 5/4+ | 4 | 7 | 2 | 6 | 6 | Expert Rider, Hatred (Angmar), Master of Battle (5+) |
| **Aranarth** | 6" | 5/3+ | 4 | 5 | 2 | 5 | 5 | Expert Shot, Hatred (Angmar), Remnants of Arnor, Sharpshooter |
| **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) |
| **Knight of Arnor** | 6" | 4/4+ | 3 | 6 | 1 | 8 | 7 | Hatred (Angmar) |

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

**Expert Shot**: make 2 Shooting attacks in Shoot Phase

**Fearless**: auto-pass Courage Tests

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

**Gift of Foresight**: Arnor models w/in 6" and line of sight save Wounds on 5+

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

**Master of Battle (5+)**: duplicate enemy Heroic Action w/in 6" on 5+ w/o spending Might

**Remnants of Arnor**: Rangers of the North treat Aranarth as a banner

**Sharpshooter**: may choose rider or mount when Shooting at Cavalry

**The King in the North**: Standfast range is 12"

Evil Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Nazthák** | 6" | 4/5+ | 4 | 5 | 2 | 7 | 6 | Scavenge |
| **The Shadow of Rhudaur** | 6" | 5/4+ | 3 | 7 | 2 | 4 | 5 | Blades of the Dead, Spectral Walk, Terror, Herald of Doom, Power of Angmar |
| **Shade** | 6" | 1/6+ | 1 | 8 | 2 | 5 | 8 | Blades of the Dead, Dominant (3), Spectral Walk, Terror, Conduit of Angmar, Swirling Mists, Ghostly Resolve |
| **Angmar Orc Captain** | 6" | 4/5+ | 4 | 6 | 2 | 7 | 7 |  |
| **Angmar Orc Shaman** | 6" | 3/5+ | 3 | 5 | 1 | 7 | 7 |  |
| **Barrow-wight** | 6" | 3/5+ | 3 | 7 | 1 | 4 | 6 | Blades of the Dead, Spectral Walk, Terror |
| **Spectre** | 6" | 2/6+ | 3 | 6 | 1 | 4 | 7 | A Fell Light is in Them, Blades of the Dead, Spectral Walk, Terror |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Werewolf** | 10" | 5/6+ | 5 | 5 | 2 | 5 | 8 | Feral Charge, Fell Sight, Terror |
| **Hill Troll** | 6" | 6/4+ | 6 | 6 | 3 | 7 | 7 | Dominant (3), Terror, Throw Stones (range 12", S8), Brutish Cunning |

**A Fell Light is in Them**: At end of move, choose enemy w/in 12" to take Intelligence Test; if failed, pull enemy directly to this model up to full move (unless obstructed, and not out of Combat) and no further movement for that model.

**Blades of the Dead**: Strikes attack vs 10 - defender's Courage

**Brutish Cunning**: reroll one die of Duel Roll if fighting non-Monster Infantry

**Conduit of Angmar**: Ringwraiths w/in 6" may use this model for Magic range & Line of Sight, and +1 to Casting Roll at cost of 1 Wound to this model

**Dominant (3)**: counts as (3) models near objective or escaping the board

**Fell Sight**: can Charge w/o Line of Sight and/or Stalk Unseen models

**Feral Charge**: when Charging an Infantry model, gain Knock to the Ground unless subsequently Charged by Cavalry

**Ghostly Resolve**: Angmar models w/in 12" are +1 on Courage Tests

**Herald of Doom**: after deployment at game start, choose one enemy Hero; while within 6", -1 to Fate Rolls & Courage Tests

**Power of Angmar**: natural 6 on Casting Roll prevents target from using Will points to resist

**Scavenge**: whenever slays non-Monster enemy in Combat, may take one item of wargear (before it can be handed off), except armour, mount, living creature, One Ring, or claws/teeth

**Spectral Walk**: move normally through Difficult Terrain; auto-6 for Climb/Jump/Leap/Swim Tests

**Swirling Mists**: spend a Will Point in Shooting Phase (before Heroic Actions) to make enemy models -1 To Hit vs friendly models w/in 6", or -2 To Hit if the enemy model is w/in 12"

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

**Throw Stones (range 12", S8)**: if no move, model can throw stone range 12", S8 in the Shooting Phase

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Arvedui** | OO | OOO | OO | O |
| **Malbeth** | OO | O | OO | O |
| **Argadir** | OO | OO | OO | O |
| **Aranarth** | OO | OOO | OO | OO |
| **Captain of Arnor** | OO | OO | O | O |
| **Nazthák** | OO | OO | O | OO |
| **The Shadow of Rhudaur** | OO | OO | OO OOO | OO |
| **Shade** | OOO |  | O OOO | O |
| **Angmar Orc Captain** | OO | OO | O | O |
| **Angmar Orc Shaman** | OO | O | OOO | O |
| **Barrow-wight** | OO |  | OO OOO |  |
| **Werewolf #1** | OO |  |  |  |
| **Werewolf #2** | OO |  |  |  |
| **Werewolf #3** | OO |  |  |  |
| **Werewolf #4** | OO |  |  |  |
| **Hill Troll #1** | OOO |  |  |  |
| **Hill Troll #2** | OOO |  |  |  |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Accuracy** | Aranarth | caller gains Sharpshooter until End Phase & reroll failed In The Way Tests |
| **Challenge** | The Shadow of Rhudaur | 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** | Angmar Orc Shaman | auto 6 on next Casting Test this turn |
| **Defence** | Argadir Arvedui Nazthák | caller only Wounded on 6 (or 6/6); doesn't affect Mount |
| **March** | Angmar Orc Captain Argadir Captain of Arnor | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | Malbeth | 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** | Arvedui | caller doubles Strength (max 10) until End Phase |
| **Strike** | Aranarth Arvedui | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Evil Spells

|  |  |  |
| --- | --- | --- |
| **Spell** | Who | Effect |
| **Curse** | The Shadow of Rhudaur 6" 4+ | enemy loses 1 Fate point |
| **Drain Courage** | The Shadow of Rhudaur 6" 3+ Angmar Orc Shaman 12" 4+ | enemy Courage worsens by 1; stacks |
| **Fog of Disarray** | The Shadow of Rhudaur self 3+ | enemies w/in 6" of caster are -1 Intelligence |
| **Instill Fear** | Angmar Orc Shaman self 3+ | enemies w/in 6" of caster are Fearful |
| **Paralyse** | Barrow-wight 6" 3+ | enemy is prone, can't do anything; recover in End Phase if d6=6 (Might-able) from model or friends in base contact |
| **Wither** | The Shadow of Rhudaur 6" 5+ Angmar Orc Shaman 12" 4+ | enemy is -1S for rest of game; stacks; if S=0, dies (caster chooses rider or mount) |

Objectives

**Good**: wipe out Evil, or Draw by getting Arvedui off any board edge

**Evil**: slay Arvedui, Malbeth, and Aranarth

Scenario Special Rules

**Malbeth the Seer**: Arvedui can save vs Wounds on 4+ if w/in 6" of Malbeth

**Arvedui's Last Stand**: Arvedui has Fearless