Last Sighting of Eärnur

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Eärnur** | 6" | 6/4+ | 4 | 7 | 3 | 4 | 6 | A Fool's Challenge, Master Duellist, Fearless |
| **Captain of Minas Tirith** | 6" | 5/4+ | 4 | 7 | 2 | 6 | 6 | Shieldwall |
| **Knight of Minas Tirith** | 6" | 4/4+ | 3 | 5/6 | 1 | 7 | 7 | Shieldwall |
| **Armoured Horse** | 10" | 2/6+ | 3 | 5 | 0 | 7 | 7 |  |
| **Horse** | 10" | 2/6+ | 3 | 4 | 0 | 7 | 7 |  |

**A Fool's Challenge**: may never decline Heroic Challenge; must Charge enemy Hero if possible

**Fearless**: auto-pass Courage Tests

**Master Duellist**: Fight Value always matches any single enemy (before Heroic Strikes); Fight Value never modified by enemy special rules or magic

**Shieldwall**: if non-Cavalry, non-prone, has shield, and in base contact with two other Shieldwall models, +1 Defense before Backing Away

Evil Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **The Witch-king of Angmar** | 6" | 6/4+ | 4 | 8 | 3 | 4 | 4 | Morgul Blade |
| **Angmar Orc Captain** | 6" | 4/5+ | 4 | 6 | 2 | 7 | 7 |  |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Spectre** | 6" | 2/6+ | 3 | 6 | 1 | 4 | 7 | A Fell Light is in Them, Blades of the Dead, Spectral Walk, Terror |

**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

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

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

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

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Eärnur** | OOO | OOO | OOO | O |
| **Captain of Minas Tirith** | OO | OO | O | O |
| **The Witch-king of Angmar** | OOO | OOO | O OOO OOO OOO OOO OOO | OOO |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #2** | OO | OO | O | O |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Challenge** | Eärnur 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 Minas Tirith | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Resolve** | Eärnur 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** | Eärnur 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**: Eärnur slays the Witch-king

**Evil**: The Witch-king slays Eärnur

Scenario Special Rules

**Lord of the Nazgûl**: The Witch-king has Fight Value 6 & 3 Attacks

**Leave Him to Me**: Evil can't target Eärnur with Shooting, special rules, or Magic

**A Clash of Kings**: Only the Witch-king and Eärnur can inflict the last unsaved Wound on the other

**Death or Glory**: Eärnur is Fearless and the Witch-king doesn't lose Will in Combat