Ambush in Rhudaur

Good Character Stats

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | Move | F | S | D | A | C | I | Notes |
| **Arathorn** | 6" | 5/3+ | 4 | 5 | 3 | 5 | 5 | Chieftain of the Dúnedain, Woodland Creature |
| **Halbarad** | 6" | 5/3+ | 4 | 5 | 2 | 4 | 4 | Woodland Creature |
| **Ranger of the North** | 6" | 4/3+ | 4 | 4/5 | 1 | 6 | 6 | Woodland Creature |

**Chieftain of the Dúnedain**: friendly Dúnedain Hero models can benefit from this model's Standfast

**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 |  |
| **Angmar Orc Warrior** | 6" | 3/5+ | 3 | 4/5 | 1 | 8 | 8 |  |
| **Hill Troll** | 6" | 6/4+ | 6 | 6 | 3 | 7 | 7 | Dominant (3), Terror, Throw Stones (range 12", S8), Brutish Cunning |

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

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

**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 in the Shooting Phase

Expended Stats

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | Wounds | Might | Will | Fate |
| **Arathorn** | OO | OOO | OO | O |
| **Halbarad** | OO | OOO | OO | O |
| **Ranger of the North #1** | O | O | O | O |
| **Ranger of the North #2** | O | O | O | O |
| **Ranger of the North #3** | O | O | O | O |
| **Ranger of the North #4** | O | O | O | O |
| **Ranger of the North #5** | O | O | O | O |
| **Ranger of the North #6** | O | O | O | O |
| **Ranger of the North #7** | O | O | O | O |
| **Ranger of the North #8** | O | O | O | O |
| **Ranger of the North #9** | O | O | O | O |
| **Ranger of the North #10** | O | O | O | O |
| **Ranger of the North #11** | O | O | O | O |
| **Ranger of the North #12** | O | O | O | O |
| **Ranger of the North #13** | O | O | O | O |
| **Ranger of the North #14** | O | O | O | O |
| **Ranger of the North #15** | O | O | O | O |
| **Ranger of the North #16** | O | O | O | O |
| **Ranger of the North #17** | O | O | O | O |
| **Ranger of the North #18** | O | O | O | O |
| **Angmar Orc Captain #1** | OO | OO | O | O |
| **Angmar Orc Captain #2** | OO | OO | O | O |
| **Hill Troll** | OOO |  |  |  |

Heroic Actions

|  |  |  |
| --- | --- | --- |
| **Action** | Who | Effect |
| **Accuracy** | Arathorn Halbarad Ranger of the North | caller gains Sharpshooter until End Phase & reroll failed In The Way Tests |
| **March** | Angmar Orc Captain | may not Charge, but +3" Move value; +5" if Cavalry or Flying |
| **Strike** | Arathorn Halbarad | add d3 to Fight Value (max 10) for Fight Phase; roll at start of caller's first combat |

Objectives

**Good**: prevent Evil victory

**Evil**: move >=8 Evil models off the eastern edge

Scenario Special Rules

**Ambush!**: After deployment before the 1st Turn, Good models may make a free Shooting attack (but cannot use Might)

**The Troll**: if the Hill Troll escapes the board, Good's best result is a Draw