

A new scenario allowing you to recreate Denethor's desperate attempt to summon help from Rohan before Gondor is overwhelmed by the forces of the Dark Lord.

Description

Sauron is on the move and Gondor is soon to be besieged. The armies of the Dark Lord are vast, a tide of Evil creatures that will sweep away all in their path if they are not stopped. Denethor, Steward of Minas Tirith, knows this and also knows that the forces available to him are not enough to stand against the Dark Lord.

Calling forth the bravest warriors in Minas Tirith, Denethor sends messages south to the fiefdoms of Lossarnach, Lamedon, Morthond and many others. The most senior of messengers, Hirgon, is sent westwards to Gondor's staunchest ally: Rohan. In times of need in ages past, Gondor would always send a Red Arrow to the king of Eorl's folk, and it is this icon that Hirgon carries to convince Théoden of the danger.

Taking the swiftest steed in the stables,

THE RED ARROW

A new scenario for The Return of The King

Hirgon travels west through the Druadan forest when his keen eyes spy Orcs blocking his way. Can Hirgon win through to Rohan?

Participants

The Good side consists of Hirgon Captain of Gondor with longbow (counts as an Elven bow) on horseback, (may not be given a lance or heavy armour).

The Evil side has 6 Orcs with Orc bow and 2 Warg Riders with Orc bow.

Points Match

You can use this scenario to re-enact similar battles – for example, Arwen carrying Frodo to Rivendell while the Ringwraiths attempt to stop her.

If you want to play this game with other forces choose a single Hero for the Good side and an equal points worth of Evil warriors for the Evil side.

Layout

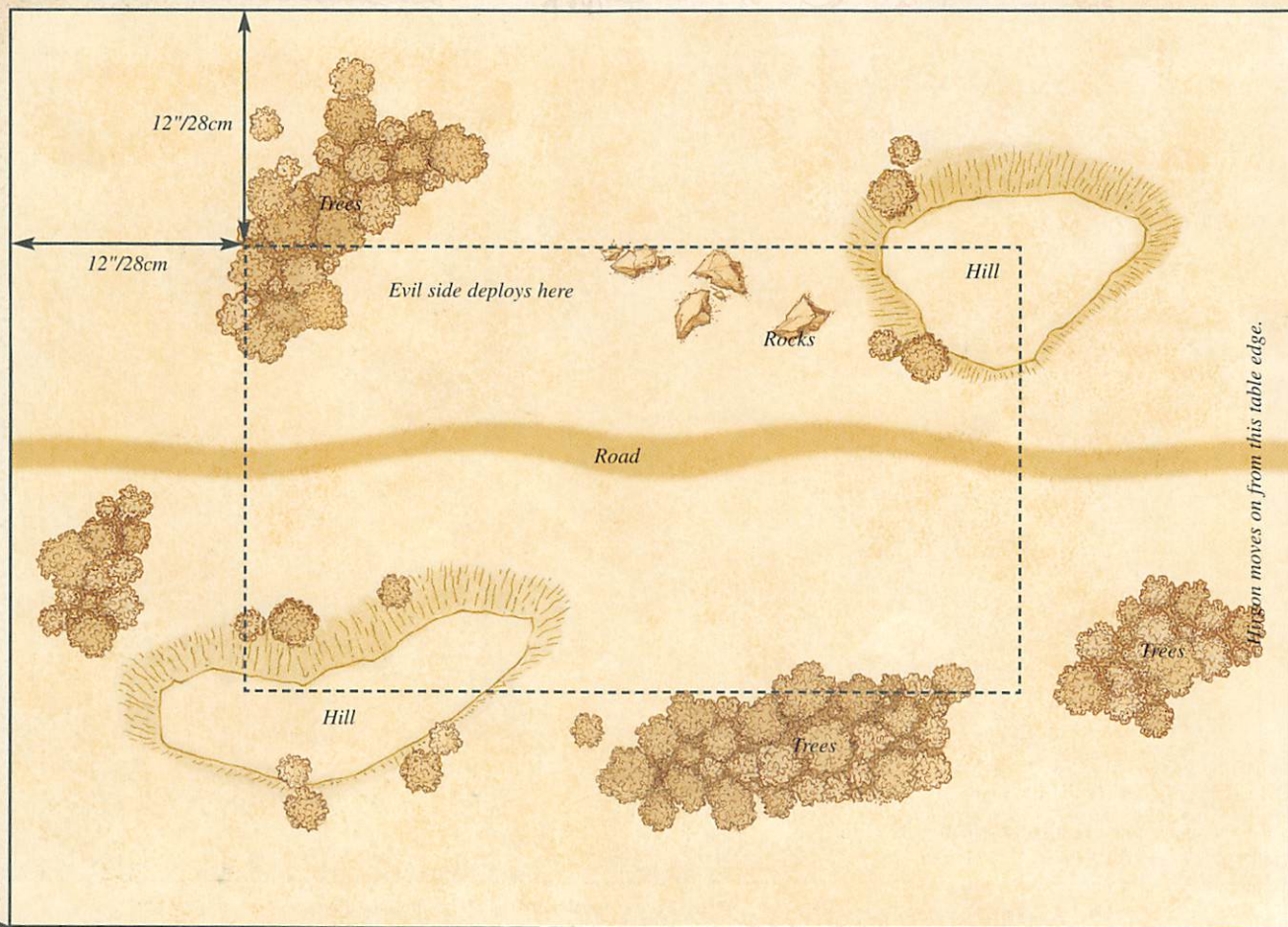
The scenario is played on a board 48"/112cm by 72"/180cm. A road runs centrally, parallel to the long board edges with at least one hill to either side. The remainder of the board should be covered with several small woods and scattered with rocky outcrops.

Starting Positions

The Evil player deploys his force anywhere on the board but no closer than 12"/28cm to a board edge or within 6"/14cm of another Evil model. Hirgon moves onto the board from one of the short edges at the start of the first turn.

Objectives

The Good player wins if Hirgon exits the board from the board edge opposite the one he moved on from.





With the Warg Riders in hot pursuit, Hirgon breaks through the Orc line.

The Evil player wins if the Good player does not achieve his objectives.

Special Rules

Sentries. Hirgon must try and escape under cover of darkness as, once the Orcs realise that a messenger is trying to escape the city, the call will go up and his effort imperilled. At the start of the game, the Orc scouts are unaware of the enemy presence and are as likely to wander off in the wrong direction as they are to move towards Hirgon.

To represent this, they do not move in the usual way. Instead, at the start of the Evil player's Move phase he rolls a D6 for each Orc. On a roll of 1-3 he may move the Orc as normal. On a roll of 4-6 the Good player may move the Orc instead. If at any point an Orc is within 6"/14cm of Hirgon and has line of sight to him, the alarm is raised.

Once the alarm has been called, the Evil player may move the Orcs as normal. Until the alarm has been raised, the Orcs may not shoot Hirgon (they have not seen him).

If Hirgon kills an Orc there is a chance the death rattle will alert his fellows. If this happens, the Evil player rolls a D6. On the roll of a 1, the alarm has been raised.



Wargs – massive and dangerous creatures with a carnivorous intelligence.