

SCENARIO: AMON SÛL

Aragorn has led the Hobbits to Amon Sûl – lately the site of a great battle between Gandalf and the Ringwraiths. Whilst Aragorn leaves to spy out the land and find food, the Hobbits are left alone in the ruined grandeur of the old outpost, the graven faces of kings long dead staring down at them from the walls. It is in the still watches of the night that their situation takes a turn for the worst, for the five Nazgûl who did not follow the Grey Wizard spy their prey atop the crumbling edifice and, shortly thereafter, attack out of the shadows. Against the terror and fury of the five Ringwraiths the Hobbits cannot possibly hope to prevail, yet Frodo's companions rush to his defence in the hope that Aragorn will return before all is lost.

Participants

Good

Frodo Baggins
Samwise Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn

Evil

The Witch-king of Angmar
4 Ringwraiths

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

Layout

This scenario is played within the ruin of Amon Sûl itself – a circle 12"/28cm in diameter. See The Fellowship of The Ring Journey book for the modelling project. The boundary of the playing area should be crumbling walls that can be climbed by a man-sized figure (ie, between 1"/2cm and 2"/4cm tall). In addition, the entire playing area counts as difficult ground.

Hobbits deploy here.



Starting Positions

The Good player deploys the Hobbits within 3"/8cm of the centre of the board. The Evil player then deploys the Ringwraiths touching the edge of the playing area. Aragorn is not deployed at the start of the game, but will be available as the game goes on.

Special Rules

Flaming Brands: All of the Hobbits are clutching flaming brands as well as the swords they have taken from the barrows near the Old Forest. If they win a combat, any surviving opponent must immediately retreat D6"/2D6cm.

Seat of Power: The aura of nobility that surrounds the ruins of what was once a great fortress is a major deterrent to the Evil forces. Any Ringwraith (including the Witch-king) in the playing area at the start of its move must test its Courage in the same way as if its force was broken.

Aragorn: Aragorn is not present at the start of the game and is instead out in the wilds foraging for food, unaware that the wraiths are so close. From the second turn onwards, the Good player may roll a D6 at the end of his Movement phase. On the roll of a 4+, Aragorn will move onto the playing area from any point on the circumference of the circle. Aragorn may not charge on the turn he arrives, but may otherwise act normally.

The Cry of the Nazgûl: Once per game, in the Priority phase (but before any dice have been rolled), the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it. Accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 3 points.

However, such a fearful noise will also have the effect of drawing more attention to the Nazgûl – in the turn that this ability is used, Aragorn will arrive on the roll of a 2+, rather than a 4+ as described in the Aragorn special rule.

Objectives

The Evil side wins automatically if Frodo is slain – The Ring is recaptured and the fate of the world is forever altered. The Good side wins if all of the Ringwraiths are slain or driven off.

In any other result, or if both players meet their victory conditions in the same turn, the game is a draw.