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#### Pages

[The Lord of The Rings Scenario - Fiends and Fireworks](#)

- [1. Fiends and Fireworks - Background and Forces](#)
- [2. Fiends and Fireworks - Scenario](#)

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## Fiends and Fireworks - Background and Forces

*Reprinted from White Dwarf 309: Adam Troke introduces a new scenario, featuring Gandalf and his cart. Can the wise old Wizard reach the safety of the Shire and away from a deadly ambush?*

Gandalf the Grey and Bilbo Baggins are the firmest of friends, their perilous quest to the Lonely Mountain in the company of Thorin Oakenshield cementing a friendship that has lasted for decades. Gandalf has always kept a careful eye on Bilbo, ever watchful of the magical ring that he found within the Goblin hold all those years ago. Now, with Bilbo's eleventy-first birthday looming closer, and the largest, best-organised party in the Shire requiring his attendance, Gandalf returns once more to that green and lush place. However, his journey is not as smooth as the old Wizard would have wished, a sure sign that the power of the Dark Lord is waxing strong once again. Even as the Evil creatures lurking around the Shire's borders launch their attack, help is at hand - for three of the Dúnedain are close by, ready to protect the Wizard who, with a cartload of packages, each marked with a red 'G', is not without resource himself.

#### FORCES

##### Good

Gandalf  
3 Dúnedain

##### Evil

Goblin Captain  
4 Goblins with shield  
4 Goblins with spear  
4 Goblins with bow  
Warg Chieftain  
6 Wild Wargs

#### Points Match

The very nature of this scenario suggests that Gandalf and his cart should be involved. However, players could experiment with exchanging the Dúnedain with other Good Heroes. Likewise, the Goblins and Wargs could be exchanged for any number of Evil models of a similar value chosen from your rules manual.


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2. Fiends and Fireworks - Scenario

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## Fiends and Fireworks - Scenario

### Layout

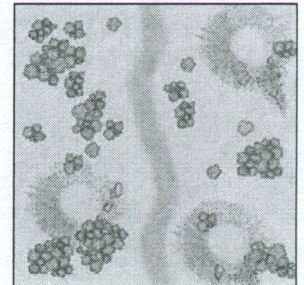
The game is played on a board 48"/112cm x 48"/112cm. The playing area should have plenty of woods and hills throughout, matching the green and lush appearance of the Shire's border. A clear path runs throughout the board.

### Starting positions

Gandalf and his cart start on one end of the board. The Rangers start within 12"/18cm of him. The Evil force is then placed anywhere on the board, but not within 12"/28cm of any Good model. Evil models may not deploy on the road.

### Objectives

Gandalf is bringing a cartload of fireworks to the Shire for Bilbo's birthday party. Since Bilbo is one of Gandalf's oldest and dearest friends, the Grey Wizard does not wish to disappoint him. The Good player wins if Gandalf can leave the board by the Shire edge with his cart intact. The Wargs and Goblins have been stalking the borders of the Shire for some time now, looking for rich pickings and a good meal. They win if they can destroy Gandalf's cart. Gandalf has ten turns to complete his objective. If Gandalf manages to escape, but takes more than ten turns to do so, the game is a draw.



click to enlarge

### Special Rules

**Pony and cart.** Gandalf is riding on a fragile cart, filled with fireworks and drawn by a pony. The cart is a mount that moves 8"/20cm. A two-handed weapon may be used from the back of the cart. Gandalf will not receive any bonuses for charging while driving his cart, in fact the pony is so unused to war and violence that while riding the cart Gandalf must pass a Courage test to charge any enemy, exactly as if the enemy caused terror. Any shooting attacks directed at Gandalf and his cart have a chance of striking the cart or Gandalf himself. The shooting player should roll a D6 - on a 1-4 the cart is hit, while on a 5-6 Gandalf is struck. The cart has a Defence of 5 and 4 Wounds. If Gandalf is beaten in a fight, his opponent may choose to strike blows against Gandalf or the cart, just as against any other mounted model.

**A cartload of fireworks.** Gandalf is known throughout the Shire as an eccentric old man, with a mastery of fireworks. The rockets, spinning wheels and other pyrotechnic devices that he creates are second to none and, though their use is intended to entertain and amaze, in a pinch they can be used as weapons. Each turn Gandalf may use a single firework as described below.

Gandalf may launch one of three different kinds of fireworks each turn:

**Shrieker:** These small rockets are incredibly noisy, emitting a terrible shrieking sound as they fly into the air and exploding. A Shrieker is fired just like a bow with a range of 36"/84cm. The Shrieker will hit on the score of a 4+. Any model struck by a Shrieker takes a single Strength 4 hit. In addition, as long as the target is hit, it and any Evil models within 2"/4cm of it must immediately take a Courage test exactly as if his force was broken.

**Goblin Barkers:** A tube, roughly the size of a Hobbit's forearm and wrapped in green paper, Goblin Barkers create a tremendously bright explosion that can be quite deafening. Quite why the old Wizard named them Goblin Barkers is, however, unknown to the Hobbits of the Shire. Gandalf may throw a Goblin Barker in the same way as a throwing weapon, hitting on the score of a 4+, with a Strength of 1. The target, and any Evil models within 2"/4cm, are knocked to the ground. In addition, those models affected may do nothing further that turn.

**Squib:** Squibs are small crackers that Gandalf would often hand around to Hobbit children, much to their delight. The Squibs he uses in this scenario are far more potent. Each Squib counts as a thrown weapon that will hit on a 4+. A Squib has a Strength of 7.

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