



Having defeated an Orc raid on Rivendell, an Elf force led by Glorfindel is pursuing the survivors towards the Ettenmoors. Unfortunately as night comes down, the Orcs recover their courage and turn to face their pursuers. To make matters worse, Glorfindel's scouts warn him that a Goblin war party has come down out of the mountains and has picked up the Elves' trail. Caught between two enemies, Glorfindel orders a withdrawal to a ruined watchtower. Both the Orc and Goblin forces pursue the Elves to the watchtower, neither warband aware of the other's existence, so focused are they on the presence of the Elves.

The Good side consists of Glorfindel, Elladan, Elrohir and Arwen (all on foot), 15 Wood Elves with armour and bows and 18 Wood Elves with armour and Elven blades or spears (player's choice). Rules for Elven blades can be found on page 38.

10 Orcs with hand weapons and shields, 5 Orcs with Orc bows, 4 Warg Riders with Orc bows and 4 Warg Riders with throwing spears and shields. The Goblin force consists of 2 Goblin Captains, 1 Cave Troll with a spear, 1 Cave Troll with a Troll chain, 6 Goblins with spears, 8 Goblins with swords and shields and 8 Goblins with Orc bows.

If you want to fight this battle with different forces, choose 650 points of troops for the Good side and 350 points for each Evil force. The Good side must include 4 heroes. Neither side may have more than half (50%) of its models armed with bows.

The game is played on a 72"/180cm x 48"/112cm table. The playing area is divided into three equal sections (see map). The centre section is dominated by a large hill on the top of which is a ruined watchtower surrounded by rubble and wall sections. The other two sections are flat land covered with rocky outcrops and vegetation.

