

MEDDLE NOT IN THE AFFAIRS OF WIZARDS

Though Wizards purport never to be late or early, arriving precisely when they mean to, this is not always entirely accurate. Whilst the Elves labour in the Tawar Dúath, the three Wizards of the White Council have been delayed. Having finally encountered one another on the outer edge of the forest of Mirkwood, the three come under attack from within and without the gloom-struck forest. From the western plains of the Anduin sweep a band of Warg Riders, possibly directed by Sauron, but more likely merely searching for easy prey and erroneously thinking they have found it in the three old men who now stand before them. At the same time, and of far more immediate concern, several Castellans emerge from the canopy of Mirkwood. These, at least, are driven solely by the Necromancer's designs, and could yet prove to delay the three travellers further still, if not permanently...

PARTICIPANTS

Good

Gandalf the Grey
Radagast the Brown
Saruman the White

Evil

4 Castellans of Dol Guldur, each with a Morgul blade
1 Orc Captain
6 Warg Riders
 2 with throwing spears, 2 with Orc bows, 2 with shields
3 Wild Wargs

LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown opposite. The eastern 12"/28cm of the board is heavily forested and should have at least half of its surface area covered in either forests or individual trees. A small forest (of about three trees) and a larger forest (of about five trees) and half a dozen individual trees will give a suitable effect.

STARTING POSITIONS

The Good player deploys his force anywhere on the board, with no model deployed within 6"/14cm of another or the western board edge. When this has been done, the Evil player deploys his Castellans touching the eastern board edge, no closer than 3"/8cm to each other, and the remainder of his force within 3"/8cm of the western board edge.

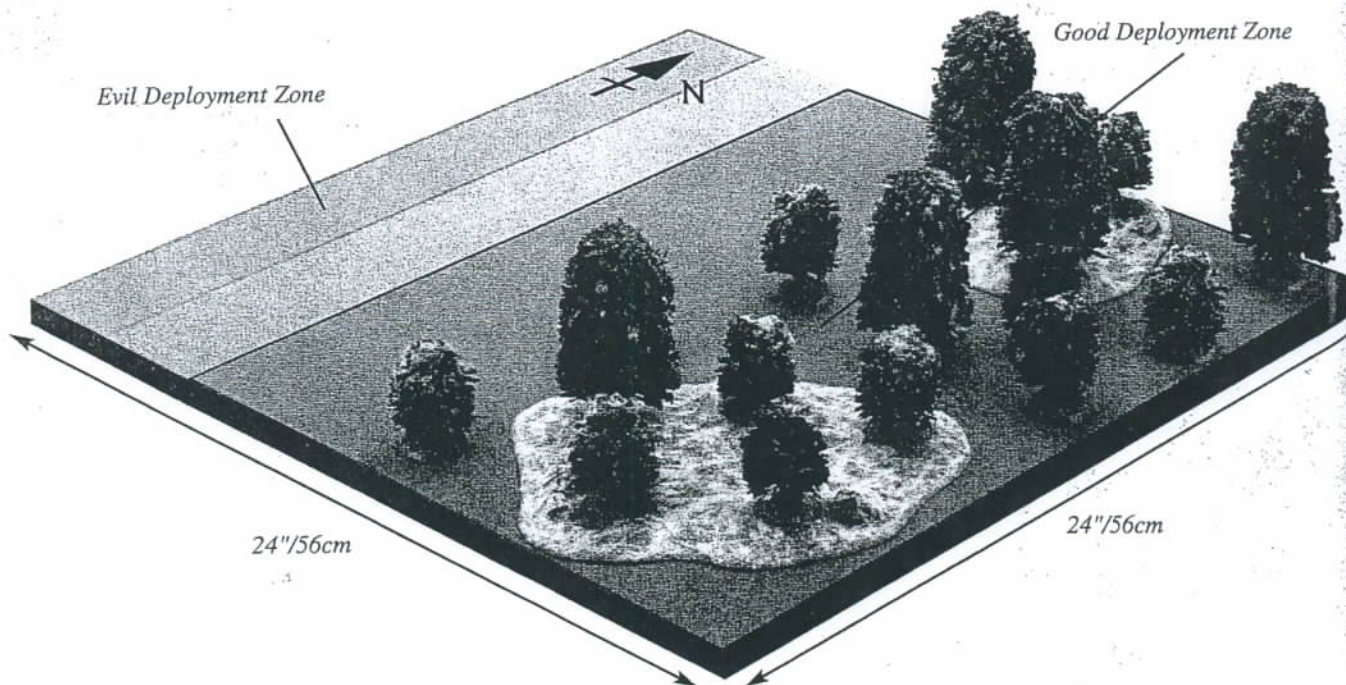
POINTS MATCH – ALTERNATIVE FORCES

Good (500 points)

Must include three Heroes. No Good models may ride steeds of any kind. One of the Heroes may be equipped with a bow.

Evil (400 points)

No more than 50% of the Evil models may carry bows, and up to 33% of Evil models may ride steeds of any kind.



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OBJECTIVES

The Evil side wins if two of the three Wizards are slain before the Evil force is reduced to a quarter of its starting models. The Good player wins if the Evil force is reduced to half its starting models and two or more Wizards are still alive. In any other event, or in the event of both sides meeting their objectives in the same turn, the game is a draw.

SPECIAL RULES

The Will of Sauron. This far from Dol Guldur, the Castellans are much weaker than they normally would be – though they are still formidable, to say the least. They start the game with only 5 Will points each.



THE LAIR OF THE SPIDER QUEEN

Against all odds, the battles in the north have gone well. Elrond's forces prevailed and rescued Thranduil, whilst Erestor and Glorfindel's timely arrival preserved Arwen and Círdan from the attentions of the Castellans of Dol Guldur. In gratitude for Elrond's aid, Thranduil musters his remaining warriors and pledges his support to the greater goal. At last, the White Council begins to coalesce for the assault on Dol Guldur, yet one obstacle has to be overcome before the Hill of Sorcery can be brought under siege. Around the clearing in which Dol Guldur sits, the Tawar Dúath is almost impenetrably dense, a solid barrier made all the more forbidding by the malice of countless rotten-hearted trees. There is but one approach that, though perilous, will serve the attackers well. At one point along the perimeter, the forest becomes sparse, almost as though it were a living thing infested with decay. It is here that passage can be made, yet it is not without danger. In the heart of this region lives the queen of the Giant Spiders, an evil and cunning child of Shelob, spawn of Ungoliant. Her senses extend as far as her web, and the strands of her web cover acres beyond counting. To steal quietly through her realm would be costly at best, and impossible at worst, so this bloated creature must be slain and her brood scattered. This task falls to Galadriel and those that have travelled with her.

PARTICIPANTS

Good

Galadriel, Lady of the Galadhrim

Celeborn

2 Wood Elf Sentinels

24 Wood Elf Warriors

8 with Elven blades and throwing knives; 8 with Elf bows;

8 with Wood Elf spears

Evil

Spider Queen

4 Giant Spiders

2 Bat Swarms

6 Wild Wargs

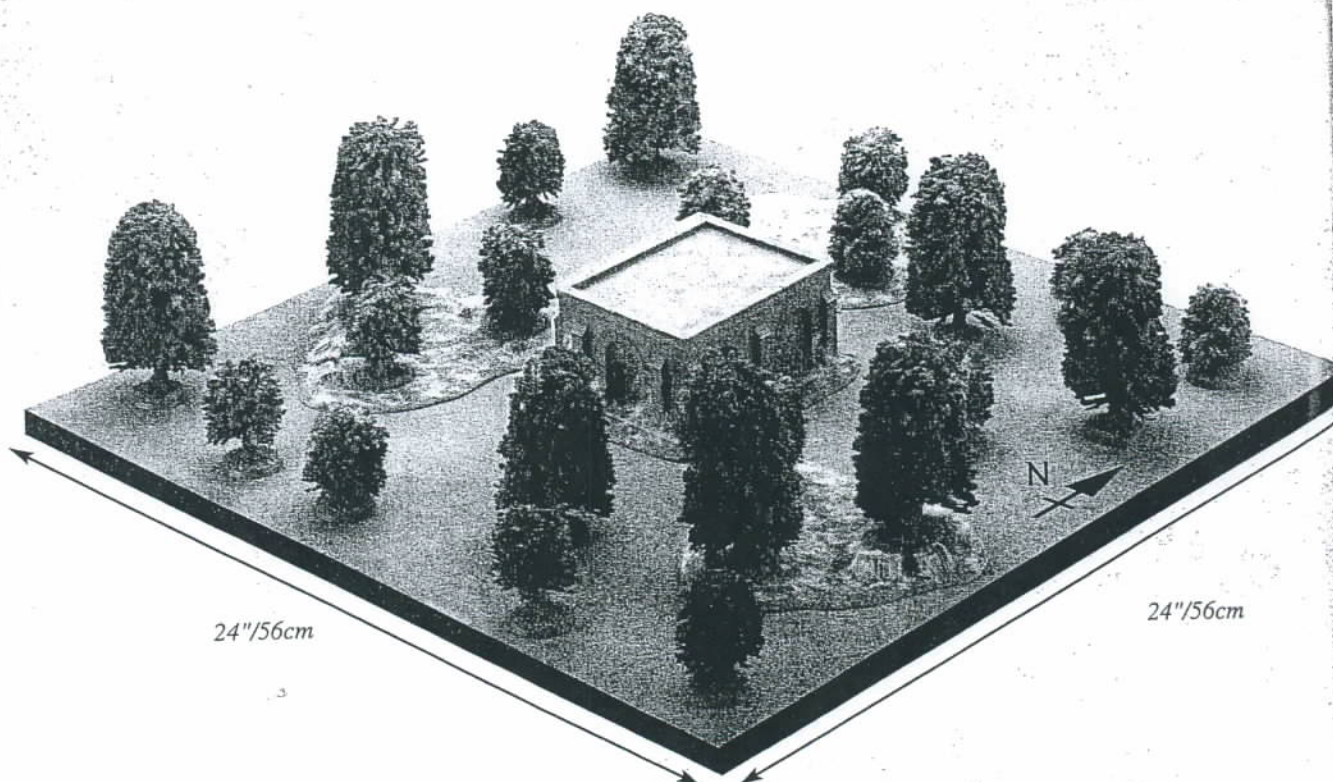
POINTS MATCH - ALTERNATIVE FORCES

Good (450 points)

Must include a single Hero (who takes the place of Galadriel). No Good models may ride steeds of any kind. Up to 33% of the Good models may be armed with missile weapons.

Evil (300 points)

Must include a single Hero (who takes the role of the Spider Queen). No Evil models may ride steeds of any kind. Up to 33% of the Evil force may be armed with missile weapons.



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LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, set up as shown opposite. The Spider lair is placed in the centre of the board. There should also be three small forests (of about three trees each) placed within 6"/14cm of the Spider lair. Individual trees should be placed across the rest of the board, no closer than 3"/8cm to another tree or to a forest.

STARTING POSITIONS

The Evil player deploys his entire force within 3"/8cm of the spider lair. The Good player splits his force into four equal groups, and deploys one group within 6"/14cm of the centre of each board edge.

OBJECTIVES

The Evil side wins if the Good force is slain or flees from the board, whilst the Good player wins if the Spider Queen is slain. In the event of Galadriel being slain, the best result the Good player can achieve is a draw.

SPECIAL RULES

Defend the Queen. When the attack begins, the Spider Queen calls her brood to defend her, with more and more of the foul things appearing from the forest as the battle goes on. When a Giant Spider is slain, it is brought into play at the end of the following Move phase. The player with priority must place it touching the centre of any board edge or the Spider lair. Newly arrived models may not charge in the turn they arrive, but may otherwise act as normal. Evil models do not take Courage tests in this scenario.

The Web. The ground of the lair is covered with a layer of entangling webbing. At the start of their move, all Good models must roll a D6. On a roll of a '1', they have been snared in the web and may not move that turn, and count as trapped in the subsequent Fight phase. Heroes may use Might to modify this roll.

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