

# SCENARIO: PLUNDER!

Azghûr has directed his followers to descend upon a village and strip every last item of value from it. The attack is made in the dead of night. Though the Goblins can see plainly in the darkness, the *Sentries* set by the villagers are less fortunate. Can the alarm be raised before all is lost?

## STARTING POSITIONS

Before the game starts, the Good player divides his force into two numerically equal groups. One group, chosen by the Evil player, is deployed within 12"/28 cm of the center of the map. The Evil player then deploys his force anywhere within 6"/14 cm of any board edge. The remaining Good models are deployed anywhere on the board, no closer than 6"/14 cm to another Good model.

## OBJECTIVES

The Good force is attempting to defeat the Evil force and so save the lives and possessions of the villagers. The game ends when all Evil models are slain or have left the board.

### Major Good Victory

The game ends, and no *Loot* counters have been stolen.

### Minor Good Victory

The game ends, and 1-2 *Loot* counters have been stolen.

### Minor Evil Victory

The game ends, and 3-5 *Loot* counters have been stolen.

### Major Evil Victory

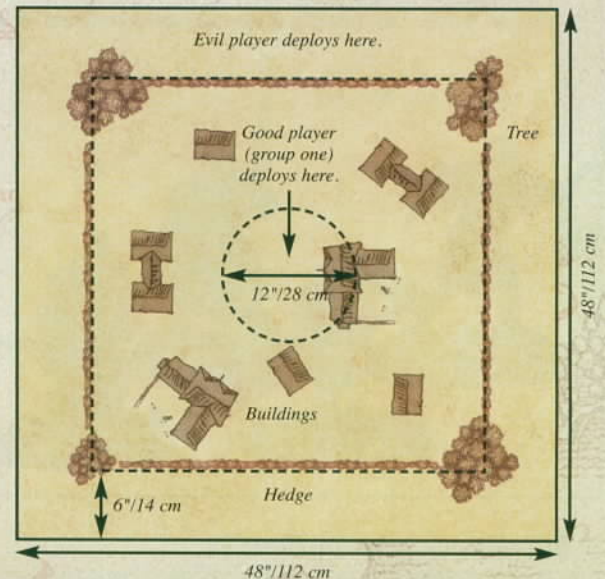
The game ends, and 6 or more *Loot* counters have been stolen.

## SPECIAL RULES

**Sentries.** The second group of Good models are the *Sentries* for the village. At the start of the game, they behave exactly as described in the *Sentry* rules in the main rules manual on p. 73. The other Good models do not move until the alarm has been raised but can detect Evil models in exactly the same way as the *Sentries*.

**Loot.** A Goblin may claim a *Loot* counter by moving into contact with a building – place a counter in base contact with the Goblin.

A Goblin can also seize an unclaimed counter by moving into base contact with it during the Move Phase. The counters are otherwise treated as light items, as described on p. 72 of The Lord of The Rings rules manual. A counter is considered to have been stolen only when the Goblin carrying it moves off the board.





# SPECIAL RULES

## HIRING EVIL MERCENARIES

After the 1st campaign turn, the Evil player may spend *Loot* points to get more troops. This step occurs at the start of the Mustering Attackers Phase. For each *Loot* point the Evil player spends, he may add 15 points worth of models to one of his warbands for that turn only. These models can be any mix of Goblins, Orcs, or Uruk-hai. Though they fight as normal during the game, such allies are fickle and will desert after 1 campaign turn. Remember, although hiring such troops may aid you early in the campaign, each *Loot* point spent before the end will make the final scenario all the harder.

In the final scenario, the Evil player may also spend points on Mountain Trolls.

*Mordor Orc Warriors*



*Uruk-hai Scouts*



*Moria Goblin Warriors*



## BUILDING GOOD DEFENSES

After the 1st campaign turn, in the Muster Defenders Phase, the Good player gets D3 Defense Points that he can exchange for a variety of upgrades. Each upgrade must be assigned to fortify one of his villages. Once bought, upgrades last for the rest of the campaign, though they remain in the same village – they cannot be transferred between locations. Dedicated players may want to sketch out a map of each settlement so that the layout remains the same in future games.

### Symbol of Ancient Days

1 Defense Point

Across Middle-earth, there are ruins built by the Elves or Numenoreans. Evil beings recognize the touch of a higher power upon these artifacts and fear them.

A symbol of ancient days can be placed anywhere within the Defender's Deployment Zone. Any Evil models within 6"/14 cm of the symbol suffer a -1 penalty to their Courage.

*This ancient statue is taken from the Ruins of Middle-earth box.*



### Weapon Stash

1 Defense Point

In the middle of battle, weapons break and ammunition is spent. Extra supplies of such items can be kept close to hand so that a warrior may replace his gear.

A weapon stash can be placed anywhere within the Defender's Deployment Zone. Any Good models within 3"/8 cm of a weapon stash may reroll any 1's when shooting.





## Palisade 2 Defense Points/Section

Though walls take a great deal of time to build, once they are completed, a village can be all but invulnerable to anything other than a full-fledged assault.

Each palisade purchased allows the Defending player to set up a 12"/28-cm section anywhere within his Deployment Zone. Wall sections are treated just like obstacles (as described in the main rules, p. 19). In addition, any model that attempts to jump the Palisade takes a S5 hit if a 1 is rolled on the Jump Test.

*The palisade is made of cocktail sticks, as are the spikes. The earthen mound is a trimmed and flocked piece of insulation foam.*



## Well

Once fire catches hold it can consume even a large timber building in a handful of minutes. A supply of water close at hand helps combat this threat.

A well can be placed in the Defender's Deployment Zone. If a well is part of a settlement, the Defenders may add +2 to rolls to extinguish fires in the Pillage scenario.

*This well is from the Mines of Moria terrain sprue.*



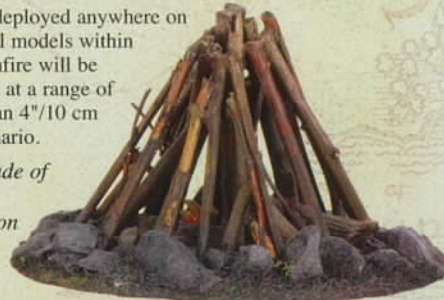
## 1 Defense Point

## Bonfire

Most raids, particularly those launched by Goblins, happen in the dead of night. As such, a good light source is of great benefit to Sentries, as it enables them to spot interlopers at a much greater distance.

A bonfire may be deployed anywhere on the board. Any Evil models within 12"/28 cm of a bonfire will be spotted by Sentries at a range of 8"/20 cm rather than 4"/10 cm in the Plunder scenario.

*This bonfire is made of artfully arranged gravel and twigs on a card base.*



## 1 Defense Point

## Watchtower 2 Defense Points

Watchtowers are a common fortification in rural settlements and provide a vantage point for archers and Sentries and offer a defense against arrows.

A Watchtower may be deployed anywhere in the Good player's Deployment Zone, where the extra elevation and defense can be put to good use.







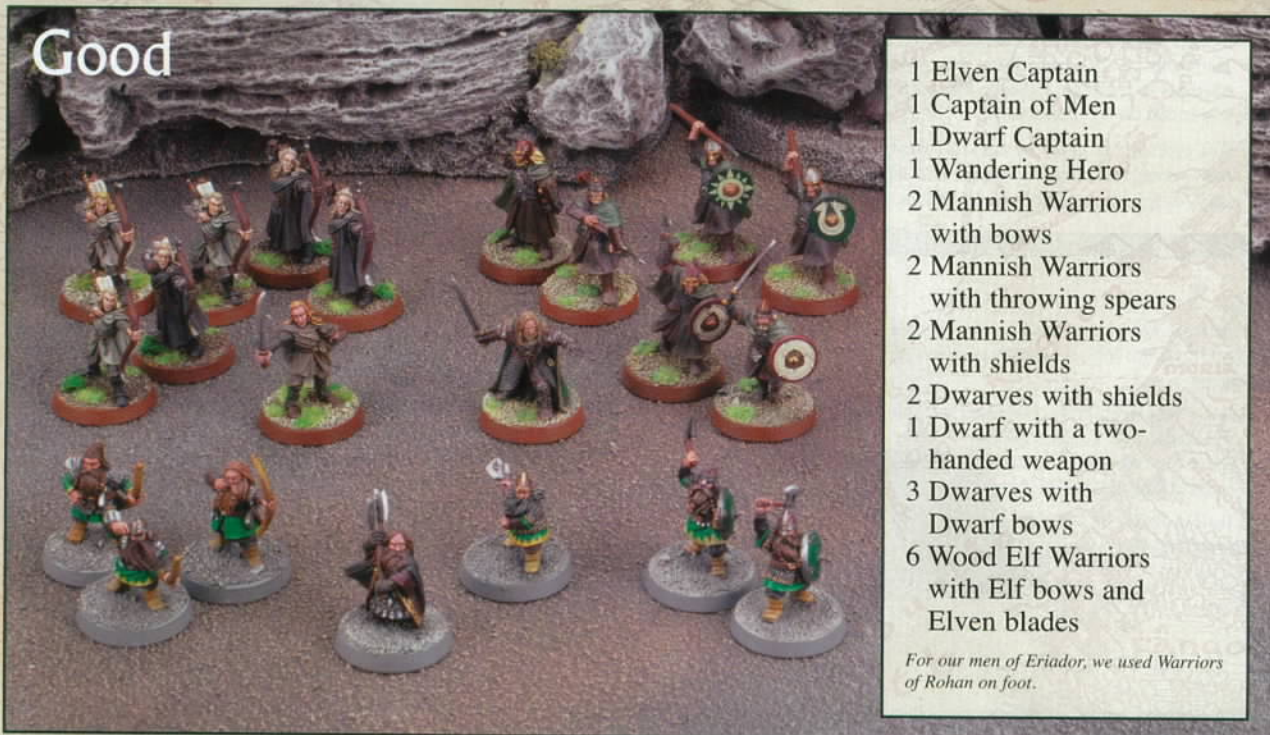
# SCENARIO: THE HUNT FOR THE SCAVENGER KING

Every village within striking distance of Azghûr's lair has borne the brunt of his greed. Such a state of affairs can no longer persist. After seeking aid from any who will lend it, the villagers send a force into the Misty Mountains to search for the Goblin King's lair.

After many days of wearying and frustrating traipsing through the cold and uninviting mountains, a sign of Azghûr's passing finally comes to

light – a trail scuffed and worn by many feet that leads into a great cave. Within the dank cavern dwell the Goblins that have brought such misery to the surrounding area for so long. Being the brave soul that he is, Azghûr scurries for safety at the sight of deserved vengeance and sends his troops to confront the vengeful villagers. Can the forces of Good find Azghûr before they are overwhelmed?

## Good



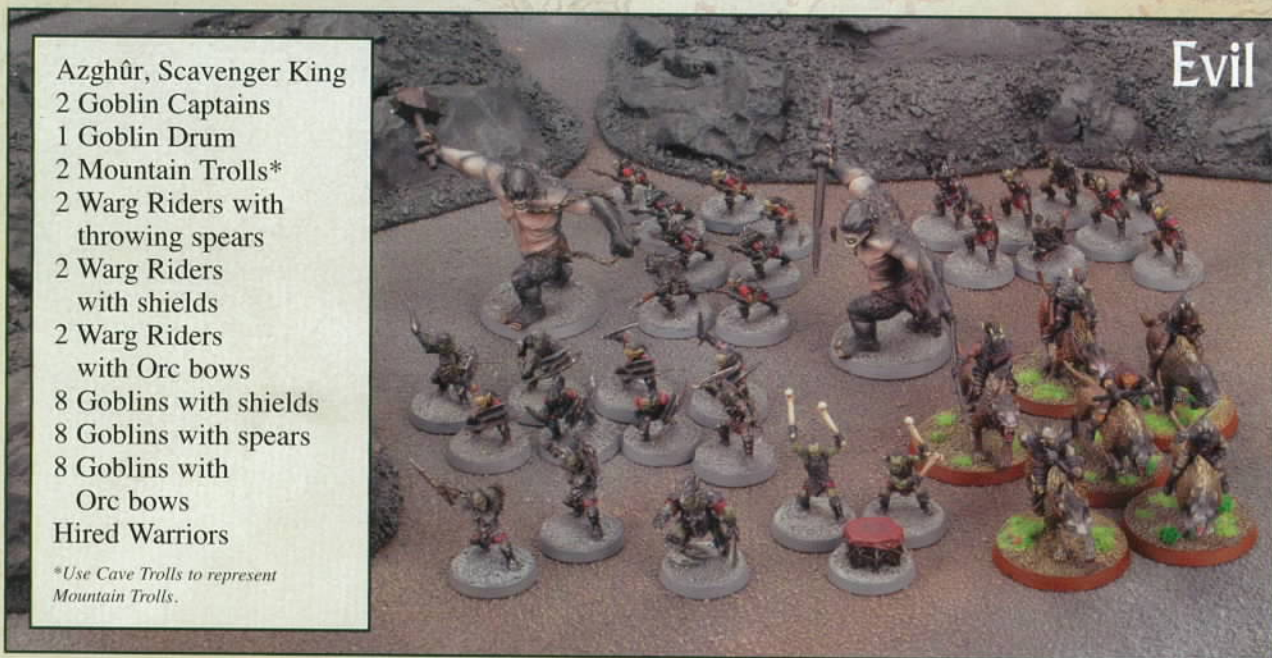
- 1 Elven Captain
- 1 Captain of Men
- 1 Dwarf Captain
- 1 Wandering Hero
- 2 Mannish Warriors with bows
- 2 Mannish Warriors with throwing spears
- 2 Mannish Warriors with shields
- 2 Dwarves with shields
- 1 Dwarf with a two-handed weapon
- 3 Dwarves with Dwarf bows
- 6 Wood Elf Warriors with Elf bows and Elven blades

*For our men of Eriador, we used Warriors of Rohan on foot.*

- Azghûr, Scavenger King
- 2 Goblin Captains
- 1 Goblin Drum
- 2 Mountain Trolls\*
- 2 Warg Riders with throwing spears
- 2 Warg Riders with shields
- 2 Warg Riders with Orc bows
- 8 Goblins with shields
- 8 Goblins with spears
- 8 Goblins with Orc bows
- Hired Warriors

*\*Use Cave Trolls to represent Mountain Trolls.*

## Evil



## POINTS MATCH

This scenario is highly specialized and, as such, does not lend itself easily to a Points Match. However, if you wish to play this game with other forces, simply agree on the participating combatants with your opponent.



## LAYOUT

This scenario is played on a 48"/112-cm x 72"/180-cm table. Scatter the board with as much suitable terrain as possible. Use a number of rocky outcrops and so on. If you've created the Dwarrowdelf terrain set featured in *The Fellowship of The Ring* and elsewhere, it would be ideal for representing Azghûr's lair.

## STARTING POSITIONS

Starting with the Evil player and then alternating, the players place a total of eight counters to represent the possible hiding places of the Scavenger King. Counters can be placed anywhere on the board provided that no counter is within 6"/14 cm of another or 6"/14 cm of a board edge. When all counters have been placed, the Evil player splits his force into six numerically equal groups and deploys them anywhere on the board. Different groups may not be deployed within 12"/28 cm of another. The Good force enters the board from an edge of the Good player's choice at the start of the 1st turn. Good models may not charge on the turn they arrive but may otherwise act normally.

## OBJECTIVES

The game continues until Azghûr has been killed or the Good side is wiped out. If Azghûr is killed, the Good player wins. If the Good side is wiped out, the Evil player wins. In the unlikely event that both sides meet their objectives in the same turn, the game is a draw.

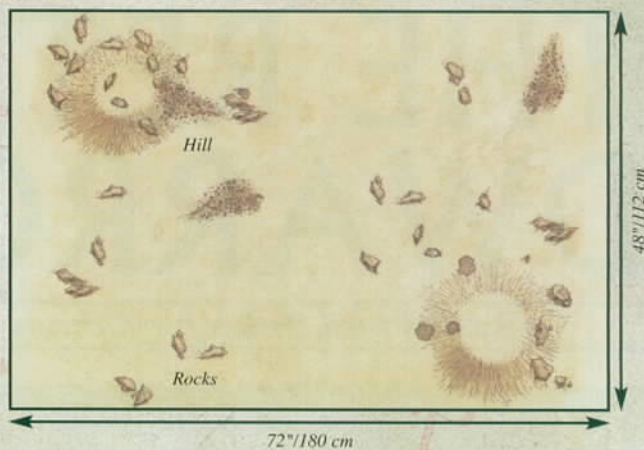
## SPECIAL RULES

**Wandering Hero.** The villagers have petitioned their allies to join them in this final battle. The Good player can choose to include a Hero (or group of Heroes) from the following list. However, if he does so, he may face penalties, particularly if he selects a more powerful Hero.

**Radagast the Brown, Gandalf the Grey, Glorfindel, or Elladan and Elrohir.** Bold champions of the Free Peoples, any of these Heroes will readily come to the aid of your villagers. However, including one of these Heroes allows the Evil player to field an extra Cave Troll. Elladan and Elrohir count as one choice.

**Dunedain.** There is no disadvantage to selecting these skilled warriors, and you may include three.

**Gildor.** There is no disadvantage to selecting Gildor.



Armored and unarmored Dunedain



Gildor



Radagast the Brown



Elladan and Elrohir



Arwen



Aragorn

**Arwen.** Like her brothers, Arwen often travels the wild outside Rivendell. There is no disadvantage to selecting Arwen.

**Aragorn.** A masterful ranger, Aragorn may reroll the dice when searching for Azghûr. However, he seems to draw foul creatures to him. The Evil player may field two additional Cave Trolls.

**Hired Warriors.** Azghûr knows that this battle will determine whether he lives or dies. Thus, he has been spending his ill-gotten gains to lure more warriors to his side. For each *Loot* point the Evil player has amassed at the end of the campaign, he may add 15 points of Warriors to his force. They may be chosen from Moria Goblins, Ores, Uruk-hai, or any kind of Troll.

**Finding the Goblin King.** The Good player may search for Azghûr at the site of any of the counters by moving one of his models into base contact and rolling a D6. On a result of 6, Azghûr is there, and the Evil player must place him within 6"/14 cm of the counter (Might may not be used to modify this roll). If no 6 is rolled as the first seven counters are searched, Azghûr will always be under the last counter. Azghûr may not leave the table in this scenario.



Gandalf the Grey



Glorfindel