

# THE SLOPES OF MOUNT DOOM

*The Last Alliance of Men and Elves has brought Sauron to the final battle upon the slopes of Mount Doom, and there the Dark Lord prepares to make his stand. The Heroes in this scenario are legendary – their success or failure on this battlefield will define an age of Middle-earth.*

After years of arduous warfare, the Last Alliance has finally driven the armies of Mordor back to their very last refuge. Barad-dûr has fallen and now Sauron himself stands with his Orcish legions on the slopes of Mount Doom.

Elendil, the King of Gondor and Arnor, and Gil-galad, the High King of the Elves, command the forces of the Last Alliance. Under their combined leadership the Men and Elves have destroyed much of the Dark Lord's armies and smashed his fortresses asunder. The cost has been great, and many of the noble and great from Gondor and the Elven Kingdoms lie dead upon the basalt fields of Mordor. Now comes the final battle. Sauron will be forced to confront the greatest warriors from the races of both Men and Elves and, after years of ceaseless bloodshed, the Last Alliance has a chance to put an end to his reign of evil.

As the Men and Elves stoically advance towards the base of the black, rock-strewn slopes of Mount Doom, Sauron gathers the last of his Orcs, and all of his sorcerous might. At the very place where the One Ring was forged, the final battle of the Second Age will be fought and the fate of Middle-earth decided.

## PARTICIPANTS

### GOOD

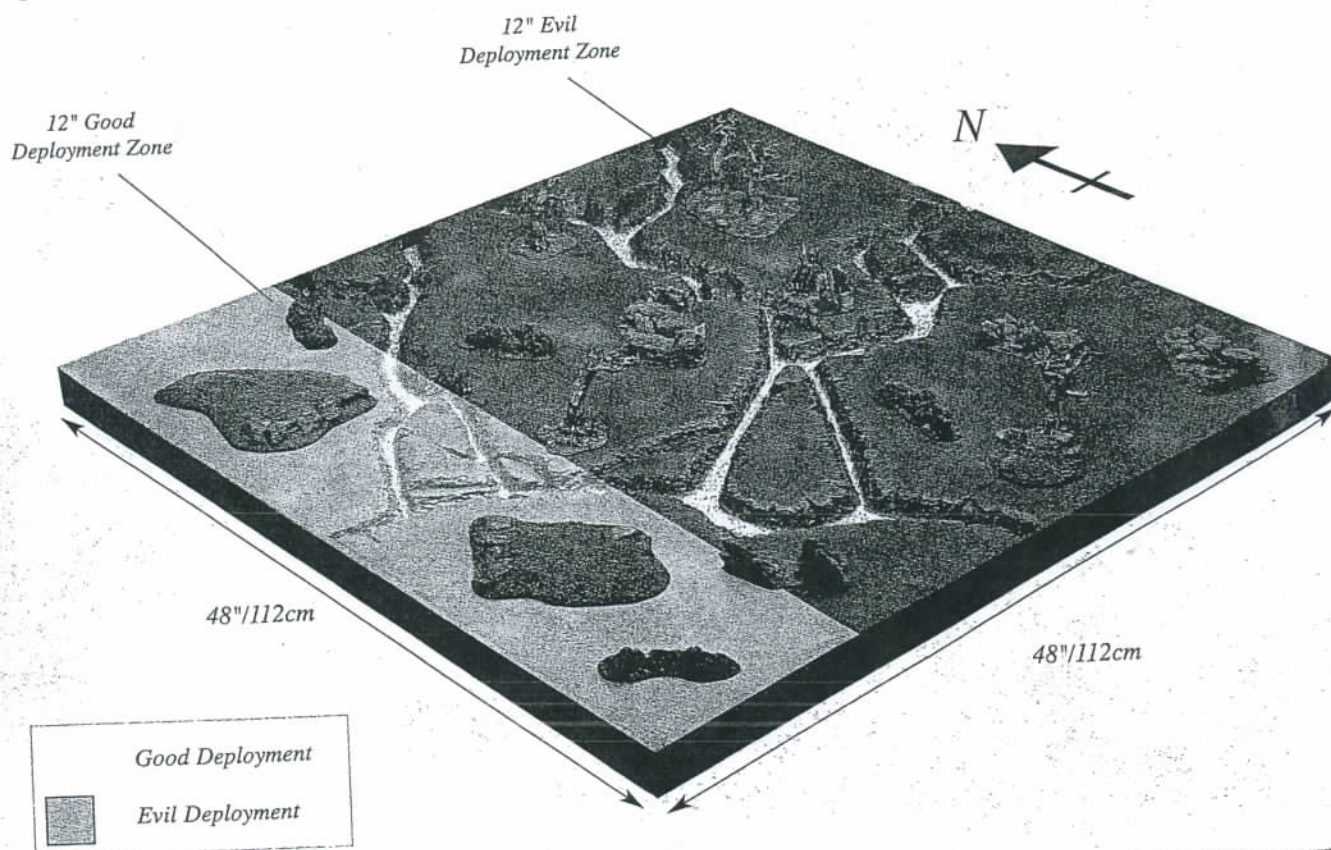
- Elendil
- Isildur
- Gil-galad
- Up to 500 points of models chosen from the Army of the High King and Eregion army lists. Up to 33% of the selected models may carry a bow.

### EVIL

- The Dark Lord Sauron
- Up to 700 points of models chosen from the Barad-dûr army list. Up to 33% of the selected models may carry a bow.

## LAYOUT

This scenario is played upon the plateau of Gorgoroth, leading up to the ravaged slopes of Mount Doom, represented by a board 48"/112cm x 48"/112cm. The board is strewn with broken rocks and the detritus of Mordor's foul industries (see map). The earth is split in several places with gaping chasms and lava flows.



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*The Dark Lord clashes with Elendil and Gil-galad.*

## STARTING POSITIONS

The Good player deploys his force within 12"/28cm of the western board edge. All Good Warriors must be positioned within 6"/14cm of a Good Hero at the start of the game. The Evil player then places all of his models, except Sauron, within 12"/28cm of the eastern board edge. Sauron is not deployed at the start of the game, but will become available for use later.

## OBJECTIVES

The Good side must kill Sauron – as soon as they do so they are victorious. In return, Sauron must crush the Last Alliance. The Evil side must kill Elendil, Isildur and Gil-galad to win the day.

## SPECIAL RULES

**Volcanic Eruptions; Lava Flows.** See pages 58 and 59.

**The Final Battle.** The valiant Men and Elves have sworn to see this terrible duty done, and will willingly lay down their lives to end the Dark Lord's madness. The Good side cannot be broken in this scenario. Conversely, the Orcs are nothing like as brave, and are broken as soon as they suffer fifty or more casualties.

"I beheld the last combat on the slopes of Orodruin, where Gil-galad died, and Elendil fell..."

- Elrond to his council  
The Fellowship of the Ring

**The Dark Lord.** Sauron has put off personally entering the fray, but now the Dark Lord can escape his fate no longer. Once a Good model moves within 12"/28cm of the eastern board edge, Sauron is ready to enter play. At the end of the following Evil turn, Sauron enters play from any point on the eastern board edge, he may not charge on the turn that he arrives, but may otherwise act normally.

## RECOMMENDED PARTICIPANTS

### GOOD

- Elendil
- Gil-galad
- Isildur
- Elrond
- 26 High Elves: 1 with banner, 9 with spear and shield, 8 with Elf bow and 8 with Elven blade.
- 27 Warriors of Numenor: 1 with banner, 8 with shield, 9 with bow and 9 with shield and spear.

### EVIL

- The Dark Lord Sauron
- 2 x Orc Shamans
- 50 Orc Warriors: 16 with spear, 16 with shield, 8 with Orc Bow, 8 with two-handed weapon.
- 9 Orc Trackers
- 12 Warg Riders: 4 with Orc bow, 4 with throwing spear, 4 with shield.