

Despite successfully staving off an attack on Imrath, Môrathol receives word of a greater threat to the region. With his depleted force, Môrathol and the Knights of Dol Amroth spring a surprise attack in this second part of the mini-campaign by Adam Troke.

Having driven off the assault on Imrath, Môrathol and his warriors went about burying the dead and questioning the captured enemy. While the attack on the small village was indeed a chance affair, the presence of the Corsairs in the area was part of something larger. More and more of the evil warriors were entering the area on a weekly basis and mustering a force large enough to put much of the region to the torch. Acting on the information Môrathol gathered from questioning captured foes, he sent a messenger with all haste to Dol Amroth and woodsmen into the nearby forests to gather signs of this alleged force. The woodsmen were away for many hours. When they returned, their faces were ashen and afraid. They had located a large encampment of unfamiliar, warlike men only a few miles away, concealed in a clearing in the woods.

# RAIDING THE RAIDERS

## *A New Scenario for The Lord of The Rings*

As night began to fall, Môrathol and his remaining warriors hatched a plan to harry these invaders and throw their plans into chaos before they could bring their huge numbers to bear. With oil, pitch, and burning brands, the Knights of Dol Amroth followed Môrathol into the woods and prepared to torch the enemy camp.

### GOOD

Môrathol (Captain of Men on horse with heavy armor and shield)  
5 Knights of Dol Amroth (with lances and on horseback)

### EVIL

5 Corsair Guards (Easterlings with shields)  
5 Corsair Guards with spears (Easterlings with spears and shields)  
10 Corsairs with spears (Haradrim Warriors with spears)  
10 Corsairs with bows (Haradrim Warriors with bows)

### LAYOUT

Set up a 48"/112 cm x 48"/112 cm board. This board represents a clearing in the trees where the Corsair raiders are gathering their numbers for a daring attack. The edge of the board should be ringed with trees. Six tents should be placed in the center of the board but no closer than 6"/14 cm to one another.

### STARTING POSITIONS

The Evil player deploys five Corsairs with bows on the table. Each must be within 3"/8 cm of a different tent. These models represent the sentries watching for intruders. After the Evil side has deployed the sentries, the Knights of Dol Amroth are deployed within 6"/14 cm of any board edge chosen by the controlling player.

### POINTS MATCH

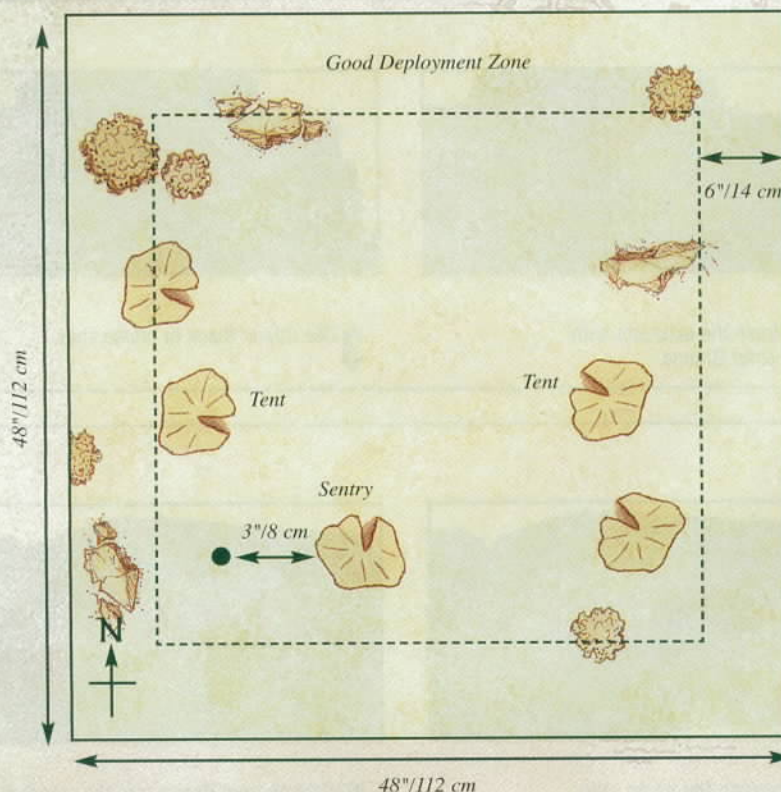
To play this scenario with alternate forces, the Good player should select a force worth up to 175 points with one Hero. The Evil player should select a force of up to 200 points without any Heroes.

### OBJECTIVES

Môrathol and his men are hoping to fire the Corsairs' tents and cause panic and disarray in the encampment to scatter the enemy soldiers. To win, the Good side must set fire to at least three tents and move Môrathol and two or more Knights off any board edge. If three or more tents are fired but Môrathol and two Knights do not escape, the game ends in a draw. Should the Evil side prevent Môrathol and his men from setting fire to three or more tents, then the Evil side wins.

### SPECIAL RULES

**Corsair Encampment.** The bulk of the Corsair force is sleeping in the tents, while the sentries keep a vigilant watch. In each tent are one Corsair Guard, one Corsair Guard with a spear, two Corsairs with spears, and one Corsair with a bow. On every Evil turn after the 1st, the Evil







*The Corsairs manage to raise the alarm as the Knights of Dol Amroth approach.*

player may roll a D6 for each model that has not yet entered play. On the 2nd turn, models become available for use on rolls of 6 and should be placed touching their starting tent. On the 3rd turn, models not yet in play may enter on a 5+; on the 4th turn, a 4+; and so on. A roll of 1 always fails. Players should make a note of which models have entered play and which are still waiting to do so. Models that enter play in this manner may move and shoot as normal; however, they may not charge enemy models.

**Burning Brands.** The warriors of Dol Amroth are seeking to inflict a brief and

shocking victory on the Corsairs by attacking them in the dark of the night. Bearing burning brands, the soldiers of Dol Amroth plan to set the tents alight and sow chaos and terror. Despite the darkness of night, the Knights and Môrathol are clearly visible thanks to the torches they hold. At the end of any turn that a model carrying a burning brand has ended his move touching a tent and is not engaged in combat, the Good player may attempt to set the tent alight. On a roll of 4+, the tent is ablaze. On a roll of 4+, the tent is ablaze. Might may be used to modify these die rolls. Any models in a tent that is set

ablaze are lost and may no longer enter play.

**Campaign.** This scenario is intended as part of a linked campaign. If it is being played as such, Môrathol will start with the same number of Might, Will, and Fate Points with which he finished the the Salvation of Imrath scenario (Dol Amroth Campaign Scenario 1; see WD297). However, he can regain 1 Might Point if it was used in the previous scenario. Additionally, the Good player may not start this scenario with more Knights of Dol Amroth than survived the last scenario.





Here, Adam Troke provides the third and final scenario for his mini-campaign. In this scenario, we see the Knights of Dol Amroth fight against the cruel Corsairs of Umbar. Môrathol and his remaining warriors must fight for their lives as Imrahil races to the rescue.

The raid Môrathol led on the Corsair encampment had been completed with lethal efficiency. His men razed the encampment and left burning tents and dying enemy in their wake. The confused Corsairs scattered into the woods in the panic that ensued. Môrathol and his remaining Knights, weary and wounded, limped back to their garrison and hoped that the messengers they had dispatched to Dol Amroth and the outlying barracks would bring reinforcements. The arrival of dawn brought no relief, and Môrathol's weary warriors gathered the inhabitants of nearby villages into the garrison for their protection. It was approaching dusk when the Corsair force arrived, tramping down the forest road in great numbers, eager to salve their wounded pride by annihilating the garrison and slaughtering all within.

With weary resignation, Môrathol and his exhausted warriors rearmed themselves and prepared to meet the advancing force.

# DESPERATE DEFENSE

## *A New Scenario for The Lord of The Rings*

The defenders remained unaware that Prince Imrahil and a small contingent of Knights of Dol Amroth were racing to the rescue.

### GOOD

- Imrahil (on horseback with lance)
- Môrathol, Captain of Men (on foot)
- 5 Knights of Dol Amroth on foot
- 4 Warriors of Minas Tirith with bows
- 4 Warriors of Minas Tirith with shields
- 4 Warriors of Minas Tirith with spears and shields
- 5 Knights of Dol Amroth with lances and on horseback

### EVIL

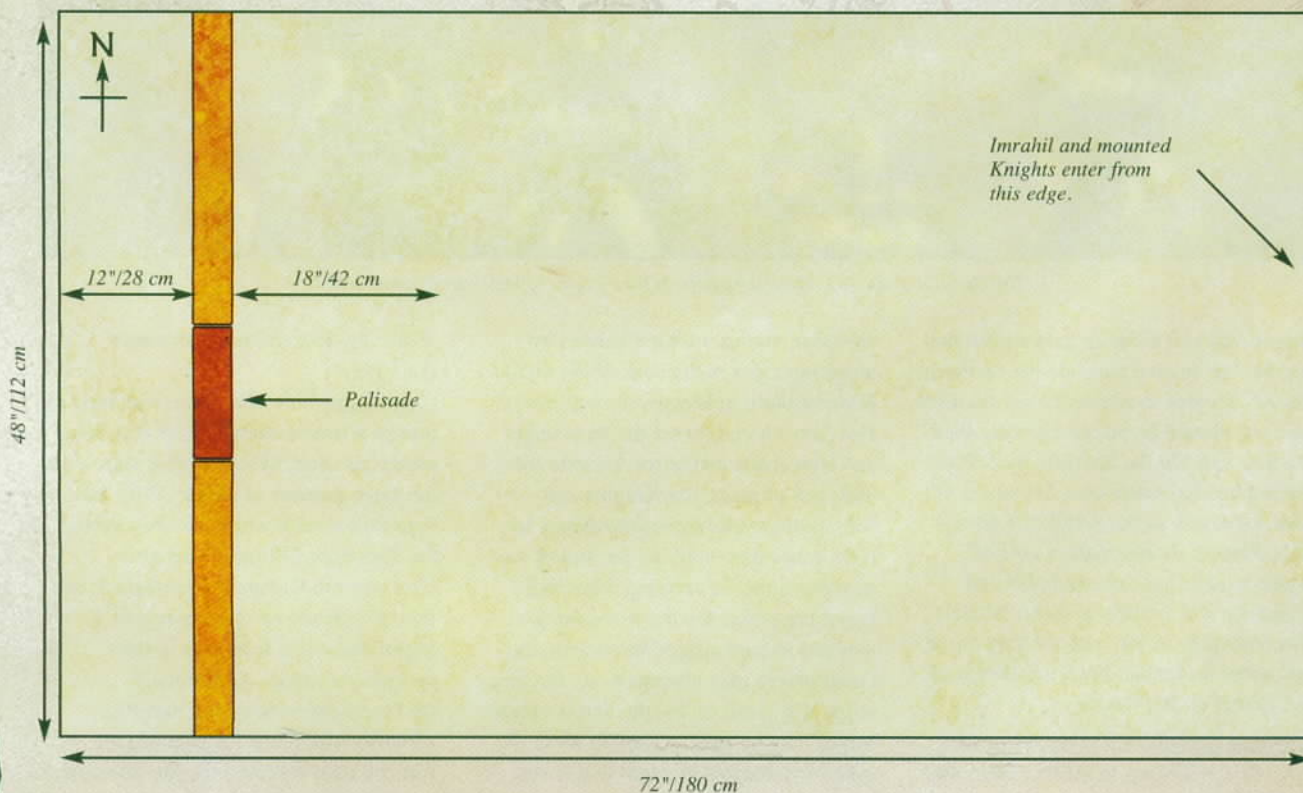
- Mirgal, Corsair Captain (Easterling Captain)
- Carcadan, Corsair Captain
- 6 Corsair Guards with shields
- 6 Corsair Guards with spears
- 12 Corsairs with spears
- 12 Corsairs with bows

One Evil Warrior may carry a banner. The Evil force may also include up to four ladders and one battering ram.

*Use the profiles for Easterling Captains, Easterling Warriors, and Haradrim Warriors for Corsair Captains, Corsair Guards, and Corsairs, respectively. If you don't want to convert models to use as Corsairs, you can substitute Easterlings and Haradrim.*

### LAYOUT

Set up a 48"/112 cm x 72"/180 cm board. Place a palisade across the width of the board 12"/28 cm from one short board edge (see map). This barricade represents the wooden wall of Môrathol's garrison. The area outside the garrison has been deliberately deforested to provide a clear line of sight. Thus, it should be left relatively clear of terrain except for the occasional hillock and cluster of rocks or bushes.







## POINTS MATCH

If you want to play this scenario with alternate forces, the Good player should select a force containing two Heroes. The total cost of the force should be no greater than 400 points. The most expensive Good Hero and the five most expensive Good Warriors take the place of Imrahil and the mounted Knights. The Evil player should select a force of 300 points including at least one Hero.

## STARTING POSITIONS

All the Good models except for Imrahil and the mounted Knights are deployed within the garrison. Once they are deployed, the Evil player may place his models anywhere on the board no closer than 18"/42 cm to the palisade. Imrahil and the mounted Knights are not placed on the board at the start of the game but may become available later.

## OBJECTIVES

The Corsairs have arrived at the garrison hungry for revenge and eager to raze the barracks to the ground. Only Mōrathol and his men stand in their way. The Evil side wins if it can kill Mōrathol and 75% of the Warriors who start the game inside the garrison. If the Good side can reduce the Evil force to 25% of its starting numbers, then the Good player wins. If both players achieve their objectives in the same turn, the game is a draw.

## SPECIAL RULES

**Desperate Defense.** Mōrathol and his remaining warriors have sworn to defend the garrison to their last breath. Imrahil and his Knights are riding to the rescue of their comrades. No Good model must test for being outnumbered or for the force being reduced below half of its starting strength.

**Prince Imrahil.** The messenger who bore the warning of the raids to Dol Amroth rode his horse to exhaustion, so great was his haste to deliver the terrible tidings. No

sooner had the warning come than Imrahil ordered his Warriors to arms. Unwilling to leave his liege-men to their fate, he rode off with a small group of Knights. At the end of each Good Move Phase, beginning on Turn 4, roll a D6 for Imrahil and each of the mounted Knights not yet on the table. On a score of a 4+, the model immediately moves onto the board via the edge opposite Mōrathol's garrison (see map). Newly arrived models can act normally but may not charge on the 1st turn they arrive.

**Campaign.** This scenario is part of a linked campaign. If the scenario is being treated as such, Mōrathol will start with the same number of Might, Will, and Fate Points with which he finished the Raiding the Raiders scenario, except that he can regain 1 Might Point if it was used in the previous scenario. Additionally, for each tent that was not set alight in Raiding the Raiders, the Evil player may add two additional Corsairs to his army (one with spear and one with bow).