

IN THE NICK OF TIME

Distracted by other affairs and caught off guard, the Elves of northern Mirkwood are cruelly pressed by the Necromancer's onslaught. Many lives have already been lost to the creatures that sweep through the forest like a hungry wind and, slowly but surely, the Elves are driven back towards their halls. Though Thranduil repels the attacks as best he can, much of his army is scattered throughout the forest on other errands and his wounded followers are beginning to outnumber those still capable of fighting at his side. It can only be a matter of time before they are all overwhelmed. Fortunately, the same events that led Sauron to launch an attack on Thranduil may yet be the salvation of the Elvenking. Elrond Halfelven has learnt of the king's plight and, with great haste, has led part of his army to Thranduil in the hope of rescuing the Wood Elves. Though he meets with much delay, Elrond arrives just as Thranduil prepares for a last desperate defence of his realm. With luck, and through the grace of the Valar, they will yet be able to crush the Necromancer's forces and save the realm from ruin.

POINTS MATCH – ALTERNATIVE FORCES

Good (600 points)

Must include two Heroes to take the place of Elrond and Thranduil. No Good models may ride steeds of any kind. Only 33% of the Good models may carry bows.

Evil (600 points)

Must include a single Hero with no more than 2 Wounds (who takes the role of Khamûl). No more than 50% of the Evil models may carry bows, and up to 33% of Evil models may ride steeds of any kind.

PARTICIPANTS

Good

Thranduil

Legolas

Elrond

3 Wood Elf Sentinels

12 Wood Elf Warriors

*4 with Wood Elf spears; 2 with Elf bows and Elven cloaks;
2 with Elf bows; 4 with Elven blades and throwing daggers*

(One Wood Elf Warrior may carry a banner).

11 Elf Warriors with heavy armour

4 with Elven blades; 4 with Elf bows; 3 with shield and spears

(One Elf Warrior may carry a banner).

Evil

Khamûl the Easterling

1 Wild Warg Chieftain

1 Orc Captain

24 Orc Warriors

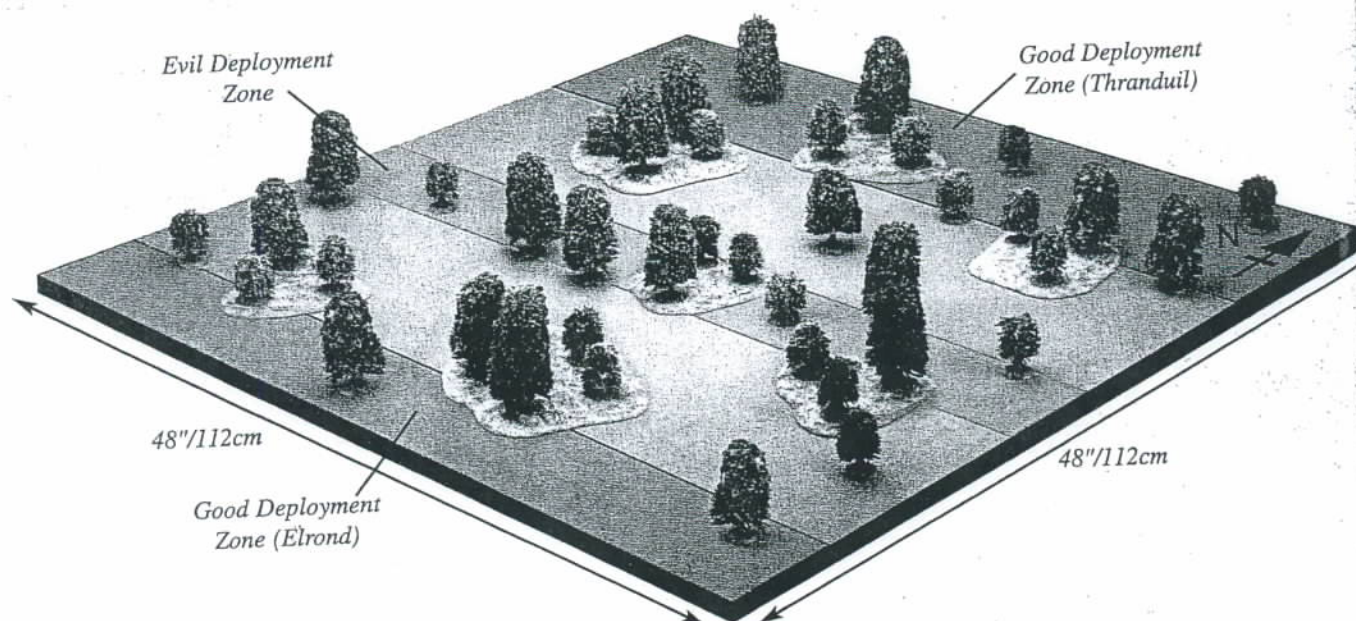
*8 with shields; 8 with spears; 4 with two-handed weapons;
4 with Orc bows*

(One Orc Warrior may carry a banner).

3 Wild Wargs

4 Giant Spiders

2 Bat Swarms



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LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm, set up as shown opposite. The board is heavily forested and should have at least half of its surface area covered in either forests or individual trees. Four small forests (of about three trees each) and two larger forests (of about five trees each) along with a dozen individual trees will give a suitable effect.

STARTING POSITIONS

The Good player deploys his Wood Elves (including Legolas and Thranduil) within 12"/28cm of the northern board edge. When this has been done, the Evil player deploys his Orcs between 18"/42cm and 24"/56cm from the southern board edge and his other models at least 30"/64cm from the southern board edge. Finally, the Good player deploys his Elves (including Elrond) up to 6"/14cm from the southern board edge.

OBJECTIVES

Whichever side reduces the other to a quarter of their starting strength first, wins the game. If both forces are reduced to quarter strength in the same turn, the game is a draw. If the Evil player kills both Thranduil and Elrond, the best result the Good player can achieve is a draw.

SPECIAL RULES

Rivalry. Thranduil is a proud individual and does not easily submit to the will of others, nor does he allow his followers to do so. As a result, treat the two Elf forces as separate when determining whether or not Courage tests are required for forces being at half strength. This does not affect the victory conditions – calculate these from the total number of Good models in play. In addition, Elf Warriors will only use Elrond's Stand Fast! and Wood Elf Warriors will only use Legolas' and Thranduil's Stand Fast!



A WALK THROUGH DARK PLACES

In the north, Thranduil's Elves are barely holding their own against the sudden onslaught of the Necromancer's pawns, yet hope still exists. The members of the White Council have begun to pierce the oppressive canopy of the Tawar Dúath, that area of southern Mirkwood over which Dol Guldur's taint is strongest. The various groups have yet to combine, hoping that secrecy will carry them further to their goal than force of arms. When Elrond's scouts discover the plight of Thranduil and his folk, the master of Rivendell divides his force, taking many Elven warriors north to beset Thranduil's attackers. It is then that the Necromancer strikes against the western Elves, his vassals ambushing those that Elrond left behind. In a few moments of close fought battle, the Elves are all but overwhelmed, though they account for themselves well enough and succeed in driving the servants away. Círdan is severely wounded, and only Arwen and a handful of others are still able to fight. As they prepare what defences they can around Círdan's injured form, Arwen sends one of their number north to seek out her father, who despatches Erebor and Glorfindel to Arwen's aid when he learns of her plight. Meanwhile, with one of his oldest adversaries and the daughter of another foe so vulnerable to attack, Sauron unleashes several of his most powerful servants to finish them. Malignant shadows detach themselves from the heart of Dol Guldur and strike out into the forest, nigh-unstoppable extensions of the Dark Lord's will that will not cease until their quarry has been slain. A race now begins, in which the lives of Arwen and Círdan are the prize of victory.

PARTICIPANTS

Good

Círdan

Arwen Evenstar

Erebor

Glorfindel, Lord of the West

1 Elf Captain with heavy armour, shield and Elven blade

8 Elf Warriors with heavy armour

4 with Elf bows; 4 with Elven blades

(One Elf Warrior may be given a banner).

All Good models are on foot

Evil

4 Castellans of Dol Guldur, each with a Morgul blade

2 Bat Swarms

4 Wild Wargs

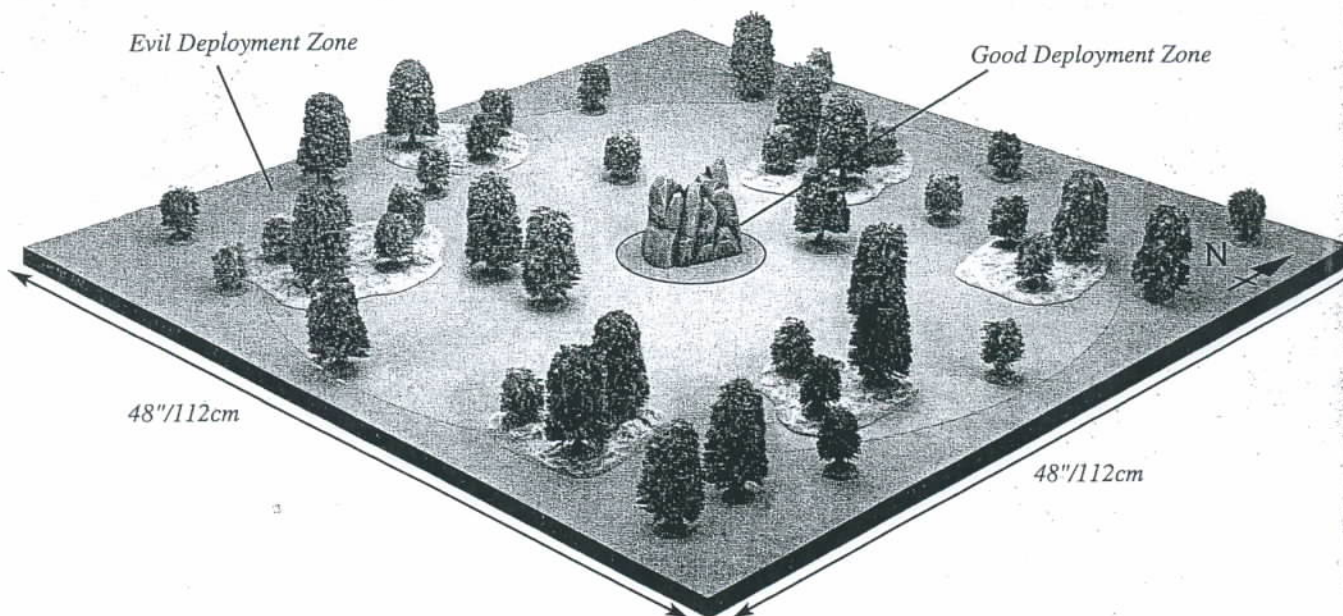
POINTS MATCH – ALTERNATIVE FORCES

Good (550 points)

The Good side must include five Heroes, one of which takes the place of Círdan, and another that takes the place of the Elf Captain. No Good models may be mounted.

Evil (300 points)

Must include four Heroes to take the place of the Castellans. May not include any mounted models, nor arm more than 33% of its models with bows.



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LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm, set up as shown opposite. A rocky outcrop (about 3"/8cm in diameter) is placed in the centre of the board – this marks the heart of a clearing, so no other terrain features may be placed within 3"/8cm of it. The rest of the board should be as heavily forested as you can make it, with at least four small forests (of about three trees each) and two larger forests (of about five trees each) scattered across the board. 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 Good player deploys Círdan in base contact with the rocky outcrop, with Arwen and up to three Elf Warriors within 3"/8cm of Círdan – if the Good player has an Elf with a banner, he must be deployed here also. The Elf Captain, and any remaining Elf Warriors, are deployed at least 18"/42cm away from the rocky outcrop. Erestor and Glorfindel are deployed touching the centre of the northern board edge. When this has been done, the Evil player deploys one Castellan touching the centre of each of the southern and western board edges, and two at the centre of the eastern board edge. He then deploys (in any combination) a third of his remaining models (two models, with the standard participants) within 12"/28cm each of the eastern, western, and southern board edges.

OBJECTIVES

The Evil side will win if both Arwen and Círdan are slain, whilst the Good player will achieve victory if both Heroes are alive once the Evil force has been destroyed. If either Arwen or Círdan is slain, but the other survives, the game is a draw.

SPECIAL RULES

Weary with Much Toil. To represent his fatigued and wounded state, Círdan begins the game with no Might or Fate, 2 points of Will, and only a single Wound. Also, his injury prevents him from moving and he will always count as being trapped. Similarly, the Elf Captain starts with no Might, Will or Fate.

The Touch of Despair. In the event of a Courage test being failed as a result of the Good side being reduced to below 50%, do not remove the model. Instead, the Evil player may move the model that turn – he may even charge into combat with an Evil model, if he wishes, to represent a last desperate act of valour. Models affected in this way remain Good models, and will act normally in the following Shoot and Fight phases.

The Light of Day. In the clearing that Arwen and Círdan shelter in, the dark canopy of the Tawar Dúath is pierced by the brilliant rays of the sun. The Wargs and Bat Swarms, being creatures of darkness, will not move into the clearing (ie, within 3"/8cm of the rocky outcrop) for any reason: a will count as trapped if they attempt to back away into it.

