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The Birth of Rohan



Obviously, Tolkien already wrote the history of the House of Eorl. The events that led to the creation of Rohan are set in stone within The Lord of The Rings. However, that doesn't mean we can't relive some of those exciting historic moments through fun gaming scenarios. They may not change the fate of Middle-earth, but these scenarios let us indulge our nostalgic need to re-create the past in a fun way.

In game terms, that means it probably doesn't make sense to link these scenarios if re-creation is our goal. If Good failed to achieve victory at any point in these scenarios, history would have been different and subsequent events might not have occurred. That would end our fun too early, however, so feel free to play these scenarios as "one-off" experiments to see if you could match Eorl's skill as a leader.

However, if you are comfortable with higher stakes, then feel free to link the scenarios much like A Shadow in the East does with its first four scenarios. Just add in the "Field of Celebrant" scenario from that Sourcebook to the four scenarios in this article (insert it between "Flight of the Eothéod" and "Death in the Wold"). Any slain Heroes return in the subsequent scenario with only a single Wound and a lone Will Point; no Might or Fate. Also, for the "Field of Celebrant" scenario, reduce the number of Riders of Rohan by 1 for every Evil win in the series, and reduce the number of Khandish Warriors by 2 for every Good win in the preceding scenarios. Alternately, if you're really confident, play "Field of Celebrant" with the remaining Rohan forces left from the "Flight of the Eothéod" scenario. Okay, on to the scenarios.

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The Taming of Felaróf - Background



"The sire of [the Mearas] was the great horse of Eorl."
 - The Two Towers

Before Rohan could be established at the Field of Celebrant, Eorl the Young had to form a connection with the Mearas, the lords of horses. Eorl's descendants would depend on the Mearas and their horse-kin for decades while living upon the Mark. Through wise words, Eorl was able to gain the trust of the first of the Mearas, Felaróf.

FORCES

Good

Eorl (mounted on a standard horse)
 6 Riders of Rohan

Wild

Felaróf

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Taming of Felaróf - Scenario

Layout. This scenario is played on a 36"/84 cm x 36"/84 cm table representing the plains and hills of Éothéod near the sources of the Anduin River. Scatter three or four tree stands or areas of brush along with one or two hills.

Starting Positions. The Good player deploys his forces within 6" of the southern table edge. The Wild player deploys Felaróf in the exact center of the table.

Priority will go to the Wild player on the 1st turn; after that, roll for Priority as normal.

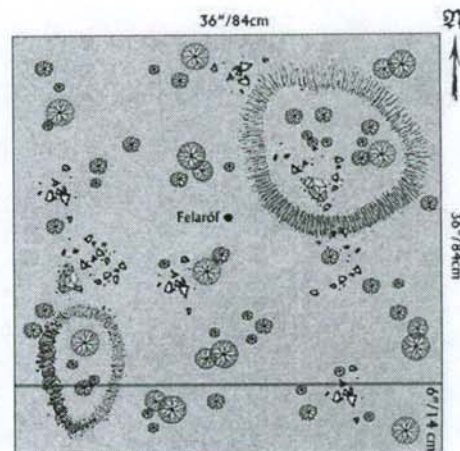
Objectives. Eorl recognizes the value of Felaróf and the Mearas, and he wishes to bring this mighty line into the service of his burgeoning house. Eorl is trying to catch Felaróf and get into base-to-base contact with him to persuade the horse to join him. The Wild player is trying to avoid this fate as long as possible.

SPECIAL RULES

Come Hither, Mansbane. Once Eorl gets within 6" of Felaróf, the young King may attempt to speak reason to the unruly steed. Treat this speech as if it were a Magical Power for this scenario, with the same effect as Command. Eorl is successful on a 3+.

Wild and Free. Since Felaróf starts with no rider, he doesn't have to take a Courage test for being separated from his rider. Felaróf loves his freedom, after all.

Campaign Notes. If you're playing these scenarios as a mini campaign, then next scenario in this series would be the "Ill News From Gondor" scenario. Any slain Heroes return in the next scenario with only a single Wound and a lone Will Point; no Might or Fate.

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Ill News From Gondor - Background



"Where now the horse and the rider?"
 - The Two Towers

Five hundred years before The War of The Ring, Gondor was beset by foes from the East. The then-Steward of Gondor, Cirion, began looking for allies. The Steward believed such allies were few and far between, as Men had been scattered through the years. Little did Cirion know that a young northern King only needed to hear tidings from Gondor to unleash a great host of riders to aid his fellow Men.

FORCES

Good

1 Knight of Minas Tirith

Evil

5 Orc Warriors
 5 Orc Warriors with Orc Bows

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Ill News From Gondor - Scenario

Layout. This scenario is played on a 36"/112 cm x 48"/112 cm table representing the Anduin River valley. Place an 8"-wide river along the long centerline of the table first. Next, place a scattering of trees, brush, and hills along the long edges of the table. Do not place any of this terrain within 4" of the edges of the river.

Starting Positions. The Good player deploys his Gondorian messenger to the east of the river within 6" of the southern table edge. Then, the Evil player deploys the 5 Orcs without Orc Bows to the east of the Anduin river within 6" of the northern table edge. He follows by deploying the 5 Orcs with Bows to the west of the river within 6" of the northern edge.

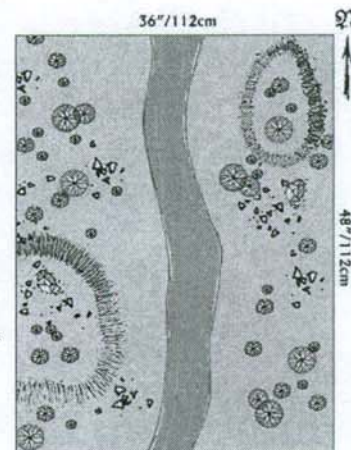
Priority will go to the Good player on the 1st turn; after that, roll for Priority as normal.

Objectives. The messenger from Gondor is trying to escape the table by exiting along the northern table edge. On the other side, Sauron has dispatched these Orcs from the Misty Mountains to prevent Gondor from seeking help. They have to stop the messenger at all costs.

SPECIAL RULES

Cross the Anduin. Both sides can attempt to cross the Anduin River, but it's risky. The Orcs should use the Swimming rules described in The Lord of The Rings Strategy Battle Game rulebook. The messenger can either dismount and try to swim as well, or he can try to ford the river with his mount. He fords the river and finishes the move touching the other side on the roll of a 4+. The messenger may not charge while fording the river.

Campaign Notes. If you're playing these scenarios as a mini campaign, then next scenario in this series would be the "Flight of the Eothéod" scenario. Any slain Heroes return in the next scenario with only a single Wound and a lone Will Point; no Might or Fate.


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Flight of The Eotheod - Background


"In the days of Cirion...they rode to our aid."

- The Two Towers

Upon hearing of the plight of Gondor, Eorl the Young gathered a great host of Riders and is leading them to smash into the northern flank of the enemies from the East. However, though Sauron failed to stop Eorl from hearing of his kindred's need, the Dark Lord is determined to keep the Riders out of the fight. Orcs have surged out of the Misty Mountains to block the path of the host with the aim of slowing its progress at the very least.

FORCES

Good (600 points)

Eorl the Young
 2 Captains of Rohan (on Horseback)
 8 Rohan Royal Guard with Throwing Spears (on Horseback)
 12 Riders of Rohan
 6 Riders of Rohan with Throwing Spears
 One of the Rohirrim May Carry a Banner

Evil (600 points)

3 Orc Captains (on foot)
 1 Orc Captain (rides a Warg)
 12 Orcs with Shields
 12 Orcs with Spears
 6 Orcs with Two-Handed Weapons
 6 Orcs with Orc Bows
 4 Warg Riders with Throwing Spears
 4 Warg Riders with Orc Bows
 4 Warg Riders with Shields
 Up to 1 Orc May Carry a Banner

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Flight of The Eotheod - Scenario

Layout. This scenario is played on a 48"/112 cm x 48"/112 cm table representing the valley around the Anduin River. Place an 8"-wide river along the long centerline of the table first. Next, place a scattering of trees, brush, and hills along the long edges of the table. Do not place any of this terrain within 6" of the edges of the river.

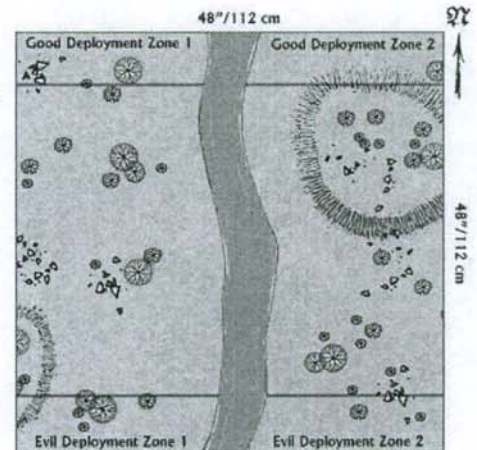
Starting Positions. Both sides have to split their forces into two groups of roughly equal points cost. The Good player deploys one of his two halves within 6" of the northern table edge but west of the river edge (Good Deployment Zone 1 on the map). Then, the Evil player deploys one of his halves within 6" of the southern table edge but west of the river edge (Evil Deployment Zone 1 on the map). Next, the Good player deploys his remaining half in Good Deployment Zone 2, and the Evil player does the same in Evil Deployment Zone 2. Roll for Priority as normal from the start.

Objectives. The Éothéod have heard Gondor's call and are rushing to lend aid. They do not have time to engage these Orcs fully. Instead, Eorl and his Men must try to cut a path through the Orcs so they can get as many riders off the southern table edge. The Orcs, on the other hand, are trying to stall or even halt the advance of these interlopers. If the Orcs can kill 50% of the total number of points of the Good force, they win a great victory for Sauron. If the Orcs only manage to kill 25%-50%, they achieve a draw. Any other outcome results in a victory for the House of Eorl.

SPECIAL RULES

Cross the Anduin. Unlike some stretches of the Great River, this area is relatively shallow (albeit fast-flowing). All models may treat the river as Difficult Terrain. However, make a roll for each model upon entering the river to make sure their footing is secure. If you roll a 1, the model is swept off its feet and carried downstream and out of the combat area.

Campaign Notes. If you're playing these scenarios as a mini campaign, then next scenario in this series would be the "Field of Celebrant" scenario from A Shadow in the East. Any slain Heroes return in the next scenario with only a single Wound and a lone Will Point; no Might or Fate. Also, for the "Field of Celebrant" scenario, reduce the number of Riders of Rohan by 1 for every Evil win in the series, and reduce the number of Khandish Warriors by 2 for every Good win in the preceding scenarios. Alternately, if you're really confident, play "Field of Celebrant" with the Rohan forces left from this page's scenario (the force lists are the same in both). After you complete "Field of Celebrant," then the next one in the series is "Death in the Wold."


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Death in the Wold - Background



"The days have gone down in the West behind the hills into shadow."
 - The Two Towers

Eorl won a new land for his people with his bravery upon the Field of Celebrant, and the new realm of Rohan grew quickly under the King's pleased gaze. However, later in his life, the threat from the East would re-emerge in the form of an incursion in the Wold in northeastern Rohan. Eorl the Young rode once more to meet this threat, perhaps for the last time of his heroic life.

FORCES

Good (300 points)

Eorl the Young
 6 Rohan Royal Guard on Horseback
 6 Rohan Royal Guard on Horseback (with Throwing Spears)

Evil (300 points)

1 Khandish King on Chariot
 2 Khandish Chieftains on Horseback
 3 Khandish Charioteers
 8 Khandish Warriors with Bows
 16 Khandish Warriors with Two-Handed Axes
 12 Khandish Horsemen

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Death in the Wold - Scenario

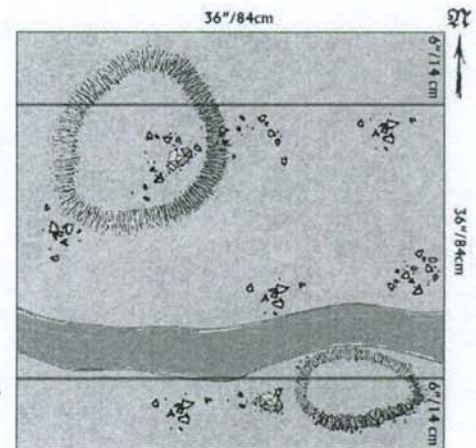
Layout. This scenario is played on a 36"/84 cm x 36"/84 cm table representing the grassy plains of the Wold just over the Entwash. Place an 8"-wide river running west to east so it's 6" from the southern table edge. Scatter one or two hills on the board.

Starting Positions. The Good player deploys his forces within 6" of the southern table edge (between the Entwash and the side of the table). The Evil player deploys his forces within 6" of the northern table edge. Roll for Priority as normal from the start.

Objectives. When Eorl received word that Men from the East were invading the Wold again, the only force ready to deploy was his personal guard in Edoras. It would take days before the regular Eorlingas could muster in any strength, scattered as they were across their new land of Rohan. Worse, the scouts said that this mounted enemy force was moving at great speed. Eorl would have to slow their advance with his guards, or his nascent kingdom would surely die. The Good side achieves victory if it can destroy 50% or more of the Evil side (in points value). The game ends in a draw if the Good side slays 25% or more but less than 50%. Any other result means a victory for Evil.

SPECIAL RULES

Heroic Death. Though Eorl's namesake says otherwise, he has reached his 6th decade of life. His son Brego is of age to be king himself, while Eorl's best days are behind him. Better to die a hero's death now and buy his son time to defend Rohan. Eorl will move directly toward the closest enemy Hero and attempt to engage him, even if it doesn't make tactical sense. The only way for the Good player to avert this recklessness is to have Eorl pass a Courage test at the start of each Move Phase. Also, Eorl's fatalism gives him more freedom in his fighting style (no effort wasted on defense), so he benefits from a +1 for his dice rolls on the Wound chart at all times in this scenario.


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