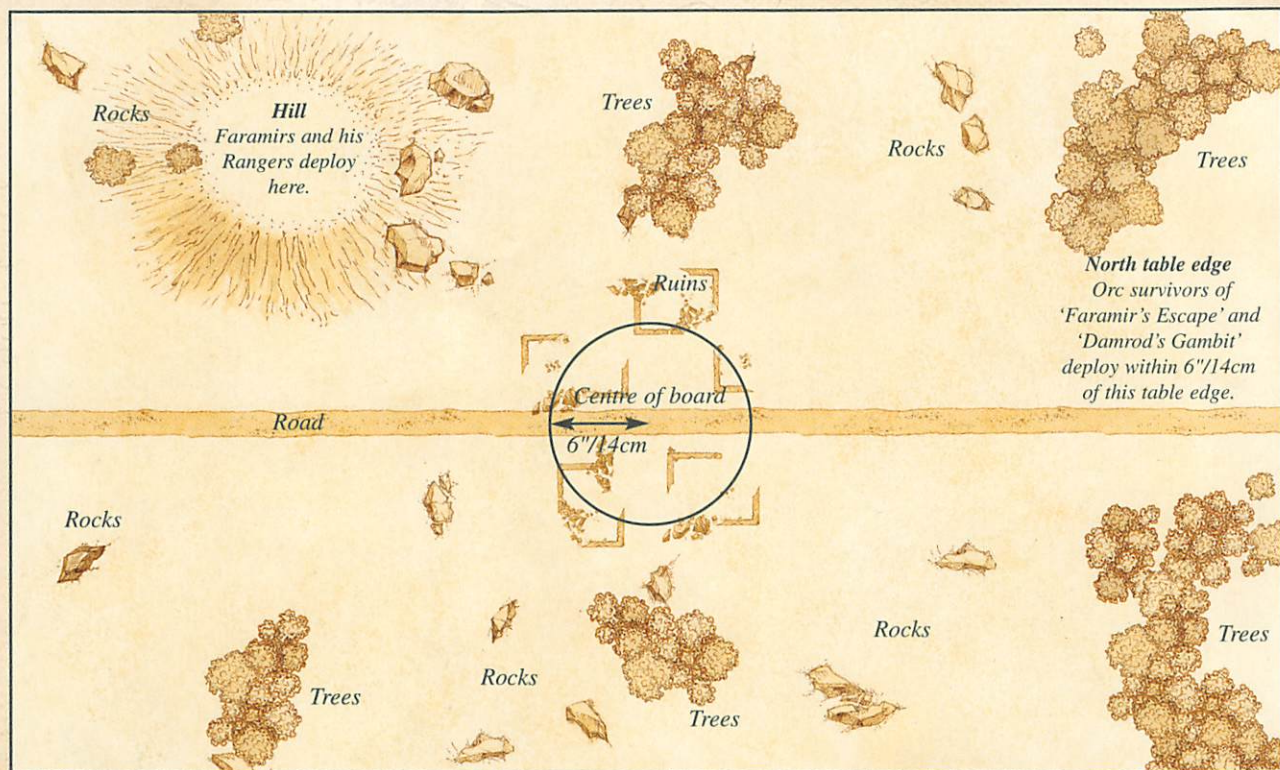


SCENARIO – IN THE SHADOW OF OSGILIATH



DESCRIPTION

A column of Gondor soldiery is marching back to Minas Tirith, unaware that two Orc forces are converging on it from the north and the south. Fortunately, the northern advance has been discovered by a patrol of Rangers led by Faramir, son of Denethor.

Faramir has come south in an attempt to warn the column, while leaving his chief lieutenant, Damrod, to delay the northern Orcs. Slowed by Orc scouts, Faramir arrives too late to warn the column and finds the battle underway with many of the Men of Gondor slain. Meanwhile, the shrunken northern Orc force appears on the battlefield, with the remains of Damrod's Rangers in hot pursuit...

PARTICIPANTS

The Good side consists of 8 Warriors of Gondor with spears and shields, 8 Warriors of Gondor with bows, and 8 Warriors of Gondor with hand weapons and shields.

In addition, to represent the surviving Rangers of Gondor, the Good side also has both Faramir, Damrod, and 12 Rangers of Gondor armed with bows and hand weapons.

If you are playing this scenario as part of the mini-campaign covered in previous issues, use the Rangers and Heroes that have survived the other scenarios instead

(for example: if Faramir was slain in 'Faramir's Escape' he cannot take part in this battle).

In the southern force of Orcs, the Evil side has 1 Orc Captain (on foot), 10 Orcs with hand weapons and shields, 10 Orcs with spears, 5 Orcs with two-handed weapons, and 5 Orcs with bows.

In addition, to represent the survivors of the northern force, the Evil side has a further 10 Orcs with hand weapons and shields, 5 Warg Riders with bows, and 1 Orc Captain riding a Warg. If you are playing this scenario as part of the mini-campaign covered in previous issues, use the Orcs, Warg Riders, and Heroes that have survived the other scenarios instead.

POINTS MATCH

If you want to play this game with other forces, choose at least 400 points of troops for each side.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. In the centre of the board are several ruined buildings, around which the Gondor column has taken refuge (see map). A small wood is located along one of the short table edges. A tall hill (2-4" high is ideal) should be located along one of the long board edges (but no closer than 12"/28cm to the ruins)

to represent where Faramir and his Rangers arrive. The remainder of the board is covered with occasional trees, rocky outcrops, and hills.

STARTING POSITIONS

The Good player deploys his Warriors of Gondor within 6"/14cm of the centre of the board. He then deploys Faramir's force on the tall hill (if using the standard forces for this scenario then this is Faramir and half the Rangers of Gondor, otherwise it is whatever survived 'Faramir's Escape').

The Evil player then deploys his southern force of Orcs anywhere within 6"/14cm of the Warriors of Gondor. He may then deploy the north force within 6"/14cm of the wooded short table edge.

OBJECTIVES

Whichever side breaks the opposing side first will win.

SPECIAL RULES

Damrod. After his attack on the Orc force, Damrod has led his surviving men south to link up with Faramir. To represent Damrod's late arrival on the battlefield, each turn after the first, the Good player may roll a D6 after he has finished moving his other models. On the roll of 4+, Damrod and his Rangers arrive and may move on from a table edge of the Good player's choice.