



*Desperate fighting erupts at the barricades.*

The Evil side wins if all the Good models are killed before twenty turns have passed. The would-be rescuers arrive only to find burnt out buildings and half-eaten corpses.

If less than four Good models survive within the boundaries of the village beyond twenty turns, then the game is a draw. The defenders manage to buy enough time for the women and children to be rescued but the village is abandoned.

#### SPECIAL RULES

**Unrelenting Assault.** The Uruk-hai attack is fragmented but unceasing. When an Evil model is slain, the Evil player may move it on from a board edge of his choice at the start of his next Move phase. The Evil player may not bring on more than two models from the same board edge each turn. If more than two models are available to the Evil player, he must bring them on from several edges or keep them in reserve for future turns.

#### NOTES

Faced with superior unlimited foes and only a token defence force, the defender must try to make the most of his defensible position. The barricades can make the Good

player's position a strong one, but he is unlikely to be able to defend every inch of them. The Good player shouldn't be afraid to move his models around to maximise coverage to where the Uruk-hai threaten to break through – every dead Uruk-hai will need at least three turns to get back into the fight. In this way it is a good idea to fire at the nearest enemy models – they will have further to walk when they come back on. It's also a good idea to pair a Man with each Dwarf if you can, the higher Fight value of the Dwarf will tie the fight if the dice scores are a draw – every little helps.

The Evil player needs to find weaknesses in the defender's position and exploit them as quickly as possible – twenty turns is not as much as it looks. Try to avoid engaging the enemy across the barricades, but instead loop around their defences and break through into the courtyard if you can. Another key thing to remember is not to be worried about getting your archers into combat, they are more than a match for the humans and can go toe-to-toe with the Dwarves. Your main obstacles to victory will be the Khazâd Guard and the Captains, try to take them out as quickly as possible, this will leave you free to mop up the survivors.





*The Dwarves fight to the death in defence of their king.*

### SPECIAL RULES

**Strong Winds.** Due to the high winds, from the start of the game all missile shots are considered to have an extra obstacle 'in the way' as soon as they are fired. From the fourth turn onwards, at the end of each turn, the player with priority must roll a D6. On a roll of a 4, 5 or 6, the winds abate for the rest of the game and shooting returns to normal.

**Murin.** To represent the severe wound already taken by Murin, he starts the game with no Fate and only a single Wound. However, due to the loyalty that his presence inspires, none of the Dwarves will ever take a Courage test while he lives. Note that this does not apply to the Elves.

### NOTES

Strategy for the Goblins in this case is very straightforward – Attack! The Evil player has an overwhelming advantage in numbers in the initial turns of the game and should

attempt to capitalise on this as much as he can. There are two main options open: wear down the numbers of the Dwarves, or go straight for Murin. Killing the Dwarves has an added bonus because if enough of them are killed, the Elves will begin to take Courage tests – even one failed test will buy a little more time.

The Dwarf player needs to think carefully about protecting Murin – nothing else matters! With the Wood Elves slowly gaining on the embattled Dwarves and the possibility that the wind will drop, the later game is very much in the favour of the Good side – but it does mean the Dwarves have to hold out until fortune swings their way. If the Good player is lucky he may even be able to sneak Murin past the Goblins and make a break for the table edge. If not, the Good player will probably have to think about killing or driving off all the Goblins.

*Handwritten-style text in a decorative, cursive script, likely a signature or a decorative element.*





"The axes of the Dwarves are upon you!"

### STARTING POSITIONS

The Evil player deploys the Orcs in the Evil deployment zone. The Good player then splits his forces into two equal sized groups and deploys one in each of the Dwarf deployment areas.

### OBJECTIVES

The Good side wins if the Orcs are reduced to 25% or less of their starting numbers before the Dwarves are.

The Evil side wins if the Dwarves are reduced to 25% or less of their starting numbers before the Orcs are.

### SPECIAL RULES

**Cowardly.** Surrounded, and with the sun shining bright above them, the Orcs are desperate to escape the fury of the Dwarf attack and only their Captains keep them in order. To represent this, in a turn following one where an Orc Captain has been killed, every Orc must test its Courage in the same way as if the Evil force had been reduced to below half strength. In subsequent turns, the Orcs may move as normal (unless another Captain has been slain).

**Dwarven Fury.** The Dwarves have come to avenge those slain by the Orcs. All Dwarves must always charge an enemy model if able to do so.

### NOTES

The forces of Evil are very much on the back foot here with two dozen angry Dwarves and Radagast the Brown bearing down on them from two sides at once. It is easy for the Dwarf player to get lured into a sense of complacency by this, but a word of caution should be issued. The Dwarven Fury rule can prove to be a huge disadvantage for the Dwarf player and one that the Evil player should look to exploit, pulling the Dwarves apart prior to leaping on the tattered formation and tearing them apart. Another thing the Evil player should take advantage of is the fact that the Dwarves are slower than the Orcs, allowing the Evil player to pounce on one Dwarven force while the other catches up. The best tactic for the Dwarf player is to keep all this under consideration and try to keep the advantage on his side – all things being equal, one Dwarf is worth as much as two Orcs and it is in this advantage that your best chance lies.





*The Dwarves muster to defend their ancestral home.*

## POINTS MATCH

If you want to play this game with other forces, choose at least 700 points for each side.

## LAYOUT

The scenario is played on a board 48"/120cm by 48"/180cm. The battle takes place before the gate of the Lonely Mountain. The gate should be in the centre of the board with the mountainside sloping away to either side (see map). The mountainside is passable, but counts as difficult terrain and should be strewn with rocky debris. The River Running flows from the gate and off the opposite board edge. This should be no more than 3"/8cm wide, and counts as difficult terrain. The remainder of the board should be mostly empty, with the odd tree here and there.

## STARTING POSITIONS

The Good player deploys his force within the Good deployment zone (see map), the Evil player then deploys his force within the Evil deployment zone.

## OBJECTIVES

The Good side wins if it manages to reduce the Evil force to 25% or less.

The Evil side wins if it manages to reduce the Good force to 25% or less.

If both sides accomplish their objectives in the same turn, the game is a draw.

## SPECIAL RULES

**Traps.** The Dwarves have had ample time to plan their defence and have placed a series of snares and deadfalls along the approach to the gate. At the start of the game before both players deploy, the Good player places three markers anywhere on the board. Each time an Evil model moves to within 3"/8cm of any of these markers, roll a dice. On the roll of a 4, 5 or 6 (Might cannot be used to modify this roll), the model takes a single Strength 6 hit – models with a Strength less than 6 are knocked to the ground. This roll should be made as soon as the Evil model moves to within 3"/8cm. Models who begin their move within 3"/8cm of a marker do not need to test. The Dwarves and Men know the exact location of the traps and so do not have to test.





Vicious hand-to-hand combat in Lothlorien.

## OBJECTIVES

The Good side wins if it manages to reduce the Evil force to 25% or less.

The Evil side wins if it manages to kill both of the named Heroes (ie, Celeborn and Galadriel) or reduce the Good force to 25% or less.

If both sides accomplish their objectives in the same turn, the game is a draw.

## SPECIAL RULES

**Reinforcements.** Celeborn has defeated the main Evil force and is leading his survivors back to Galadriel's aid with all speed. From the second turn onwards, the Good player may roll a D6 to see if Celeborn has arrived. On a roll of 4+, the Good player may deploy Celeborn's group (all the Good models that were not deployed at the start of the game) that turn. To see where the group arrives, the Good player rolls a further D6 and deploys them anywhere along the indicated table edge (see map).

**Lothlorien.** Within the boundaries of the land of Lothlorien, Galadriel's powers maintain the world as it once was. Beyond her own realm her powers are limited, although still strong. Galadriel and Celeborn will pass all Fate rolls on a 2+, rather than a 4 or more.

**The Power of Galadriel.** The power of the Elven rings is to heal and sustain, not destroy and dominate. With Narya, Galadriel has woven a powerful enchantment over Lothlorien that protects the Elves from harm. To represent this, whenever an Elf suffers a wound, the Good player may roll a D6. On the roll of a 6 the wound is recovered. This is effectively like using a point of Fate, with the only exception that the wound is recovered only on a 6 rather than on a 4+. Should Galadriel be slain, the power fades and this ability is lost.

## NOTES

Again, the Evil player needs to cover as much ground as possible and take the fight to the Elves. With the Elves initially outnumbered, if the Evil player can close the gap before Good reinforcements arrive, sheer weight of numbers will lead to slaughter. Once Celeborn arrives however, things become a little different – the best strategy then is to try to crush one of the groups individually.

The Good player needs to buy time for the reinforcements to arrive, using the infiltrated troops to delay the Evil advance. Galadriel is an incredible asset in this scenario. With her reserves of Will, she can be relied upon to tie up enemy Trolls or Captains with ease, leaving the remainder of the troops to deal with the bulk of the Evil forces.

Galadriel's powers maintain the world as it once was. Beyond her own realm her powers are limited, although still strong. Galadriel and Celeborn will pass all Fate rolls on a 2+, rather than a 4 or more.