

SCENARIO 6 – SURROUNDED!



Description

Having defeated an Orc raid on Rivendell, an Elf force led by Glorfindel is pursuing the survivors towards the Ettenmoors. Unfortunately as night comes down, the Orcs recover their courage and turn to face their pursuers. To make matters worse, Glorfindel's scouts warn him that a Goblin war party has come down out of the mountains and has picked up the Elves' trail. Caught between two enemies, Glorfindel orders a withdrawal to a ruined watchtower. Both the Orc and Goblin forces pursue the Elves to the watchtower, neither warband aware of the other's existence, so focused are they on the presence of the Elves.

Participants

The Good side consists of Glorfindel, Elladan, Elrohir and Arwen (all on foot), 15 Wood Elves with armour and bows and 18 Wood Elves with armour and Elven blades or spears (player's choice). Rules for Elven blades can be found on page 38.

On the Evil side, the Orc force consists of 2 Orc Captains on foot, 1 Orc Captain riding a Warg, 5 Orcs with two-handed weapons,

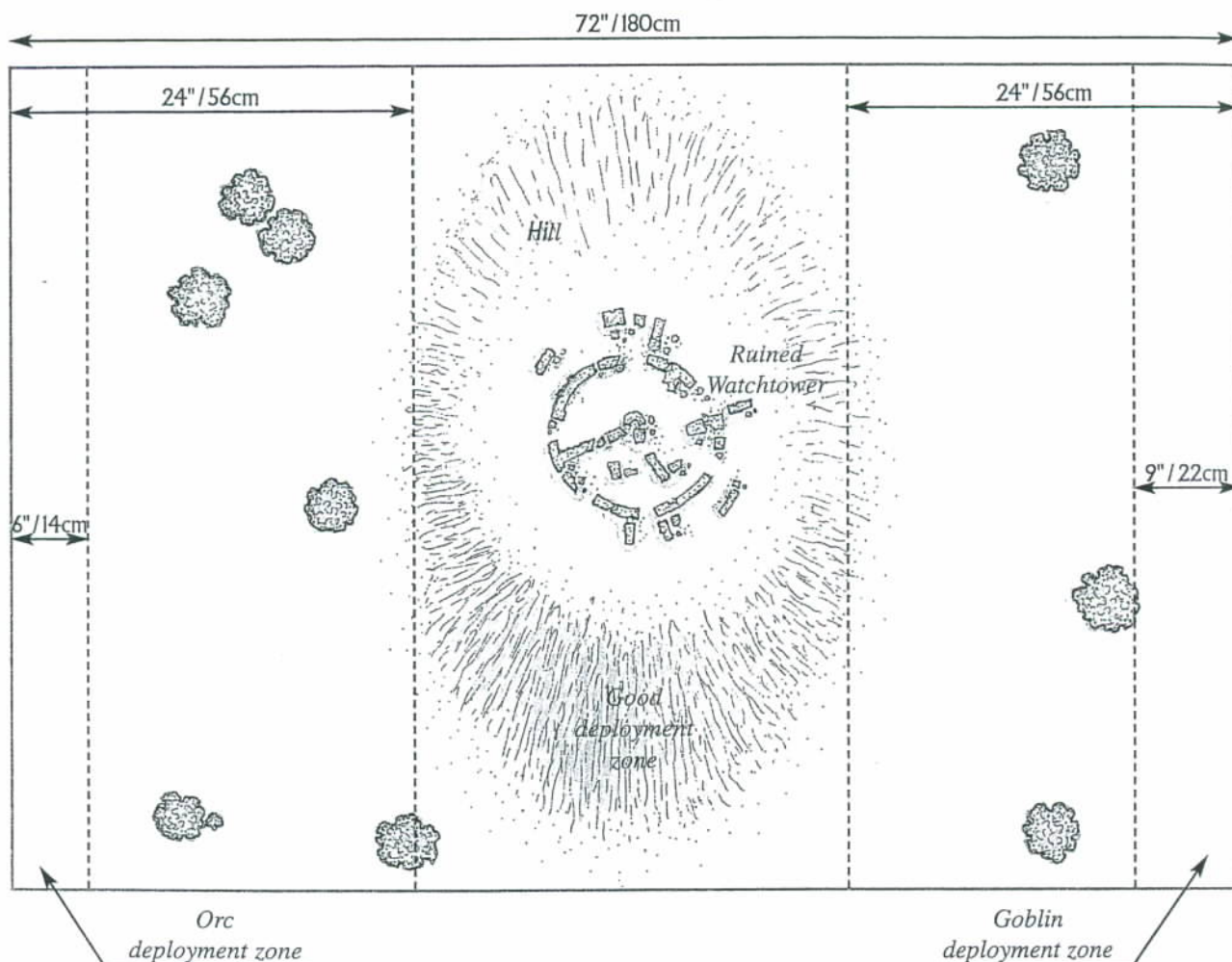
10 Orcs with hand weapons and shields, 5 Orcs with Orc bows, 4 Warg Riders with Orc bows and 4 Warg Riders with throwing spears and shields. The Goblin force consists of 2 Goblin Captains, 1 Cave Troll with a spear, 1 Cave Troll with a Troll chain, 8 Goblins with spears, 8 Goblins with swords and shields and 8 Goblins with Orc bows.

Points Match

If you want to fight this battle with different forces, choose 650 points of troops for the Good side and 350 points for each Evil force. The Good side must include 4 heroes. Neither side may have more than half (50%) of its models armed with bows.

Layout

The game is played on a 72"/180cm x 48"/112cm table. The playing area is divided into three equal sections (see map). The centre section is dominated by a large hill on the top of of which is a ruined watchtower surrounded by rubble and wall sections. The other two sections are flat land covered with rocky outcrops and vegetation.



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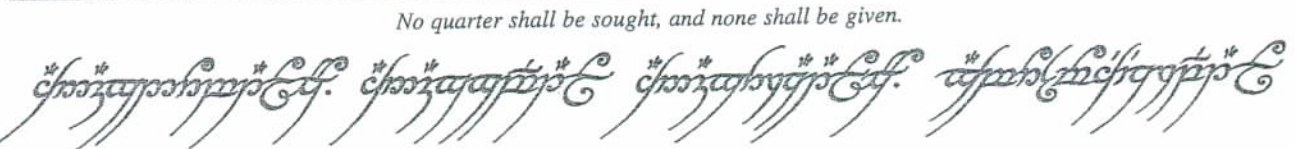
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Three Players. This scenario can be played with three players where one player is the Good force, and the other two players take one Evil force each. If you choose to play it this way the Good player's objectives stay the same, however the Evil players' objectives are slightly different. When three Good Heroes have been killed, the Evil force that has killed the most Heroes wins!

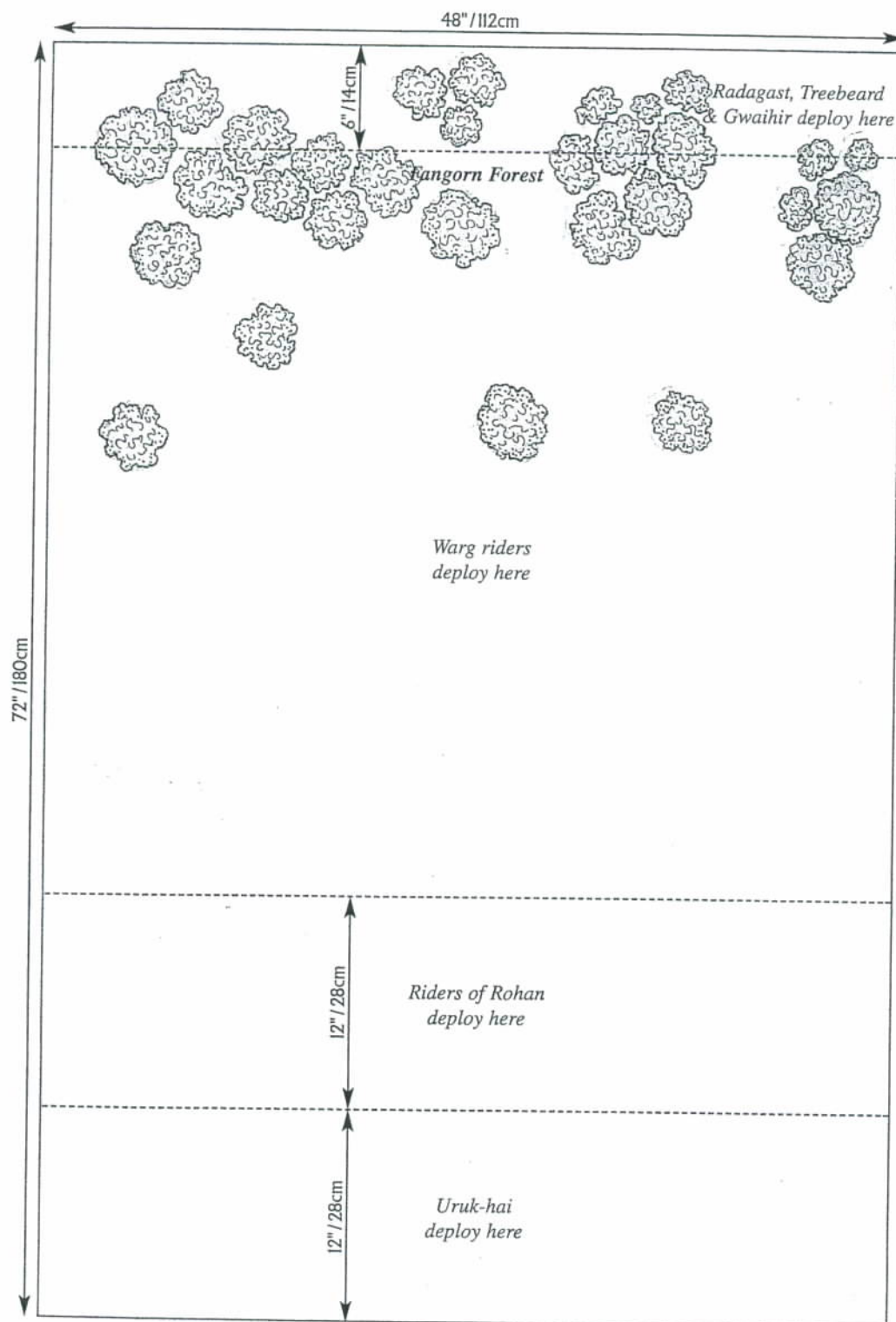


SCENARIO 7 – FANGORN

Description

A small group of Riders of Rohan chase the remains of a Warg Riders raiding force northwards, to Fangorn forest. The Orcs come to a halt on the outskirts of the wood and the Rohirrim, seeing their chance, spur forward to run down the foul creatures. As they draw close however, a warband of Uruk-hai emerge from

the cover of the wood and the Rohirrim realise that they have been led into a trap! Carried by Gwaihir far above the gathering crowd, Radagast the Brown spies the coming battle and, landing in Fangorn, seeks out Treebeard. Upon hearing of the presence of Orcs within his forest, Treebeard requires little persuasion to join Radagast in aiding the Rohirrim in their plight.



Participants

On the Good side is Radagast the Brown, Gwaihir, Treebeard, 1 Captain of Rohan (mounted), 8 Riders of Rohan and 8 Riders of Rohan with throwing spears.

On the Evil side are 2 Uruk-hai Shamans, 2 Uruk-hai Captains, 12 Uruk-hai with swords and shields, 4 Uruk-hai with crossbows, 5 Uruk-hai Berserkers, 4 Warg Riders with throwing spears and shields and 4 Warg Riders with Orc bows.

Points Match

If you want to fight this battle with different forces, choose 500 points of troops for each side. Each side can include a maximum of 4 heroes, and neither side may have more than half (50%) of its models armed with bows.

Layout

The game is played on a 48"/120cm x 48"/120cm table. One edge of the board is densely covered with trees and represents the leading edge of Fangorn Forest (see map). The rest of the board is sparsely covered with trees and bushes.

Starting positions

The Warg Riders are deployed first, anywhere within their deployment area (see map).

The Good player then deploys the Riders of Rohan and their Captain anywhere within their deployment area (see map). Treebeard, Radagast, and Gwaihir are deployed within 6"/14cm of the Fangorn table edge.

Finally, the Evil player deploys the Uruk-hai no further forward than 12"/28cm from their table edge.

Objectives

The side that, at the end of any turn, is reduced to half its initial number of models loses the game.

If both sides are brought to half strength during the same turn, the game is a draw.



Radagast the Brown, Gwaihir, Treebeard, 1 Captain of Rohan (mounted), 8 Riders of Rohan and 8 Riders of Rohan with throwing spears.

SCENARIOS

A scenario sets the scene for a battle – it describes the circumstances of the encounter, who is involved, and what each side is trying to achieve. Most importantly it describes the terrain and any special features that can be found on the battlefield. Most of the scenarios described here also include special game rules that apply only for that scenario. Special rules are not a necessary feature of a scenario but they often help to make the game a unique challenge.

If players are fighting their first game, or if one or more players is new to your team, then it is worthwhile playing the first scenario Close Encounter. This is a basic scenario because it has no additional rules and can be played with small numbers of models – however you can also play the same game with different and bigger forces so it is worth playing it several times.

SCENARIO FORMAT

Each scenario is divided into a number of sections namely: Description, Participants, Points Match, Layout, Starting Positions, Objectives, and Special Rules.

The **Description** describes the incident in the Fellowship of the Ring depicted by the scenario. All the scenarios are based on actual incidents portrayed in the movie and can be fought as accurate re-enactments of the actual events should you wish.

Participants tells you who took part in the incident in the film itself. In most cases it's impossible to be sure exactly how many Moria Goblins and Orcs fight on the Evil side – there are just too many to count – so we've estimated a number that gives a balanced game.

Points Match provides you with a way of playing the same scenario with any Evil creatures vs any Good forces.

Use the **Force Lists** to select your own warriors to take part in the scenario by choosing models as described under this section. All the scenarios can be fought with any forces. Note that an equal points match won't necessarily enable you to play with the actual participants – which is why we've devised two ways to play each scenario – use either the participants or points match for your game.

The **Layout** section explains how to set up the table for the battle using whatever scenery is required.

Starting Positions describes where the models are placed at the start of the game.

The **Objectives** explains what each side has to do to win the scenario. Every scenario has different objectives and requires you to develop an appropriate tactical approach – what works in one game may not work in another!

Special Rules are just that – rules that apply uniquely to that scenario. Most scenarios have special rules of one kind or another to represent the circumstances of the battle.

MAKING UP YOUR OWN SCENARIOS

Once you have played a few of our scenarios you will probably want to make up some of your own. The events in the Lord of the Rings provide plenty of inspiration for you to create your own scenarios – and even the same incident can be portrayed in different ways in a tabletop game.

When creating your own scenarios it's a good idea for the player who has invented the scenario to act as a referee whilst other players take part in the game. The referee foregoes the chance to play – but he is available to adjudicate and interpret the rules as necessary. When you make up new rules for a scenario you'll often find you have to change things a little as you go along the first time you play. If playing a scenario that someone has made up always be prepared to defer to the referee (even the minions of evil aren't allowed to argue with the referee!).

EXPERIENCED PLAYERS

As players gain experience we find that they become quite adept at using the special abilities of the Good Heroes. As there are so many Good Heroes, and because they are so impressively heroic, this tends to disadvantage the Evil side. Although there are Evil Heroes, their abilities are rather more limited or specialised than the Good Heroes' abilities. The scenarios have been designed so that most players will find them reasonably well balanced when played – but as players become more adept the Evil side will find it harder and harder to win. There are two ways to make up for this:

A good way of ensuring balance is to play twice and swap sides – so each player gets to represent the Good side as well as the Evil side. This is actually rather a good thing to do anyway – no-one likes to play the bad guy all the time!

Another way of boosting the Evil side is to make things tougher for the Good guys. Either make the objective tougher for the Good side – for example by insisting that all the Fellowship escape from Balin's tomb – or make the Evil side more powerful by adding extra troops. Once players are familiar with the rules and the potential of the Good Heroes it is possible for the Fellowship to take on at least twice the Evil force described in the scenarios. They really are that deadly – especially Aragorn armed with Anduril!

