

VENGEANCE OF THE NAZGÛL

The Nazgûl have come to Erebor to make good on the threats made to King Dáin. Ambushed by the dreaded Ringwraiths, Dáin and his bodyguard must fight a defensive battle until reinforcements can be summoned. This scenario sees the full might of the Nazgûl unleashed against one of Middle-earth's hardest heroes.

In a twilight encounter with a shadowy messenger, King Dáin of Erebor was questioned concerning the whereabouts of the One Ring, and asked for information on Hobbits. Realising the dire nature of his clandestine visitor, Dáin sent the Dark Lord's emissary away – but not before the messenger from Mordor could leave a foreboding warning ringing in his ears: reveal the location of the Ringbearer or face the consequences.

Dáin Ironfoot, however, was a proud and fearless Dwarf king, and would never bow to demands or threats. Instead he sent word of warning to Rivendell and steeled his folk for whatever consequence would follow.

Sauron's revenge came in the form of the Nazgûl, who descended upon the King of Erebor while he was at his most vulnerable – travelling the road from Erebor to Lake Town in Dale. There, as his vanguard marched ahead unawares, a sinister and evil force lurked in the woods.

On an unspoken signal, the Ringwraiths emerged from their hiding, their identity and intentions immediately apparent to the Dwarves. They had come to slay Dáin, a message of retribution from Mordor. The Dwarves of Dáin's bodyguard rallied around their king, ready to sell their lives dearly. Only brave hearts and strong axes would see that night through.

PARTICIPANTS

GOOD

- Dáin Ironfoot, King of Erebor
- 12 Khazâd Guard
- 6 Dwarf Rangers: 2 with Dwarf Long bows, 2 with throwing axes and 2 with two-handed weapons.
- Up to 400 points of models chosen from the Erebor army list. No more than 33% of the models may be armed with bows.

EVIL

- The Witch-king with the Crown of Morgul.
- Up to 600 points of models chosen from the Nazgûl army list. None of the models may ride mounts.

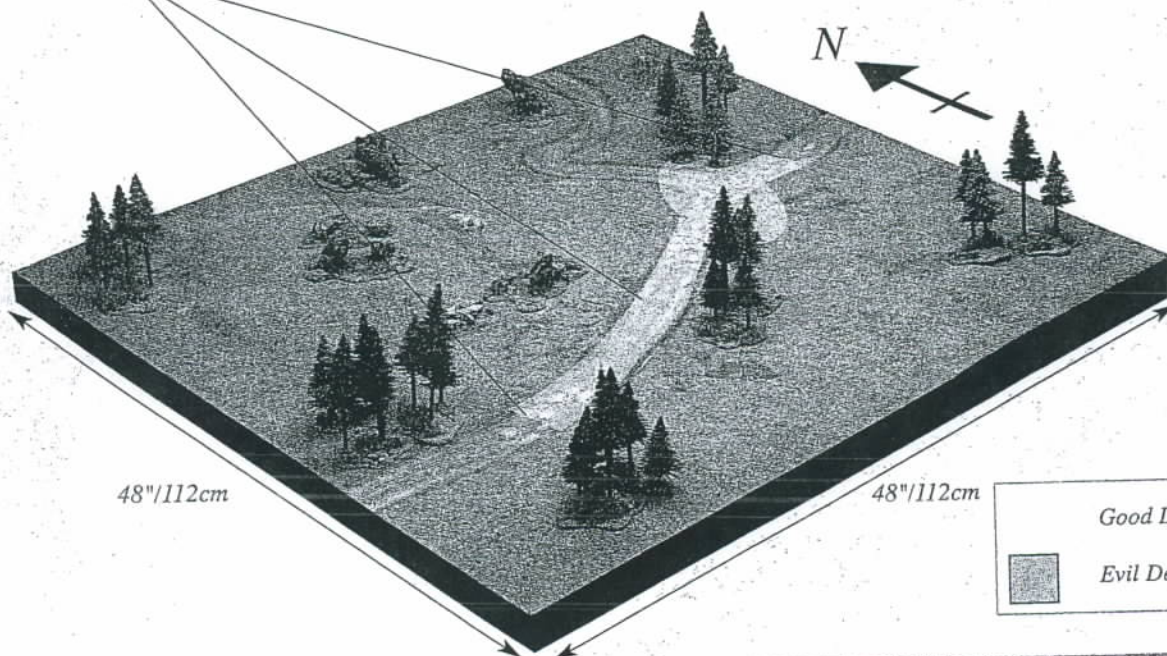
LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the road between Dale and Erebor (see map). The terrain to either side of the road is lightly wooded, with occasional rocky outcrops.

STARTING POSITIONS

The Good player deploys Dáin and up to 12 Khazâd Guard within 3"/8cm of the centre of the board. The Dwarf Rangers are then placed on the road, 3 within 12"/28cm of each board edge. The remaining Good models are not deployed at this stage, but may become available for use later in the game. The Evil player then places his models anywhere on the board, more than 12"/28cm from any Good model.

Good
Deployment Zone



Good Deployment

Evil Deployment

