

SCENARIOS

SHADOWS CREEP

After the forging of the One Ring by the Dark Lord Sauron, shadows crept back into the world, and evil filled the dark places. Across the land foul things stirred, attacking the settlements of the Free Peoples of Middle-earth. This was the first hint that a great darkness was coming, that Sauron had plans to take Middle-earth for his own.

Participants

This scenario uses 200 points of Men of Gondor or Elves. These represent militia raised to defend the beleaguered villages and towns of the Free Peoples. You may not mix and match the races, your force must consist entirely of Men of Gondor or Elves. You may have no more than one Captain.

The Evil side may choose up to 300 points of Evil Warriors in addition to one Orc Captain. They are led by a mounted Ringwraith, by this time Sauron had seduced the Kings of Men, turning them into mere shades bound to his will.

Layout

48"x48" table with buildings set-up 12" in from edge to edge along one side. Add hills, woods and other features that you may have to the rest of the board.

Deployment

The Good side sets up inside the 12" area marked on the map in their settlement.

The Evil side sets up on the table edge opposite the Good side, up to 12" in.

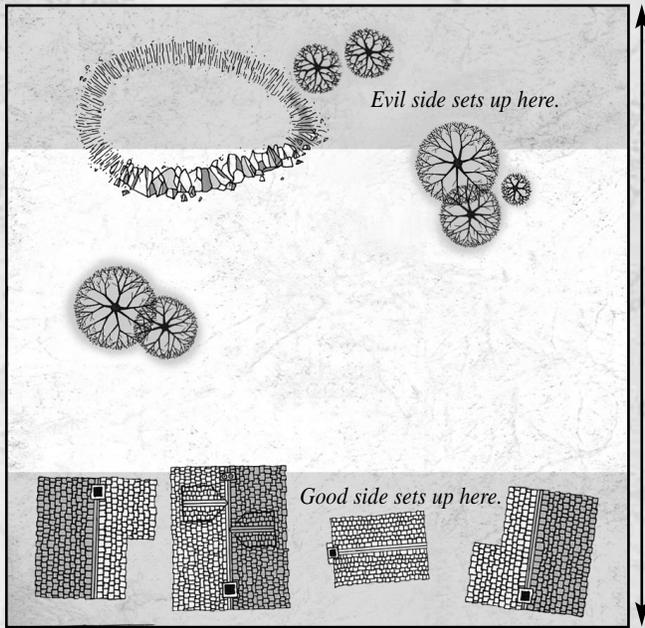
Who goes first?

Roll off to see who gets to go first.

Objectives

If the Good side manages to hold off the Evil side for 8 turns (allowing the villagers to escape) they have won.

If the Evil side wipes out the forces of Good or manage to move 75% of their starting models off the enemy's table edge (so they can plunder the settlement beyond) they win.



DARKNESS DECENDS

Allied with Gil-Galad and Elrond, the Wood Elves of Mirkwood also took part in the long campaign against the dark forces of Sauron. However, these Elves were fiercely independent and they marched forth and met Sauron's forces on the plains of battle before all was ready.

Participants

This scenario uses 200 points of Wood Elves in addition to one Wood Elf Captain (use Haldir's stats) for the Good side.

The Evil side may take up to 350 points of Evil Warriors in addition to two Orc Captains. We recommend a couple of Cave Trolls to really spice things up!

Layout

On a 48"x48" table liberally place as many marshes and hills as you can. The table should be free of any trees.

Deployment

The Good side sets up first, up to 6" in on any edge.

The Evil side should deploy up to 12" in on the board edge opposite the Good side.

Who goes first

The Good side starts first.

Objective

With their forces hopelessly outnumbered, the remaining Wood Elves must push through the enemy line and escape into the woods beyond.

The Good side wins if 25% of their troops make it off the board and the Evil side wins if more than 75% of the Good side are wiped out.



Wood Elves fight a rearguard action.