THE FALL OF THE FORTRESS

As Sauron's forces advanced across Middle-earth they fought the defenders of the Free Peoples. They toppled fortresses and towers, often corrupting them for their own evil means.

Participants

This scenario uses 200 points of the Men of Gondor in addition to two Captains of Gondor and Isildur for the Good side.

The Evil side can take up to 350 points of Evil Warriors in addition to two Orc Captains and the Witch King.

Layout

On a 48"x48" table liberally place hills and rocky terrain about the board. A river should run across the center of the board (24" in) from one edge to the opposite edge. Three shallow fords 3" wide allow the forces of Evil to cross unimpeded. On one side of the river, and more than 6" from it, you should place three 6" barricade sections for the Good side to defend (use the *Defending a Barrier* rules).

Deployment

The Good side sets up first on the side of the table that has the barricades, up to 12" in.

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

Who goes first?

The Evil side get's to go first.

Objective

The Good side must hold off the Evil side and protect Isildur for eight turns. If by the end of the eighth turn Isildur is still alive, the Good side wins.

The Evil side must kill all the defenders or rout the Good side. If Isildur is killed the Evil side will win automatically.

Men of Gondor advance into battle.

ORCS ATTACK! (for a battle report see WD#262)

The last great alliance of Elves and Men gather to go unto war against the evil Sauron. Gil-Galad and Elendil join their forces and call upon all their heroic warriors to join the fight for the freedom of Middle-earth. Gil-Galad sends for his herald Elrond Half-Elven and provides an escort for Elrond to make sure he reaches the battle safely. The party must first pass through crags and ruinous land before they meet up with the rest of the army and it is here that they are discovered by Goblins who, under the command of Orc leaders, set an ambush for the group.

Participants

On the Good side are:
• Elrond
• 10 High Elves - 4 with shields & spears, 3 with two-handed swords, and 3 with bows
• 9 Men of Gondor - 3 with bows, 3 with shields & spears, and 3 with shields and swords

On the Evil side there are:
• 2 Orc Captains – one with a shield and one with a bow
• 15 Orcs – 8 with hand weapons & shields, 2 with spears, 3 with two-handed weapons, and 2 with bows
• 25 Goblins – 8 with hand weapons & shields, 8 with spears, and 9 with bows

Points Match

If you want to fight the same battle with different forces, choose an equal points value for each side of at least 300 points per side. No more than a third (33%) of the models on either side can be armed with bows. No mounted or flying models can take part in this scenario.

Layout

The scenario is played on an area that is 48"x48". Scattered rocks and boulders that litter the field are counted as obstacles. Three or four tree stands should be placed on the table as well.

Deployment

The Good side starts off in a group (no more 2" away from any other model in the group), no more than 12" from the edge of the table. The Evil side can deploy anywhere that is more than 12" away from any of the Good models.

Objectives

The Good side must attempt to reach the opposite side of the board and leave the table with as many models as possible. The Evil side must try to slay as many of their enemies as possible before they can escape.

The Good side wins if more Good models escape from the ambush than are killed. If you are playing with the actual participants listed, one of the escapees must be Elrond.

The Evil side wins if more models are killed than escape. If you are playing with the actual participants listed, then the Evil side wins immediately if Elrond is killed.

In the event of equal numbers escaping and being slain, the result is a draw.

The game is played until one side or the other has either escaped with sufficient models or slain sufficient models to meet its objective.