

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Campaign Scenario

Wrong Turn!

The Mines of Moria are vast and dark - both excellent conditions for getting lost! Even Gandalf doubts the route he leads the Fellowship through in these dark halls.

Models used

Forces of Good:

- The full Fellowship

Forces of Evil:

- Cave Troll
- 20 Moria Goblins with hand weapons and shields or spears
- 10 Moria Goblins with bows

Description

Too late the Fellowship have learned they have taken a wrong turn and must double back. Further complicating matters Moria Goblins and something larger are on their heels!

Layout

On a table 4x4 or larger, set up a number of ruins that make rough pathways and disrupts line of sight.

Starting Positions

The forces of Good are placed within 4" of the edge of the board as indicated on the map.

Once the force of Good have set up roll a D6. On a roll of a 1-4 place up to ten models of you choice on area 1 as shown on the map. The models must set up touching the edge of the board starting in the middle and with all the model's bases touching, spread out from there. On a roll of 5-6 place up to ten models of you choice on area 2 or 3 (your choice) as shown on the map. The models must set up touching the edge of the board starting in the middle and with all the model's bases touching, spread out from there. After the models are set up they can move as normal.

Objectives

The forces of Good must get at least 3 of their models across the line marked on the map. Once three different models have crossed they must make their way back to the entrance (area 4) and off the board.

If the forces of Good manage to get at least half the Fellowship off the board then they win. Note first you must get at least 3 models across the line as shown on the map!

The forces of Evil win if at least half the Fellowship is killed. If Frodo is killed then it is an automatic win for the forces of Evil.

The game is played for 1 hour or until one side has met its objectives. If the 1 hour lapses before the game is over then it is considered to be a Draw.

Special Rules

- None of the members of the Fellowship have any Elven cloaks.
- At the beginning of every Evil players turn, they will roll a D6. On a 1-3 they make bring in 10 models of their choosing onto the board by area 1. On a roll of 4 they may bring in 10 models of their choosing onto the board by area 2. On a roll of 5 they may bring in 10 models of their choosing onto the board by area 3. On a roll of 6 they may bring in 10 models of their choosing onto the board by area 4.

The models must set up touching the edge of the board starting in the middle and with all the model's bases touching, spread out from there. After the models are set up they can move as normal.

- At the start of turn four and every turn afterwards the Evil side may bring up to ten models at a time that have been previously killed in combat back onto the board by the method explained above. In this way you can continue to 'bring on reinforcements' to represent goblins pouring out of the tunnels.
- At any one time the forces of Evil can only have 31 models on the board.

