

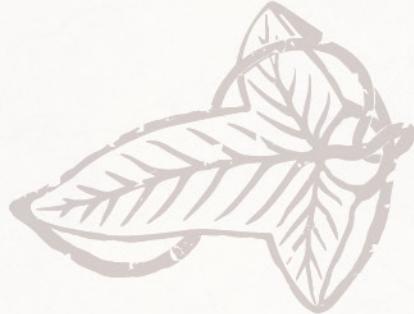
LOTHLÓRIEN

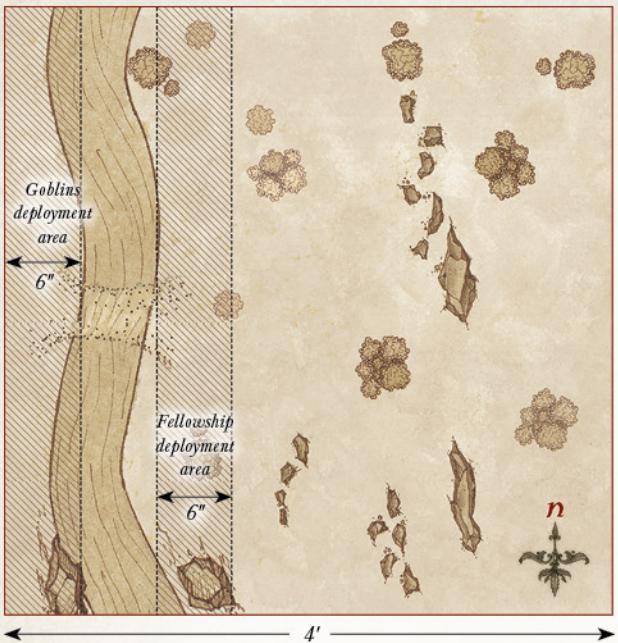
Though he has fallen into the black pit of Moria, Gandalf the Grey has felled the Balrog and bought his companions enough time to escape the fallen Dwarven kingdom. However, though they have managed to exit the Misty Mountains, the Fellowship have no time to grieve for their fallen friend for the Goblins of Moria still pursue them with relentless ferocity.

Desperate for refuge, Aragorn leads the Fellowship towards the forest of Lothlórien, the home of the Galadrim, in the hope that they will be able to find sanctuary within the boughs of the forest. Yet the journey is difficult and the Fellowship are still being chased by the Goblins, who are intent on laying low those who ventured into their kingdom.

With the borders of Lothlórien in sight, Aragorn urges his companions forth for one last push as they cross the Silverlode. However, it is not just Moria Goblins that now pursue the Fellowship, for the Wargs of the Misty Mountains have joined their Goblin allies in the hunt and now hound the Fellowship as they run for safety.

The Fellowship are tired and weary, and it will take every ounce of strength, determination and endurance they have left to allow them to reach the safety of the borders of Lothlórien. Yet even if they can muster the strength to continue onwards, they may still require some unseen aid to fend off their pursuers, who are closing in around them.





LAYOUT

The board represents the edges of Lothlórien. There should be a river running from north to south that is 6" wide and 6" from the western board edge. There is a 4" wide ford in the centre of the river forming a good place to cross. The rest of the board should be dotted with trees, rocks and bushes.

STARTING POSITIONS

The Good player deploys the Fellowship within 6" of the eastern bank of the river. The Evil player then deploys the Goblins anywhere west of the river. All other models are kept aside for later in the game.

OBJECTIVES

The Fellowship are being chased by the Goblins and Wargs, and must reach the safety of Lothlórien if they are to escape.

The game lasts until one player has completed their objective. The Good player wins if four or more members of the Fellowship, including Frodo, escape the board via the eastern board edge. The Evil player wins if four or more members of the Fellowship are slain. Additionally, if Frodo is slain, the Evil player automatically wins.

SPECIAL RULES

Hidden in the Trees – *The Elves of Lórien are hidden in the trees, and will only reveal themselves when others come too close to their realm.*

At the start of the game the Good player places six 25mm markers numbered 1-6 in the eastern half of the board; these markers may not be placed within 6" of another. As soon as any model moves within 12" of the eastern board edge, the Good player rolls a D6 and deploys the Elves within 6" of the corresponding marker. The Elves may not Charge on a turn in which they arrive but may otherwise act normally.

Weary from the Chase – *The Fellowship have been chased relentlessly by the Goblins and are tired from battle and little rest.*

Good models may not use Heroic March in this Scenario.

The Wargs – *The Goblins have long had an alliance of sorts with the Wargs of the Misty Mountains who have joined them in their hunt.*

At the end of each Evil Move phase, D6 **Warg** models may enter the board via the rules for Reinforcements, from a board edge chosen by the player with Priority. A different board edge may be chosen for each **Warg**.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield; Haldir with Elf bow; 6 Wood Elf Warriors with Elf bow.

Evil: 2 Moria Goblin Captains; Wild Warg Chieftain; 24 Moria Goblins: 8 with shield, 8 with spear, 8 with Orc bow; 18 Wild Wargs.

