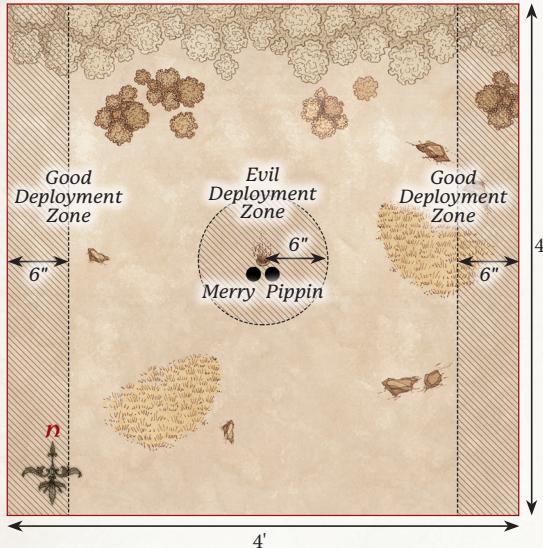


AMBUSH AT NIGHT



PARTICIPANTS

Good: Éomer, Marshal of the Riddermark with Firefoot; Meriadoc Brandybuck; Peregrin Took; 1 Captain of Rohan with shield and horse; 12 Riders of Rohan: 4 with throwing spears and 8 with no additional equipment.

Evil: Uglúk, Uruk-hai Scout Captain; Grishnákh, Orc Captain; Snaga, Orc Captain; 1 Uruk-hai Scout Captain; 12 Uruk-hai Scouts: 4 with shield, 4 with Uruk-hai bow, 4 with no additional equipment; 12 Isengard Orc Warriors: 4 with shield, 4 with spear, 2 with two-handed weapon, 2 with Orc bow.

LAYOUT

The board represents the plains by the edges of Fangorn Forest. The northern board edge is the boundary of the forest, and so should be lined with trees. In the centre of the board is a campfire. The rest of the board is grassland, with the odd bush or hedge dotted around.

STARTING POSITIONS

The Good player deploys Merry and Pippin as close to the centre of the board as possible, as shown on the map. The Evil player then deploys Grishnákh 3" away from the Hobbits towards the southern board edge, and then deploys the rest of their models anywhere wholly within 6" of the centre of the board. The Good player then deploys Éomer and half of their Riders of Rohan wholly within 6" of the western board edge, and the Captain of Rohan and the remaining Riders of Rohan wholly within 6" of the eastern board edge.

OBJECTIVES

The Rohirrim have caught the Uruk-hai off-guard and are intent on ridding their lands of these invaders. Yet even as the Rohirrim and Uruk-hai skirmish with each other, Merry and Pippin are trying to escape, making for the safety of Fangorn.

The game lasts until the end of a turn in which one side has been reduced to 25% of its starting numbers, and both Hobbits are no longer on the board. The Good side wins if the Evil army is reduced to 25%. The Evil side wins if the Good army is reduced to 25%. If both armies are reduced to 25% in the same turn, the game is a draw. If either Merry or Pippin are slain, the best result the Good player can achieve is a draw.

SPECIAL RULES

Surprise Attack – Evil models may not Move during the first turn of the game.

Merry and Pippin – Merry and Pippin begin the game Prone and bound. Whilst bound, the Hobbits may only Move by crawling and may not Charge. Enemy models may not Charge Merry or Pippin – they have far bigger problems to worry about after all! Merry and Pippin do not have a Control Zone and may ignore enemy Control Zones and may Move through enemy models without penalty; though they may not finish their Move overlapping an enemy model's base. Enemy models may Move through Merry and Pippin in the same way – we assume they walk over the Hobbits or push them out of the way.

"Their bonds were cut" – At the end of each of Merry and Pippin's Activations, they may roll a D6. On the roll of a 6, they successfully cut their bonds and are no longer Prone. If when one of the Hobbits makes this roll they are in base contact with the other Hobbit, who is not bound themselves, they receive a bonus of +1 to this roll.

Grishnákh – Grishnákh follows the same rules for Movement as the Hobbits, except that he crawls 3" and cannot cut his bonds as he is not bound. Grishnákh is the only model that can Charge the Hobbits, and he will fight them in the Fight Phase if he does so. If Grishnákh is fighting one of the Hobbits, both models will fight as normal even though they are both Prone; ignoring the rules for being Prone. Additionally, as he is wounded, Grishnákh begins the game with only a single point of Might, Will and Fate, and only has 1 Attack.