

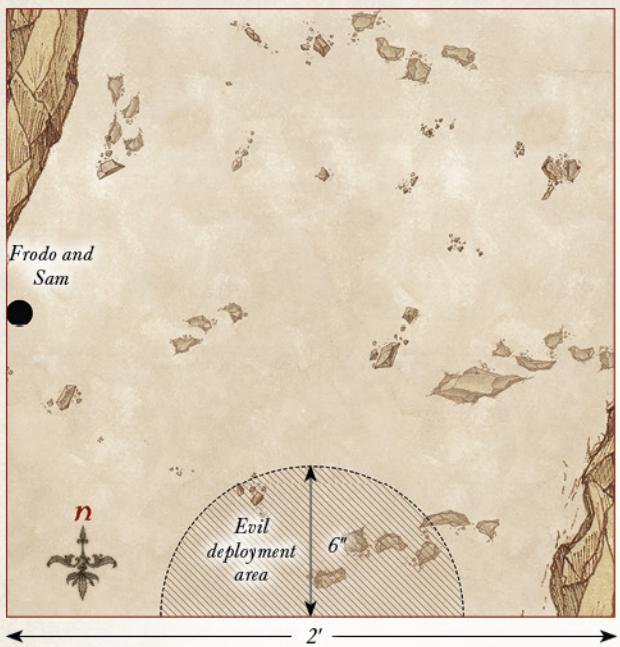
PLATEAU OF GORGOROTH

Having managed to escape the Tower of Cirith Ungol, Frodo and Sam have finally made it into Mordor, and now Mount Doom is in sight. Yet, between them and the mountain of fire are the plains of Gorgoroth that stretch out for miles before them, and the Hobbits must now traverse the barren plains if they are to reach their goal.

As they cross Gorgoroth, they notice that the plains begin to empty as the Orcish legions begin to march towards the Black Gate and the war beyond. Though this strange twist of fate has proven to be fortuitous for Frodo and Sam, the journey ahead is still full of danger and the Hobbits could be discovered at any moment if they do not keep their wits about them.

However, the Plateau of Gorgoroth is teeming with Orcs that make up the Dark Lord's armies, and crossing it unseen will be all but impossible as the two Hobbits will inevitably stick out. To hide themselves from unfriendly eyes, and to help them blend in to their surroundings, Frodo and Sam have donned some pieces of Orcish armour allowing them to cross through the plains without drawing attention to themselves.





LAYOUT

The board represents the plateau of Gorgoroth, and as such should be relatively barren with only a few rocks and dead shrubbery dotted around the board.

STARTING POSITIONS

The Good player deploys Frodo and Sam touching the centre of the western board edge. The Evil player then deploys their models within 6" of the centre of the southern board edge.

OBJECTIVES

Frodo and Sam must bypass the Orcs without being found out. If the Hobbits are discovered, the Orcs will surely kill them.

The game lasts for 10 turns. The Good player wins if Frodo can escape the board via the eastern board edge. The Evil player wins if Frodo is slain.

SPECIAL RULES

Orc Armour – To try to bypass the Orc army, Frodo and Sam have donned some Orcish armour to blend in.

Frodo and Sam both count as wearing armour and so their Defence characteristics will be increased by 1. Additionally, until they are discovered, Frodo and Sam may move through enemy models as if they weren't there, so long as they do not finish their move in base contact with an enemy model.

Not here, not so close to the Eye! – Frodo wouldn't risk putting on the Ring so close to Sauron.

Frodo may not put the Ring on in this Scenario.

On the March – The Orcs are unaware of the Hobbits nearby, and will keep marching to war if they are not discovered.

Until the Hobbits are discovered, the Orcs must move at least 2" towards the northern board edge each turn and may not Charge. Evil models that move into base contact with the northern board edge will escape and go off to war. Once per game, after Priority has been determined, the Orc Taskmaster may halt the march in order to whip the Orcs back into line. When this happens, no Evil models will move that turn.

Discovering the Hobbits – Though they are disguised, there is a chance that the Hobbits' scent will be picked up by the Orcs.

During the End phase of each turn, check to see if either of the Hobbits are within 6" of any enemy models. If so, roll a D6. On a 6, the Hobbits have been discovered and are at the mercy of the Orcs. Additionally, the Hobbits will automatically be discovered if they Charge an enemy model or target an enemy model with their Throw Stones special rule.

PARTICIPANTS

Good: Frodo Baggins in Orc armour;
Samwise Gamgee in Orc armour.

Evil: Orc Captain with shield; Orc Taskmaster;
24 Orc Warriors: 8 with shield, 8 with spear, 4 with Orc bow
and 4 with two-handed weapon.