

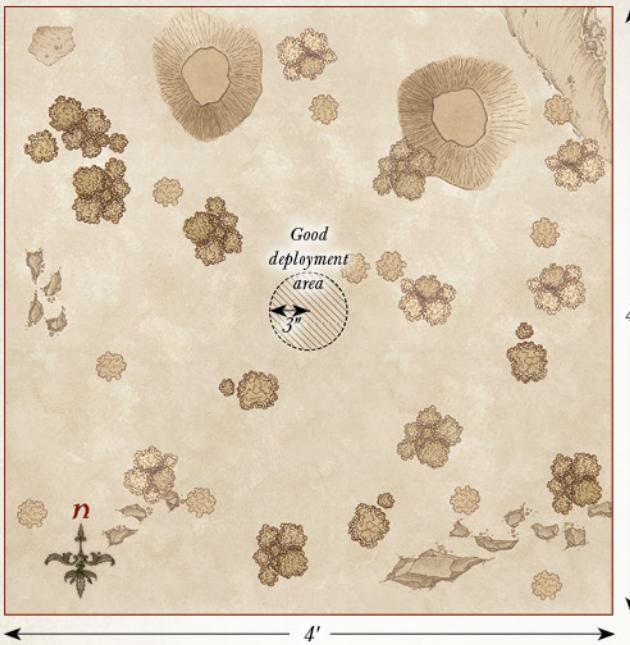
WARGS IN THE NIGHT

The pass of Caradhras has defeated the Fellowship; the biting weather having been provoked by the voice of Saruman making it all but impossible to cross the mountain without risking the lives of all the Fellowship. Forced back down the mountain, the Fellowship must decide on an alternative route that will lead them to the other side of the Misty Mountains.

Soon a debate breaks out amongst the Fellowship, with Boromir saying that they should make for the Gap of Rohan, whilst Gimli proposes that they should go through the Mines of Moria. With the Gap of Rohan taking them too close to Isengard it is, reluctantly, decided that they will go through the Mines of Moria, and Gandalf begins to lead the Fellowship south towards the Dwarven gates.

As the Fellowship make camp, the sound of howls can be heard breaking the quiet that had descended as night fell. Jumping to their feet, the Fellowship are soon surrounded by ravenous Wargs who seem intent on feasting upon each of them. Whether driven to attack by hunger or a more sinister force is irrelevant as the Fellowship must fight off the oncoming Warg pack in order to survive and reach the walls of Moria.





SPECIAL RULES

Fending off the Pack – *The Wargs are hungry, but if the Fellowship can fight enough of them off, they will turn tail and flee.*

From turn 11 onwards, if Priority is ever drawn then the game immediately ends.

Never-ending Pack – *There is a seemingly unending number of Wargs attacking the Fellowship, and more seem to keep coming.*

At the start of each turn, any Evil **Warrior** models that have previously been slain may enter the board at the end of the Evil Move phase 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**.

Fearless – *The Wargs are ravenous and nothing will deter them from advancing upon their prey.*

All Evil models gain the Fearless special rule.

LAYOUT

The board represents the lands at the base of the Misty Mountains. As such it should be dotted with a selection of varied terrain such as trees, rocks and hills.

STARTING POSITIONS

The Good player deploys their models within 3" of the centre of the board. The Evil player then deploys the Warg chieftain touching the centre of any board edge. They then deploy six Wild Wargs touching each of the northern, eastern and western board edges.

OBJECTIVES

The Wargs are hungry and have attacked the Fellowship in search of a fresh kill. The Fellowship must fend them off for long enough to make the pack retreat.

The Evil side wins if they can slay any five members of the Fellowship. The Good player wins if the game ends before this can happen. If Frodo dies then the best result the Good player can achieve is a draw.

PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Gandalf the Grey; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor with shield; Bill the Pony.

Evil: Wild Warg Chieftain; 18 Wild Wargs.

