

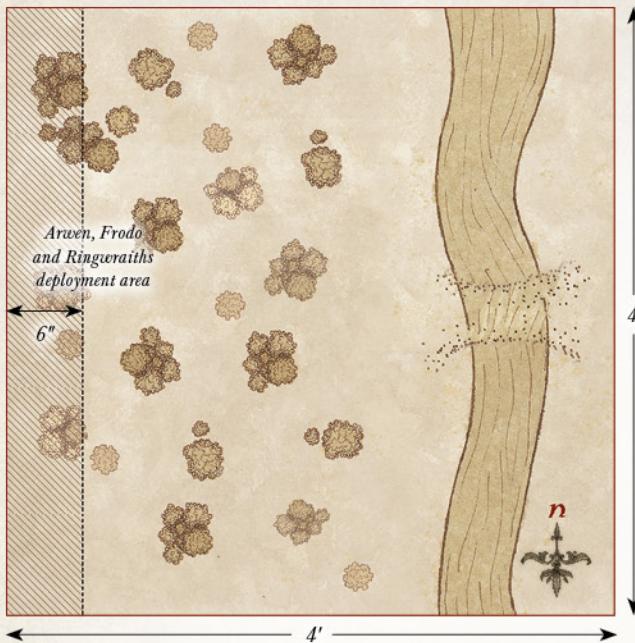
FLIGHT TO THE FORD

Having suffered a wound from a Morgul Blade at the hands of the Witch-king atop Amon Sûl, Frodo is slowly passing into the shadow world and turning into a wraith himself. In an attempt to save Frodo, Aragorn and the Hobbits search for the Athelas plant, a weed that could help slow the poison enough to get Frodo to Rivendell and the aid he needs.

It is as he searches for the Athelas that Aragorn encounters Arwen, the daughter of Elrond of Rivendell who had been sent to search for the Hobbits. Seeing the danger that Frodo is in, and needing to get him quickly to her father, Arwen loads Frodo onto the back of her steed, Asfaloth, and makes haste for Rivendell. However, the Black Riders are still out in the wilderness and will hunt down the Ringbearer at all costs.

As she makes for Rivendell, Arwen becomes aware of the Nazgûl closing in upon her in their attempt to claim the Ring. Arwen must ride swiftly to evade the Ringwraiths and reach the River Bruinen; for once there the powers of her father can unleash the force of the river upon their pursuers, and allow Frodo to reach Rivendell and the Elvish medicine he desperately needs.





LAYOUT

The board represents the River Bruinen and the surrounding area. The river should be 6" wide and 6" from the eastern board edge. In the centre of the river is the ford which should be 6" wide. The rest of the board should be dotted with trees, hedges and other such undergrowth.

STARTING POSITIONS

The Good player deploys Arwen within 6" of the western board edge. Frodo starts as a Passenger on Asfaloth. The Evil player then deploys the Witch-king and any four Ringwraiths within 6" of the western board edge, but not within 1" of Arwen. The remaining Good models enter the board via the western board edge during the first turn. The remaining Ringwraiths will be available as the game goes on.

OBJECTIVES

Frodo must reach the safety of Rivendell before the wound suffered by the Morgul Blade corrupts him, but cannot do so with the Ringwraiths so near. The Ringwraiths must slay the Hobbit and reclaim the Ring.

The Good player wins if all nine Ringwraiths are slain. The Evil player wins if Frodo is slain. If both players achieve their objective in the same turn, the game is a draw.

SPECIAL RULES

Protection of Imladris – Once they have crossed the Bruinen, Arwen and Frodo will be under the protection of Rivendell against any unsavoury powers.

Good models that are on the eastern side of the river count as having the Fortify Spirit Magical Power cast upon them, even if their Will points are reduced to 0.

Weakened by the Chase – The encounter at Amon Sûl, and subsequent chase, has left both the Hobbits and the Ringwraiths weary and exhausted.

Frodo, Sam and Aragorn start the game with no Might points in their store; Frodo also starts the game with no Fate due to the wounds of the Morgul Blade. The Ringwraiths start the game with only 3 Will points each, whilst the Witch-king starts with 5 Will points. Additionally, the Ringwraiths' horses are exhausted and so will move D6+4" each turn. However, if a 6 is rolled for their movement, after they have moved the horse will collapse from exhaustion and the rider must take a Thrown Rider test.

The Wrath of Bruinen – Elrond can manipulate the Bruinen by a command, thrusting its full force at those within the river.

At the start of the game, the river is treated as Deep Water and the ford is open ground; however, **Cavalry** models may only move at half speed over the ford. Once Asfaloth has stepped foot in the river, the Good player may roll a D6 at the start of each following turn. On a 4+ Elrond is ready to unleash the power of the Bruinen, which the Good player can release at any point in any following Good Move phase. When the Bruinen is unleashed, all models in the river (Good and Evil) are removed from the game as casualties. From that point on, the river is treated as impassable terrain and the ford is treated as difficult terrain. Arwen may not use the Wrath of Bruinen Magical Power in this Scenario.

The Ringwraiths – Several of the Ringwraiths have split off from the main group to try to outflank their quarry.

From the second turn onwards, roll a D6 for each **Ringwraith** that has not yet arrived. On a 4+ they may enter the board from any point on the northern or southern board edges via the rules for Reinforcements. However, they may not enter the board east of, or in, the Bruinen. If a **Ringwraith** rolls a 1 to arrive, it has suffered an accident on its journey and is instead removed as a casualty.

PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn – Strider; Arwen Undómiel on Asfaloth.

Evil: The Witch-king of Angmar on horse, and 8 Ringwraiths on horse, each with no additional Might, Will or Fate.

Designer's Notes: If you wish you can play this Scenario with Glorfindel instead of Arwen. In this situation, Frodo is mounted on Asfaloth, even though he would not normally be able to do so, and is deployed as Arwen would normally be. Glorfindel will enter the board in the same manner as Aragorn and the Hobbits.