

# BOROMIR'S REDEMPTION



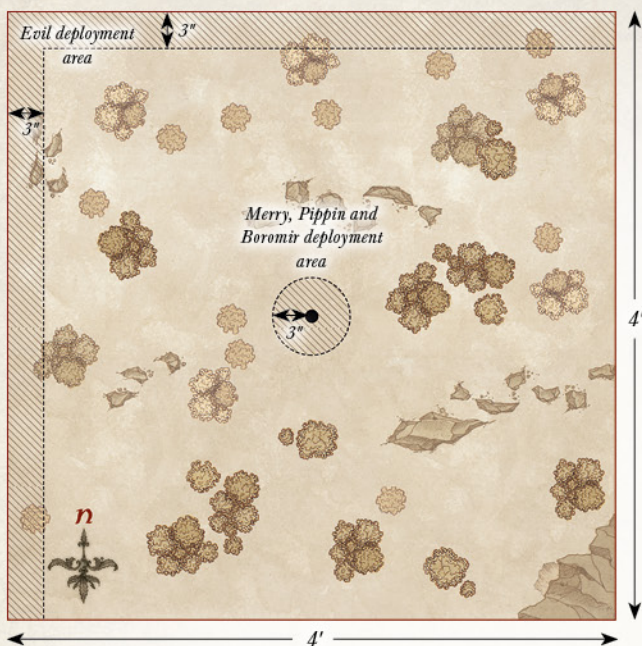
**W**ith Aragorn fighting off dozens of Uruk-hai up by the Seeing Seat, the rest of Saruman's forces are scouring the woodland in search of the Halflings they have been sent to retrieve for their master. With the hills now crawling with Uruk-hai Scouts, the Hobbits decide to hide in the thick undergrowth so as not to be discovered.

With the Uruk-hai now making a beeline straight for them, Merry and Pippin try to evade their pursuers. However, the Uruk-hai are strong and fast and soon catch up to their quarry. With the Hobbits all but cornered, Boromir arrives to attempt to prevent them from being carried away to Isengard, and to make amends for the way he treated Frodo.

From within their hiding place, Merry and Pippin can see Frodo pressed against a tree, yet as they try to signal him they realise that Frodo intends to leave and travel to Mordor alone. With an act of great bravery, or perhaps foolishness, Merry and Pippin reveal themselves to the Uruk-hai to draw them away from Frodo and towards themselves.







## LAYOUT

The board represents the woodland around Amon Hen, and as such should be dotted with plenty of trees, bushes and rocks.

## STARTING POSITIONS

The Good player deploys Boromir in the centre of the board and then deploys Merry and Pippin within 3" of him. The Evil player then deploys their models anywhere within 3" of either the northern or western board edges.

## OBJECTIVES

The Uruk-hai have been tasked with capturing the Halflings and taking them to Isengard, something that Boromir is desperately trying to prevent.

The Evil player wins if they have carried both Merry and Pippin off the board via any table edge when the game ends. If when the game ends only one **Hobbit** has been carried off the board, the game is a draw. In any other result, the Good player wins.

## SPECIAL RULES

**Random Game Length** – Boromir has to hold out until his allies can join him, however, exactly how long that will be is unknown.

From the 11<sup>th</sup> turn onwards, if the roll for Priority is ever a draw then the game ends immediately. If playing this Scenario as part of the campaign, ignore this rule; instead this Scenario will last for the same number of turns as the Aragorn's Stand Scenario went on for.

**Find the Halflings!** – The Uruk-hai have been instructed to bring the Halflings to Isengard unharmed and unspoiled.

Evil models may not target a **Hobbit** with shooting attacks. Additionally, any **Hobbit** that loses its final Wound is not slain but knocked unconscious; they count as being under the effects of the Paralyse Magical Power. **Uruk-hai** models treat **Hobbit** models as Light Objects.

## PARTICIPANTS

**Good:** Boromir of Gondor;  
Meriadoc Brandybuck; Peregrin Took.

All Good models have an Elven Cloak.

**Evil:** Uruk-hai Scout Captain with two-handed weapon; 18 Uruk-hai Scouts: 6 with shield, 6 with Uruk-hai bow, 6 with no additional wargear.

