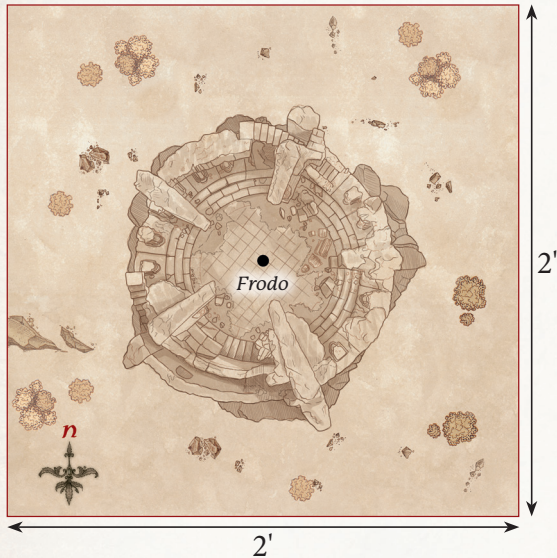


WEATHERTOP™



PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn (Strider) with bow.

Evil: The Witch-king of Angmar (1 Attack, 1 Might, 10 Will, 1 Fate) with Morgul Blade; 4 Ringwraiths (1 Attack, 0 Might, 7 Will, 0 Fate).

LAYOUT

The board represents the ruined watchtower of Amon Sûl, which has a diameter of 12" and should occupy the centre of the board. The rest of the board can have the odd pile of rubble, trees and hedges dotted around.

STARTING POSITIONS

The Good player deploys Frodo in the centre of Weathertop and then deploys the other Hobbits in base contact with Frodo. The Evil player then deploys the Witch-king and the other Ringwraiths in base contact with the edge of Amon Sûl. Aragorn is kept aside for later in the game.

OBJECTIVES

The Nazgûl have come to claim the One Ring for their master; only by driving them off can Frodo and his companions hope to keep the Ring from their clutches.

The game lasts until one side has completed their objective. The Evil player wins immediately if Frodo is slain. The Good player wins if all Evil models are slain before this can happen.

SPECIAL RULES

Flaming Brands – With the Nazgûl having arrived, the Hobbits have picked up flaming brands to protect themselves.

Aragorn, Sam, Merry and Pippin have flaming brands in this scenario in addition to their normal wargear. If a Ringwraith loses a Combat against a model with a flaming brand, then after Backing Away they will retreat D6" away from that model, in a direction chosen by their controlling player. Additionally, once per game, Aragorn may choose to use his flaming brand as a throwing weapon. If Aragorn hits with this flaming brand do not roll To Wound; instead the hit model is automatically Set Ablaze. Once Aragorn has thrown his flaming brand, remove it from his wargear.

Aragorn – Aragorn has been scouting ahead and foraging for food; only by hearing the cries of the Hobbits will he know to return to protect them.

From turn 2 onwards, the Good player may roll a D6 at the end of each of their Activation Phases. On a 4+, Aragorn has arrived; place him in base contact with any edge of Amon Sûl. Aragorn may not Activate during the Activation Phase, but may otherwise act normally.

Cry of the Nazgûl – The piercing cry of the Nazgûl is enough to freeze the hearts of all who hear it.

Once per game, at the start of any Move Phase, the Evil player can declare they are unleashing the screech of the Nazgûl. If they do, then until the End Phase of the turn all Good models suffer an additional -3 to any Courage Tests they are required to take. If this is used before Aragorn has arrived, he will automatically arrive this turn.