

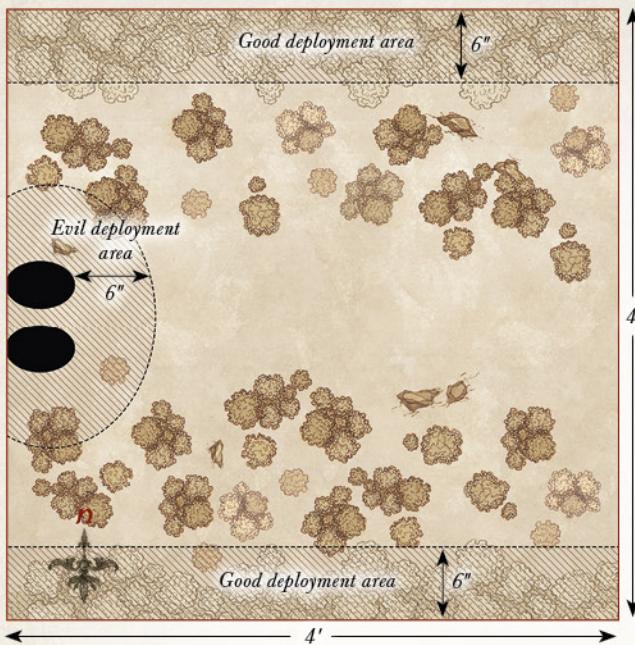
AMBUSH AT ITHILIEN

As the strength of the Dark Lord continues to rise, all manner of Evil is drawn to Mordor, pledging themselves to the service of Sauron and to fight his war. It is for just this reason that the Haradrim march north from their homes in the far south of Middle-earth, bringing with them the lumbering Mûmakil that roam their lands to destroy the free peoples of the West.

Yet to reach the Black Gate and enter Mordor, the Haradrim must first travel through the trees and thick undergrowth of Ithilien. It is here that the Haradrim are the victims of a sudden ambush at the hands of Faramir and the Rangers of Gondor. From the bushes, the Rangers of Gondor fire a hail of arrows upon their foes in an attempt to weaken the forces of the Haradrim, and in turn those of the Dark Lord.

It is the sworn duty of the Rangers of Gondor to protect their lands from any and all intruders that stray into the borders of Ithilien, and it is with that purpose that they set out to halt the relentless march of the Men from the south lands, for if the Haradrim and their formidable war beasts can be prevented from reaching Mordor unscathed then Sauron's forces cannot be bolstered for the battles yet to come.





LAYOUT

There should be lots of hedges, trees and bushes dotted around the board, although ideally not heavily impeding the movement across the centre of the board. The terrain should be denser along the northern and southern board edges.

STARTING POSITIONS

The Evil player deploys the two Mûmakil touching the western board edge as shown. They may then deploy their remaining models anywhere within 6" of either Mûmak. The Good player may then split their force in half – one half containing 12 Rangers and Faramir, and the remaining models in the other half. The Good player then deploys Faramir's half anywhere within 6" of the southern board edge then their remaining models within 6" of the northern board edge.

OBJECTIVES

The Haradrim are attempting to journey to Mordor to join with Sauron's armies before the assault on Minas Tirith. The more of them that can make it to the Black Gate, the stronger the Dark Lord will be. Faramir has noted that the lumbering Mûmakil pose the greatest threat to Gondor and has tasked his Rangers to see to their downfall.

The game lasts until there are no Mûmakil left on the board. The Evil side wins if both Mûmakil can move off of the board via the eastern board edge. The Good player wins if they can slay both of the Mûmakil. If only one Mûmak has managed to escape the board, the game is a draw.

SPECIAL RULES

Unseen Hunters – *The Haradrim have no idea that they are being watched by the Rangers of Gondor, let alone that they are walking into an ambush.*

At the start of the game, before the first Priority is rolled, each Good model may make a 'free' shooting attack as if it were the Shoot phase. Additionally, for the first three turns of the game, all Good models gain the Stalk Unseen special rule and may re-roll any 1s To Wound when making a shooting attack.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Frodo Baggins with Sting, Mithril Coat and Elven Cloak; Samwise Gamgee with Elven Cloak; Sméagol; Anborn, Ranger of Ithilien; Mablung, Ranger of Ithilien; 24 Rangers of Gondor: 16 with no additional equipment, 8 with spear.

Evil: 2 War Mûmakil of Harad each with 12 Haradrim Warriors with bow; 24 Haradrim Warriors with spear.

