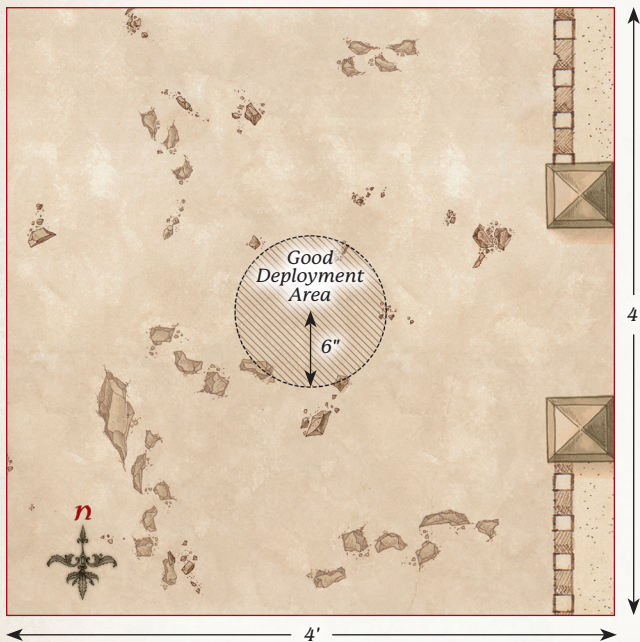


THE END OF ALL THINGS



PARTICIPANTS

Good: Frodo Baggins; Samwise Gamgee with Sting; Aragorn, King Elessar; Gandalf the White; Legolas Greenleaf; Gimli, son of Glóin; Meriadoc Brandybuck, Esquire of Rohan with shield; Peregrin Took, Guard of the Citadel; Éomer, Marshal of the Riddermark; 25 Warriors of Minas Tirith: 8 with shield, 8 with shield and spear, 8 with bow and 1 with banner; 25 Warriors of Rohan: 8 with shield, 8 with shield and throwing spears, 8 with bow and 1 with banner.

Evil: 1 Mordor Troll Chieftain; The Mouth of Sauron on armoured horse; Gollum; 3 Morannon Orc Captains with shield; 50 Morannon Orc Warriors: 12 with shield, 12 with spear, 12 with shield and spear, 12 with no additional wargear and 2 with banner.

STARTING POSITIONS

The Good player deploys Frodo and Sam touching the southwest corner of the Crack of Doom board. They then deploy all the rest of their models wholly within 6" of the centre of the Black Gate board. The Evil player deploys all of their models (except Gollum) on the Black Gate board at least 6" away from any Good model.

OBJECTIVES

Frodo must destroy the Ring, and must do so quickly or his friends will perish.

The game lasts until either Frodo has destroyed the Ring, is taken over by the Ring or is slain. The Good player wins if the Ring is destroyed. The Evil player wins if Frodo is either slain or taken over by the Ring. Additionally, if all the Good Hero models at the Black Gate are slain, the best result the Good player can achieve is a draw.

LAYOUT

This scenario is unusual as it requires two separate playing areas; a 2'x2' one for the Crack of Doom and a 4'x4' one for the Black Gate. The Crack of Doom board should have half of the board representing the outside of Mount Doom with a pathway up to the door in the side of the mountain, which then leads to the walkway and the precipice above the lava (see map). The Black Gate board should have the Black Gate running along the eastern board edge whilst the rest of the board is relatively barren.

SPECIAL RULES

“Not here, not so close to the Eye!” – Frodo wouldn’t risk putting the Ring on so close to Sauron.

Frodo may not put the Ring on in this scenario.

The Power of the Ring – *With its master so close by, the Ring is trying everything it can to corrupt Frodo and return to Sauron.*

At the start of each turn, before Priority is rolled, the Evil player may use one of the following powers to try and slow Frodo down and corrupt him. To use one of these powers the Evil player declares which power they wish to use and rolls a D6. If the score is equal to or higher than the score required, then they may use the power:

- **Exhaustion (3+)** – During the turn that this power is in effect, Frodo must take a Courage Test for each inch he wishes to move. If Frodo fails any of these Courage tests then he collapses and is immediately Prone. Sam may carry Frodo as a Heavy Object.
- **Corruption (4+)** – Frodo begins the game with 6 Resistant Points, which are unique to this Scenario. When this power is used, the Evil player rolls a D6 and compares it to the number of Resistant Points Frodo has remaining. If the result is equal to or higher than Frodo’s current Resistant Points, then Frodo immediately loses 1 Resistant Point. If Frodo’s Resistant Points are reduced to 0, then he has been taken over by the Ring and the game ends.
- **Lure of the Ring (5+)** – The Ring provokes Gollum to attack, and he is placed in base contact with the Ringbearer. They will fight as normal during the Fight Phase before Gollum disappears back into hiding. If Gollum is ever slain, this power can no longer be used.

Destroying the Ring – *The Ring’s power is becoming too great and it must be destroyed.*

To destroy the Ring, Frodo must be in base contact with the edge of the precipice over the lava. Frodo will then enter a battle of wills with Ring. Both players roll a D6 (re-rolling any ties) and compare results. If the Good player wins this roll three times in a row, the Ring is destroyed. If the Evil player wins this roll three times in a row, the Ring corrupts Frodo and the game ends. Frodo may use Might to influence these rolls.

Gandalf’s Staff – *Following his encounter with the Witch-king, Gandalf no longer possesses his Wizard’s staff.*

Gandalf does not have his Staff of Power, and therefore does not gain a free Will Point each turn.

Teeming Hordes – *A seemingly endless tide of Orcs is spewed forth from the Black Gate, with more constantly joining the battle.*

Each time a **Mordor Orc** model is slain, keep it to one side. At the end of each Evil Activation Phase, the Evil player may Move any models kept aside in this manner onto the board from the Black Gate via the rules for Reinforcements.

“Stand Your Ground!” – *The Free Peoples must stand as one upon the hill if they are to have any chance of survival.*

Good models may not willingly Move more than 12" away from the centre of the Black Gate board.

Greatest of the Trolls – *The Troll Chieftain that duels with Aragorn is unlike the others of its race – tougher, more powerful and far more deadly.*

The Mordor Troll Chieftain gains the Fearless special rule and an additional point of Might, Will and Fate.