

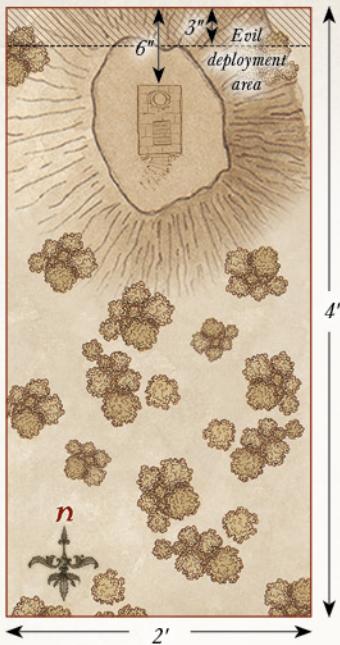
# ARAGORN'S STAND

**H**aving left the safety of the forest of Lothlórien behind, and with it the protection of the Galadhrim, the Fellowship have set off down the River Anduin to continue their long and arduous quest to Mordor. It is at Amon Hen, near the falls of Rauros, that the Fellowship must come once more to shore and continue their journey on foot, and so they make camp upon the banks of the Anduin to rest and re-gather their strength.

As Frodo wanders the woodland path, he is approached by Boromir who suggests that Frodo should lend him the Ring so that he can use it to protect his people. Sensing that the son of Gondor is not himself, Frodo declines which sends Boromir into a fit of rage – signs that the Fellowship is indeed breaking. Using the Ring to escape, Frodo makes his way to the Seeing Seat of Amon Hen, and out of Boromir's reach, before taking off the Ring.

*It is here that Aragorn finds Frodo, who has now decided to go to Mordor alone so as not to have the power of the Ring destroy his friends and companions from within. As Aragorn acknowledges Frodo's decision, he notices the blue glow from Sting showing that Orcs are nearby. Before them stand a host of scouting Uruk-hai from Isengard tasked with retrieving the Halflings. All Aragorn can do now is fight them off to allow Frodo enough time to escape, and hope that help will come to him if the skirmish can be heard.*





#### LAYOUT

The board represents Amon Hen and the Seeing Seat. The Seeing Seat should be placed on a hill 6" from the centre of the northern board edge (see map). The rest of the board should be densely packed with trees, bushes and other undergrowth.

#### STARTING POSITIONS

The Good player deploys Aragorn and Frodo in base contact with the Seeing Seat. The Evil player then deploys Lurtz and half of the Uruk-hai Scouts within 3" of the northern board edge. The other models will be available as the game goes on.

#### OBJECTIVES

The Uruk-hai have come to claim the Ring for Saruman and to kill all who stand in their path. Should either Frodo or Aragorn fall, all shall be lost.

The Good player wins if Frodo can escape the board via the southern board edge whilst Aragorn is still alive. If either Frodo or Aragorn is slain, the Evil player wins.

#### SPECIAL RULES

**To the Rescue!** – Having heard the commotion from afar, Legolas and Gimli now race to rescue Aragorn and Frodo.

At the end of each Good Move phase, the Good player rolls a D6 and adds the turn number. If the total is 10 or more then Legolas and Gimli have arrived and may move onto the board from any board edge via the rules for Reinforcements.

**Scouting Uruk-hai** – The hills are crawling with Uruk-hai who are searching for the Halflings to take them back to Isengard.

At the end of each Evil Move phase, the Evil player rolls a D6 for each **Uruk-hai** model not currently on the board. On a 4+, that model may move onto the board from a board edge chosen by the player with Priority via the rules for Reinforcements. Previously slain **Warrior** models may also return to the board in this manner.

#### PARTICIPANTS

**Good:** Frodo Baggins with Sting and Mithril Coat; Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin.

All Good models have an Elven Cloak.

**Evil:** Lurtz; Uruk-hai Scout Captain with two-handed weapon; 24 Uruk-hai Scouts: 8 with shield, 8 with Uruk-hai bow, 8 with no additional wargear.

