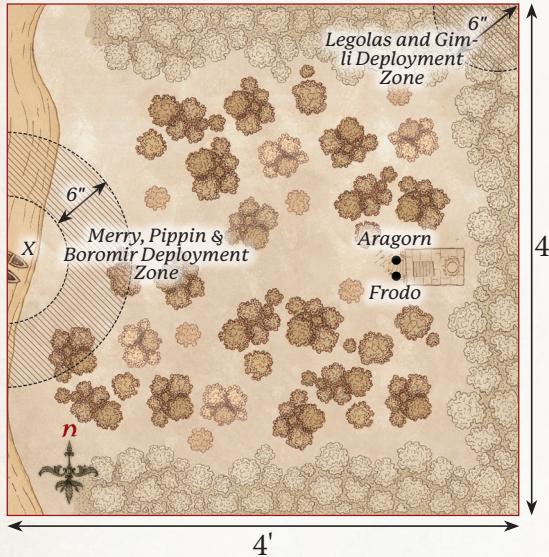


AMON HEN™



PARTICIPANTS

Good: Frodo Baggins with Sting and Mithril Coat; Samwise Gamgee; Meriadoc Brandybuck; Peregrin Took; Aragorn (Strider) with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor.

All Good models have an Elven cloak.

Evil: Lurtz, Uruk-hai Scout Captain; 1 Uruk-hai Scout Captain; 24 Uruk-hai Scouts: 8 with shield, 8 with Uruk-hai bow, 8 with no additional equipment.

LAYOUT

The board represents the area surrounding the Seeing Seat of Amon Hen. The board should be densely packed with trees and other foliage. The western board edge represents the River Anduin and should have two boats placed at the point marked X. The Seeing Seat should be placed in the eastern half of the board as per the map.

STARTING POSITIONS

The Good player deploys Aragorn and Frodo in base contact with the Seeing Seat, and then Legolas and Gimli anywhere wholly within 6" of the north-east corner of the board. Merry, Pippin and Boromir are then deployed wholly between 6" and 12" of the centre of the western board edge, and within 1" of each other.

The Evil player then deploys the Uruk-hai Scout Captain and 12 Uruk-hai Scouts wholly within 6" of the Seeing Seat, but not within 1" of a Good model. They then deploy Lurtz and the other 12 Uruk-hai Scouts wholly within 12" of Boromir, but no closer than 6".

Finally, Sam is deployed anywhere on the board at least 12" away from any other member of the Fellowship.

OBJECTIVES

Frodo has made his decision; he is going to leave the Fellowship and journey to Mordor alone. The Uruk-hai are under strict orders to deliver the Hobbits to Saruman alive and unspoiled.

The game lasts until Frodo leaves the board under any circumstance. The Good player wins if Frodo can escape the board by moving into base contact with the boats. The Evil player wins if Frodo is captured by the Uruk-hai. The Evil player can claim a draw even if Frodo escapes the board via the boats, so long as they have captured any two of the remaining Hobbits.

SPECIAL RULES

"Find the Halflings!" – Should a Hobbit model suffer their final Wound, then instead of being slain they will recover a single Wound and be knocked out – treat them as under the effects of the Paralyse Magical Power. Evil models treat a knocked out Hobbit as a Heavy Object (see page 134 of the *Middle-earth Strategy Battle Game Rules Manual*). Should a Good model end its Activation in base contact with a knocked out Hobbit model, they will automatically revive them and the Hobbit model may act as normal from then on, though they will begin their Activation Prone. Should an Evil model leave the board whilst carrying a knocked out Hobbit, then that Hobbit is captured. Evil models may not leave the board via the River Anduin on the western board edge.

The Legions of Isengard – At the start of each of the Evil player's Activation Phases, they may roll a D6 for each Evil Warrior that has previously been slain. On a 4+, that model may enter play anywhere along the northern, southern or eastern board edges via the rules for Reinforcements.