

BREAKING OF THE FELLOWSHIP

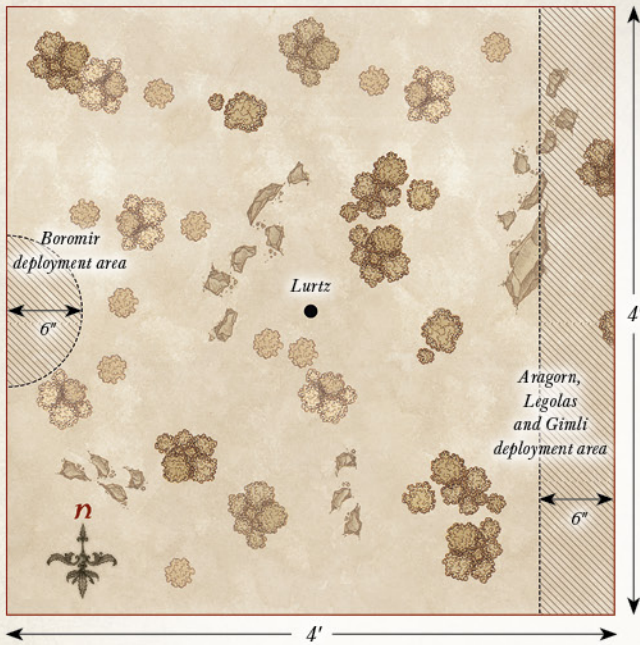


The Fellowship is now all but broken; Frodo and Sam have crossed the Anduin and are making for Mordor alone, and Merry and Pippin have been captured by Uruk-hai Scouts who are now returning to Isengard with their prize. Those that set out from Rivendell in order to destroy the Ring of Power are now scattered, and there is little they can do now except to try to keep each other alive.

With most of the Uruk-hai returning to Isengard, some stay behind in order to try to kill all those who are still left at Amon Hen. Boromir is badly wounded, having fought off dozens of Uruk-hai as he tried in vain to protect Merry and Pippin. Even as he is surrounded by those he has slain, more Uruk-hai keep coming to claim the life of this mighty warrior and help seems far away.

Yet the sound of the Horn of Gondor has been heard by Boromir's allies, and now Aragorn, Legolas and Gimli are racing to the side of Boromir. However, Lurtz, the Uruk-hai leader, is now stalking Boromir with deadly intent, and notching black-fletched arrows in his bow intended for the son of Gondor. Aragorn, Legolas and Gimli must fight through the remaining Uruk-hai Scouts if they are to reach Boromir in time.





LAYOUT

The board represents the woodland around Amon Hen, and as such should be dotted with plenty of trees, bushes and rocks.

STARTING POSITIONS

The Good player deploys Boromir 6" from the centre of the western board edge, and then deploys Aragorn, Legolas and Gimli within 6" of the eastern board edge. The Evil player deploys Lurtz in the centre of the board. They then deploy the Uruk-hai Scout Captain and nine Uruk-hai Scouts anywhere within 12" of Boromir. The rest of the Uruk-hai Scouts are deployed within 12" of Aragorn, Legolas and Gimli.

OBJECTIVES

With Frodo and Sam having gone, and Merry and Pippin captured, all that matters now is for the remaining members of the Fellowship to survive.

The game lasts until one force is wiped out. The Good player wins if at least two Good **Hero** models have survived when the Uruk-hai have been wiped out. The Evil player wins if the Good player fails to complete their objective.

SPECIAL RULES

Last Stand – *Boromir is mortally wounded. However, this will not stop him from fighting to the bitter end.*

Boromir starts the game with 3 Might points and only a single Wound. Additionally, Boromir may re-roll any dice in a Duel roll and any dice when rolling To Wound.

Shield Throw – *An expert fighter, Lurtz will use all manner of wargear as a weapon should he be required to.*

Once per game, Lurtz can choose to use his shield as a throwing weapon. This has a Strength of 4, and any Man-sized (or smaller) model hit by the shield is automatically knocked Prone. Once Lurtz has thrown his shield, he no longer carries it and cannot use it for the remainder of the battle.

PARTICIPANTS

Good: Aragorn – Strider with bow; Legolas Greenleaf; Gimli, son of Glóin; Boromir of Gondor.

All Good models have an Elven Cloak.

Evil: Lurtz with shield; 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.

