

**GAMES WORKSHOP**

# THE LORD OF THE RINGS

## THE FELLOWSHIP OF THE RING

### Campaign Scenario

#### Week 2 - Escape from Bree!

Are you frightened? Not nearly Frightened enough for the Ringwraiths have Aragorn and the Hobbits cornered in Bree.

#### Special Rules

- Models cannot pass through the hedge, they must go through the gap created by the road.

#### Models used

Forces of Good:

- Frodo, Sam, Merry, Pippin and Aragorn

Forces of Evil:

- 4 Ringwraiths on foot

#### Description

Just before dawn, the Ringwraiths attack the Prancing Pony. Aragorn must get the Hobbits out safely out of Bree or his mission will have failed before it has even started!

#### Layout

On a table 4x4 or larger, set up the board as shown on the map. Make sure the Prancing Pony is at least 18 inches away from the board edges as shown on the map. Make sure the hedge is at least 12" away from the Prancing Pony.

#### Starting Positions

The Good side sets up first with the Fellowship being placed touching the Prancing Pony. The Evil side must set up three Ringwraiths 12" away from the Prancing Pony, all on different sides of the building (the Evil player gets to choose the three different sides). One Ringwraith will be set-up in the break in the hedge.

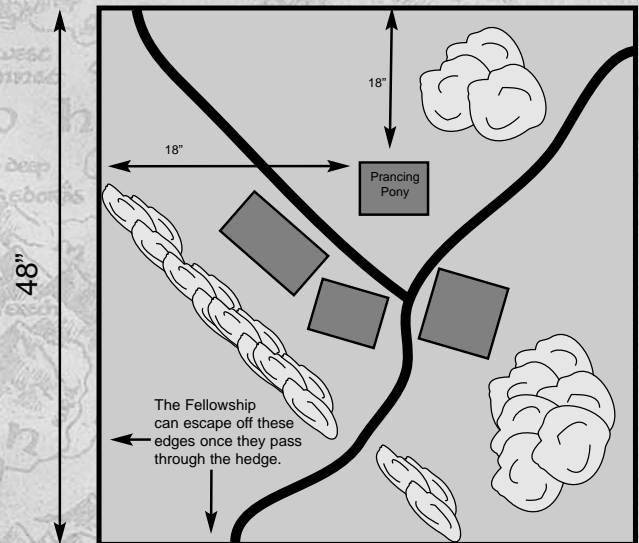
#### Objectives

The Fellowship needs to pass through the break in the hedge and flee into the countryside. The Evil side wants to slay as much of the Fellowship as it can and capture the One Ring.

The Good side wins if more of the Fellowship makes it off the edge of the board (as shown on the map) than are slain. One of the models that make it off the board must be Frodo.

The Evil side wins if more Fellowship are slain than make it off the edge of the map. In addition, it wins automatically if Frodo is slain.

The game is played for 1 hour or until one side has met its objectives. If the 1 hour lapses before the game is over then it is considered to be a Draw.



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