

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Campaign Scenario

Week 1 - Flight to the Ferry!

Frodo, Sam, Merry and Pippin have been discovered and the Ringwraiths are giving chase. Their only hope lies in making it to the Ferry in time!

Models used

Forces of Good:

- Frodo, Sam, Merry & Pippin

Forces of Evil:

- 3 mounted Ringwraiths

Description

The chase is on! The Black Riders are closing in on the Hobbits and their only chance is to make their way to the ferry and put the river in between the riders and themselves.

Layout

On a table 4x4 or larger, place a river at the edge of the board as shown on the map. Place some trees along the road to limit the line of sight to the Hobbits.

Starting Positions

The forces of Good set up in the middle of the table edge as shown on the map.

Once the Good side has set up, the Evil side sets up within 2" of the table corners as shown on the map.

Objectives

Frodo needs to make it to the ferry and get the One Ring to safety!

The Good side wins if Frodo makes it to the Ferry.

The Evil side wins 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.

Special Rules

- None of the Hobbits have Elven Cloaks. Frodo does not have sting nor the Mithril Coat.
- The Ferry should be 6" away from the edge of the board, opposite the side where the hobbits set up.

- The Ringwraiths must first sniff out the ring before they start moving. Roll for each Ringwraith individually. They must roll each turn to see if they can move until they come within 9" of the Ring at which point they no longer have to roll.

On the first turn on a roll of a 1 A Ringwraith can move as normal.

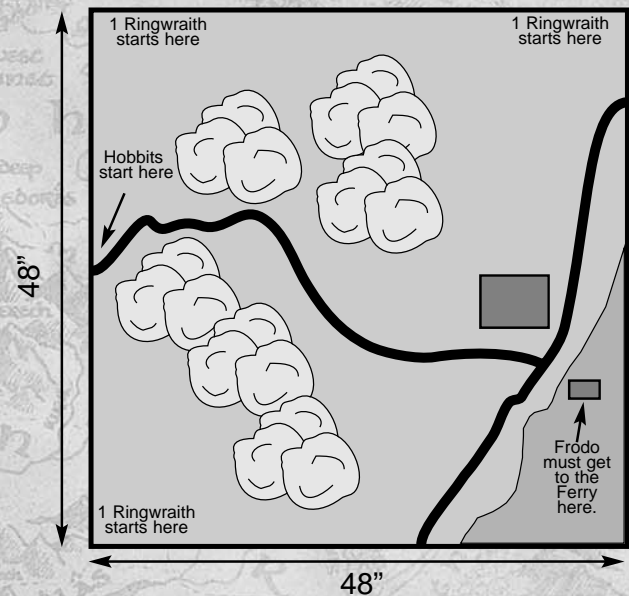
On the second turn on a roll of a 1 or 2 a Ringwraith can move as normal.

On the third turn on a roll of a 1, 2, or 3 a Ringwraith can move as normal.

On the fourth turn on a roll of a 1, 2, 3 or 4 a Ringwraith can move as normal.

On the fifth turn on a roll of a 1, 2, 3, 4 or 5 a Ringwraith can move as normal.

Any turn after the fifth turn the Ringwraiths will need to roll a 1-5 to be able to move if they are not within 9" of the Ring.



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