

# THE LORD OF THE RINGS

## THE FELLOWSHIP OF THE RING

### Campaign Scenario

#### Ford of Bruinen

After the attack at Weathertop, Strider and the Hobbits made their way toward the Ford of Bruinen, also known as the Ford of Rivendell. There all nine Ringwraiths attacked in an effort to turn Frodo to their will and capture the One Ring.

#### Models used

Forces of Good:

- Arwen
- Aragorn
- Frodo, Sam, Merry, and Pippin

Forces of Evil

- 9 mounted Ringwraiths

#### Description

The attack is underway and Arwen must carry Frodo to safety across the Ford of Rivendell. Once across she stands a chance of fighting the Ringwraiths with the help of Aragorn and the rest of the Hobbits.

#### Layout

On a table 4x4 or larger, place a river 24" from the edge as shown on the map. Place some trees around the edge of the board, but leave at least 12" around the river free of any other scenery.

#### Starting Positions

The Good side sets up first, with Arwen and an unconscious Frodo being placed 10" from the edge of the board as shown on the map. At the beginning of the second turn the remaining Good forces (Aragorn, Sam, Merry and Pippin) will show up at the edge of the board as indicated on the map. All will be carrying flaming brands.

Once the Good side has set up, the Evil side sets up 9 Mounted Ringwraiths at the edge of the board as shown on the map.

#### Objectives

Arwen must get Frodo across the Ford of Rivendell and off the edge of the board, while also keeping the Ringwraiths at bay. Meanwhile the Ringwraiths want to capture Frodo and bear him back to Mordor.

The Good side wins if Frodo is carried off the edge of the board as indicated on the map.

The Evil side wins if Frodo is captured and carried off the edge of the board from where they started.

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

- The ford is 2" wide, enough room for two models on foot to cross over abreast or 1 mounted model to cross over at a time.
- Arwen counts as being mounted on a horse. She is bearing an unconscious Frodo. To represent this, place the Frodo model so that it is in base to base contact with the Arwen model.
- To capture Frodo a model must win a combat with whoever is currently carrying Frodo's body. If Frodo is captured (or saved!) place the Frodo model in base to base contact with the individual who won the combat.
- If a model that is not mounted wins a combat and subsequently captures Frodo, they can carry his unconscious body but suffers a -1" movement penalty.
- Any model that wins combat and holds a flaming brand can choose to push the losing model back an additional 6" (for a total of 7") in a direction they choose instead of the usual 1".

