Mat Ward presents this scenario set the empty wilds of Rhudaur, in which Aragorn seeks revenge on the Orc Chieftain who killed his father.

Aragorn never knew his father Arathorn, who was slain when the future king of Gondor was but 2 years old. Aragorn's younger days were spent in Elrond's household. The young king's ancestry was concealed from him and all but a few of Elrond's most trusted allies. Given the name of Estel ("hope"), Aragorn grew to adulthood among the Elves of Rivendell, where he was taught many of the skills that he would need in the years to come. It was not until he was 20 years of age that Elrond revealed to Aragorn his true name and destiny. Several days later, Isildur's heir went into the wild to join the other Dúnedain in their hidden war against Sauron's creatures. It was shortly thereafter that Aragorn learned that his father's killer, a great Orc Chieftain named Gavarhak, still lived in the empty wilds of Rhudaur. Driven by the impetuousness of youth, Aragorn resolved to avenge his father's death. Such a task would not be easy, for Gavarhak was still strong in both mind and body and dwelt deep within the Troll-haunted woods. Aragorn, however, would not be denied. Accompanied only by a handful of his fellow Rangers, Estel sought out his foe, but Gavarhak was not to be so easily ensnared. His warband of Orcs had recently been expanded by the arrival of several hugehing Cave Trolls. Aragorn's company soon found themselves in serious difficulty. Fortunately for the young Dúnedain, Elrond had foreseen his plight. The half-Elven lord sent his two sons, Elladan and Elrohir, to gather as many of Aragorn's kin as they could and hasten to his side. Only the speed of the Dúnedain and the will of the fates could save Aragorn now.
PARTICIPANTS:
GOOD
(All Good models are on foot)
Aragorn (carries a bow, but no additional wargear)
Elladan
Elrohir
Halbarad (does not carry the Banner of Arwen Evenstar)
3 Rangers of the North
3 Rangers of the North with spears

EVIL
Gavarhak (Orc Captain on foot with bow)
8 Orcs with shields and hand weapons
8 Orcs with spears
4 Orcs with Orc bows
4 Orcs with two-handed weapons
4 Morдор Uruk-hai with two-handed weapons
4 Morдор Uruk-hai with hand weapons
2 Cave Trolls with spears
2 Cave Trolls with Troll chains

LAYOUT
This scenario is played on a board 48"/112 cm x 48"/112 cm, representing a hollow within the wild and dangerous woods of Rhudaur. This country is fairly hilly. Thus, as many areas of elevated terrain as possible should be placed on the board. The entire playing area should be covered with trees, bushes, and other suitable areas of vegetation.

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STARTING POSITIONS
The Good player deploys Aragorn in the exact center of the board. He may then also deploy the three Rangers with spears within 37/8 cm of Aragorn. The Evil player deploys his entire force anywhere on the board, but no Evil model may be placed within 12'/28 cm of Aragorn. Finally, the remainder of the Good force is deployed anywhere on the board within 37/8 cm of any edge.

OBJECTIVES
The Good player wins if Gavarhak is slain; the Evil force is reduced to 25% of its starting numbers; and Aragorn remains alive. The Evil player wins if either Aragorn is slain or the Good force is reduced to 25% or less of its starting numbers.

If both sides achieve their objectives in the same turn, the game is a draw.

POINTS MATCH
If you want to play this game with other forces, choose 10 Heroes for the Good side. The most expensive Hero takes the role of Aragorn, with the remaining Heroes taking the roles of Elladan, Elrohir, Halbarad, and the Rangers of the North (in descending points value). The Evil force should have approximately the same points value as the Good side and should include at least one Hero (though no "named" Evil Heroes may be taken). No more than 50% of the models on the Evil side may be armed with bows or other missile weapons. No models on either side may be given steeds of any kind.

SPECIAL RULES
Unseasoned. Aragorn is already a great warrior but not yet at the pinnacle of skill that will mark him as the greatest of his line since Elessar himself. Aragorn has a Fight value of 5, a Courage of 5, 2 Attacks, and 2 Wounds for this scenario. If you're playing this scenario with other forces, reduce the Fight, Courage, Attacks, and Wounds by 1 for the Hero taking Aragorn's role.