

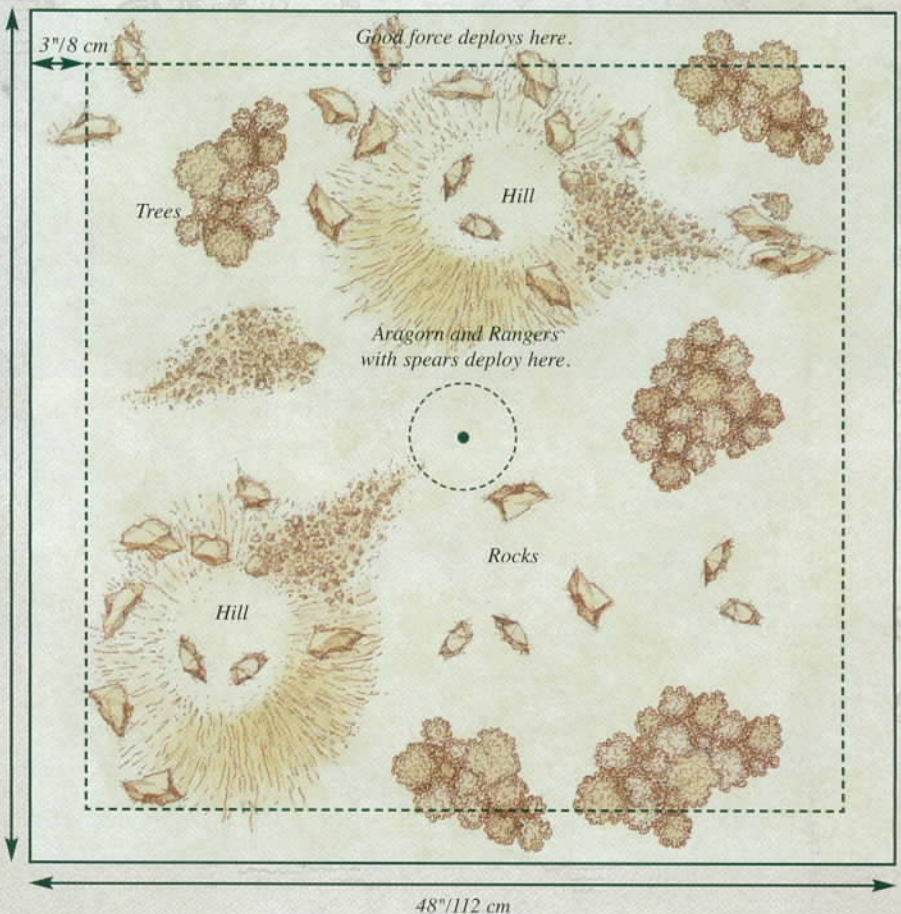
Mat Ward presents this scenario set the empty wilds of Rhudaur, in which Aragorn seeks revenge on the Orc Chieftain who killed his father.

ARAGORN'S REVENGE

A New Scenario for The Lord of The Rings

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

impetuosity 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 hulking 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.





Elladan and Elrohir rush to Aragorn's aid

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

Gavarhakh (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 Mordor Uruk-hai with two-handed weapons

4 Mordor 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

Rhudaer. 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.

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
3"/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 3"/8 cm of any edge.

OBJECTIVES

The Good player wins if Gavarhakh 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 Elendil 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.