

BATTLE FOR THE TOWER HILLS

After the fall of Fornost, the Witch-king bends his will to capturing one of the Numenorean palantíri hidden in the Tower Hills.

When Elendil sailed out of the ruin of Numenor, he brought with him seven palantíri, fabled seeing stones of Westernesse. These he placed mostly around the realms of Gondor and Arnor, the better for the two kingdoms to converse, but Elendil set the seventh and final palantír in the Tower Hills, within the bounds of the Grey Havens.

In the years to come, several of these seeing stones were lost or fell into the hands of Gondor's enemies. Yet the seventh, watched over by the Elves of the Havens, remained unforsaken and unsullied for centuries. Even so, this palantír was almost lost at the time of Arnor's fall, when the armies of the Witch-king swept across Eriador

like a dark plague. Having sacked Fornost and crushed much of Arnor's armies, the Sorcerer-king turned his eye toward the Tower Hills, knowing that a great power was concealed there. Before the fires of Fornost had cooled, a mighty portion of the Nazgûl's army was on the march once more, the Tower Hills their destination, the palantír their prize.

The Witch-king's minions did not find the hills unguarded, however. The Elves have been watching his progress with dismay, and Círdan mustered a force in defiance. Though the Elves were outnumbered many times over, the armies of the Witch-king had not reckoned with the enchantments that guarded this land.



Starting Positions

The Good player deploys his force anywhere within 12"/28 cm of the center of the board. The Evil player then deploys his force anywhere within 3"/8 cm of the edge of the board.

Special Rules

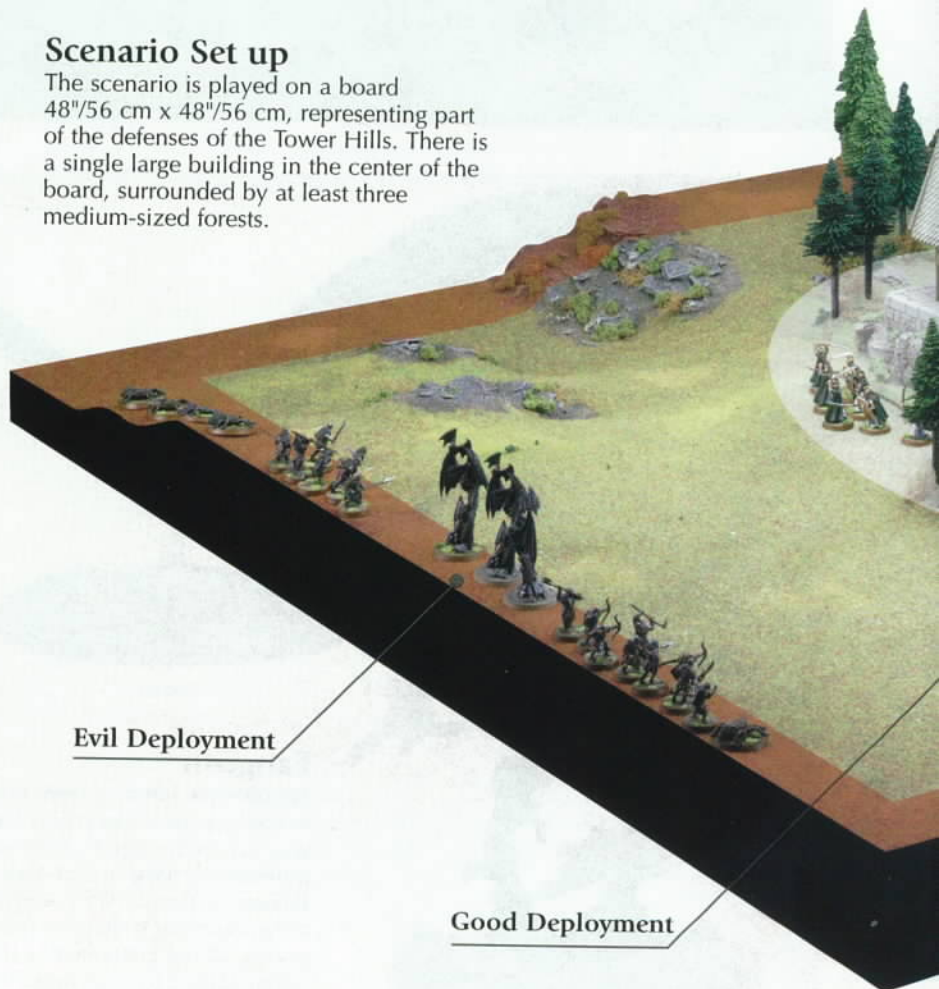
Fear is the Key. The Witch-king's servants fear failure and the wrath of their master even more than they do the cold steel and deadly aim of the Elves. The Evil force cannot be broken in this scenario, though they will still take Courage tests for Terror.

Enchanted Defenses. Various protective measures were put in place when the Tower Hills were first inhabited, some of them involving skills and magics long since lost even to the Elves. In this scenario, the Enchanted Defenses have the following effects.

- **Healing Energies.** Whenever an Elf suffers a wound, the Good player may roll a D6. On a result of 4 or more, the wound is avoided, exactly as if a point of Fate had been expended. Note that Fate may still be used to prevent the wound if this roll fails.
- **Charms of Defiance.** At the start of each turn, the player who wins priority must nominate a model on the Evil side. That model immediately suffers the effects of a Sorcerous Blast spell (the direction in which the model is blasted is chosen by the player who lost priority).

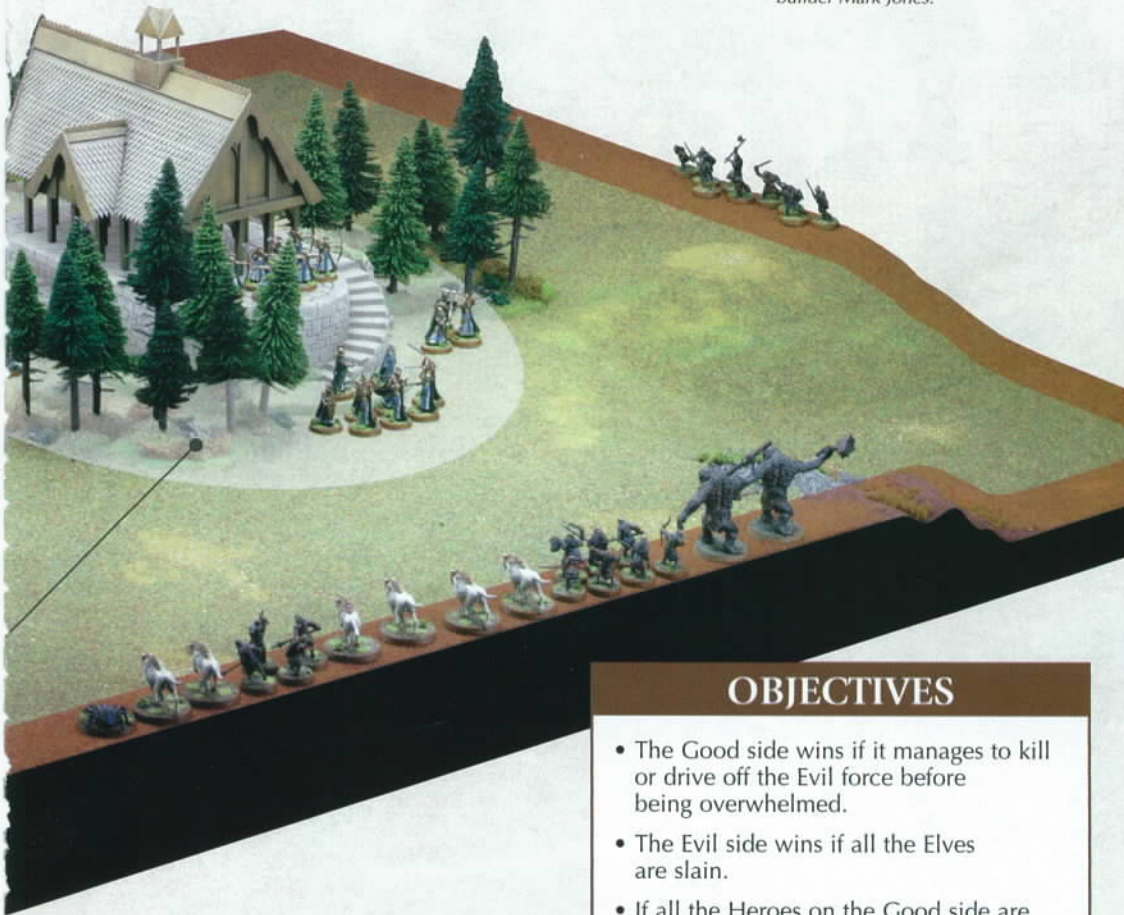
Scenario Set up

The scenario is played on a board 48"/56 cm x 48"/56 cm, representing part of the defenses of the Tower Hills. There is a single large building in the center of the board, surrounded by at least three medium-sized forests.





This scenario requires plenty of model trees as well as a large Elven building. This one was made by Studio terrain-builder Mark Jones.



OBJECTIVES

- The Good side wins if it manages to kill or drive off the Evil force before being overwhelmed.
- The Evil side wins if all the Elves are slain.
- If all the Heroes on the Good side are slain, the best result the Good player can achieve is a draw.

PARTICIPANTS

GOOD

- Up to 500 points of models chosen from the Grey Havens, Rivendell, or Wanderers in the Wild army lists. You may include up to three Heroes but must take at least one. Up to 33% of the models may carry bows.

EVIL

- Up to 750 points of models chosen from the Angmar, Dol Guldur, or Dwellers Below army lists. You may not include Heroes. Up to 33% of the models may carry bows.

RECOMMENDED FORCES

GOOD

- Círdan of the Havens
- Elf Captain with heavy armor and shield
- Elf Captain with heavy armor and Elf bow
- 23 Elf Warriors: 8 with heavy armor and Elven blades, 7 with heavy armor and Elf bows, and 8 with heavy armor, shields, and spears

EVIL

- 36 Orc Warriors: 12 with shields, 12 with spears, 6 with two-handed weapons, and 6 with Orc bows
- 2 Cave Trolls with Troll chains
- 3 Bat Swarms
- 6 Giant Spiders
- 6 Wild Wargs
- 4 Specters



The army of the Witch-king is host to all manner of foul creatures, such as the Specters, ghostly revenants of long-dead warriors.