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- 1. Defense of the Westfold - Background
- 2. Defense of the Westfold - Scenario

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The Lord of The Rings Scenarios - Defense of the Westfold

Defense of the Westfold - Background

Some years before the events of The Fellowship of The Ring, a large force of Orcs attacks the Westfold, burning and pillaging as they go. Hearing the news, Theoden leads the warriors of his household to destroy the Orcs. Unfortunately, as Theoden begins the final advance upon the Orcs, a chill mist comes down and the avenging Rohirrim are split apart and separated. Still enraged by the actions of the Orcs, Theoden leads his dwindled force forwards into the fray!

FORCES

Good (300 pts)

- Theoden Mtd.
- Gamling Mtd.
- 5 Royal Guard Mtd.
- 5 Riders of Rohan

Evil (300 pts)

- 2 Orc Captains
- 5 Orcs with Orc bows
- 10 Orcs with shields
- 5 Orcs with two-handed weapons
- 5 Orcs with spears.



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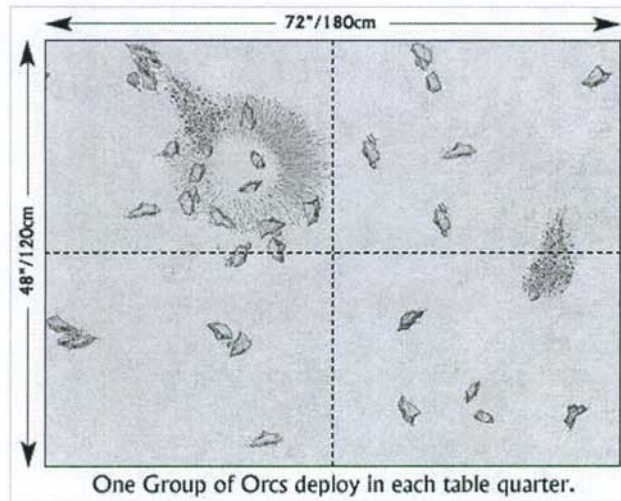
The Lord of The Rings Scenarios - Defense of the Westfold

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Defense of the Westfold - Scenario

Layout

The scenario is played on a board 48"/120cm by 72"/180cm. As this scenario takes place in the heart of the Westfold, there should be plenty of hills and rocky outcrops scattered over the board.



Starting Positions

The Evil player splits his force into four groups, each as near as possible composed of equal numbers. He deploys one group in each of the four table quarters (see map). The groups must be deployed at least 12"/30cm apart.

The Good player then deploys Theoden, Gamling, and 3 Royal Guard up to 6" in from any board edge. The remaining Good models are kept in reserve and may be available later in the game.

Objectives

The Good side wins if it manages to kill all of the Evil force or drive them from the field. If the Good side is destroyed before it achieves its objectives, the Evil side wins.

Special Rules

Stragglers. As the battle goes on, more of the Rohirrim are drawn by the sound of battle. From the fourth turn onwards, at the end of each of the Good player's Movement phases he may roll a D6 for each model not deployed at the start of the game. On the roll of a 4+, that model may be brought on as a reinforcement. If the roll is odd, the model moves on from a table edge chosen by the Evil player. If the roll is even, the model moves on from a table edge chosen by the Good player.

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