

SCENARIO – FARAMIR'S ESCAPE

DESCRIPTION

Faramir and his Rangers have spotted a large Orc force some miles north of Osgiliath. The Orcs are moving south to ambush a column of Gondor soldiers who are returning to Minas Tirith. Faramir decides to take a group of men south to attempt to warn or assist the column. Unfortunately, the Orcs have many patrols in the surrounding land, and Faramir finds himself fighting a series of running battles for many leagues. Reaching the bank of a fast flowing river coming down from the Mountains of Shadow, Faramir chooses to make a stand before making his way further south. In doing so, Faramir hopes to slay as many Orcs as possible to prevent them reinforcing the main assault.

PARTICIPANTS

The Good side consists of Faramir and 15 Rangers of Gondor armed with bows and hand weapons.

The Evil side has 2 Orc Captains armed with hand weapons and carrying shields, 4 Warg Riders armed with Orc bows, 12 Orc warriors armed with hand weapons and carrying shields, and 3 Orc warriors armed with Orc bows.

POINTS MATCH

If you want to play this game with other forces, choose at least 200 points of troops for each side. Both sides must include at least one Hero.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. The board should be covered with several small woods and scattered with rocky outcrops. A river is present 6"/15cm in from the south table edge (see map). The river counts as impassable terrain except for a ford that runs roughly in the centre of its course. Plenty of cover should be provided in the form of trees and rocky outcrops on the south side of the river.

STARTING POSITIONS

The Evil player deploys 5 Orcs anywhere within 6" of the south board edge. The remainder of the Orcs, the two Captains, and the Warg Riders are then deployed in the Evil deployment zone (see map).

The Good player then deploys Faramir, and 10 Rangers of Gondor in the Good deployment zone. The remaining Rangers may be set up anywhere on the board with

the following restrictions: they may not set up on the south side of the river, nor within 6" of an Evil model.

OBJECTIVES

The Good side needs to kill enough Orcs to discourage further pursuit and to escape the board. The Good side therefore wins if it (1) manages to slay at least half of the Evil force, and (2) if half of the Good side leaves the table from the south board edge.

The Evil side wins if the Good side fails to meet both objectives.

The game is a draw if the Good side meets only one objective.

SPECIAL RULES

This scenario can be played in a mini-campaign with 'Damrod's Gambit' and 'In the Shadow of Osgiliath' (which shall be presented in future issues of White Dwarf). If you choose to do this, at the end of the game make a note of how many Orcs and Rangers have survived and how much Might, Will, and Fate the Heroes have used and how many Wounds they have lost.

