

SCENARIO – NAN CURUNIR

The year is 2759 of the Third Age. The first siege of Helm's Deep is ended and the Dunlendings are fleeing Rohan for the safety of their mountain homes. After many months of a desperate war for survival, the sons of Eorl are once more free to rule their land in peace. However, all is not well on the northern marches of Rohan, for the Goblins of the Misty Mountains have begun to spread south across the wolds, and raid and burn as they come. The worn and weary Rohirrim have little choice to ride north and confront these new invaders. The confrontation comes at the northernmost point of the Gap of Rohan, in the vale of Isengard, at the center of which stands the forbidding Tower of Orthanc. The Rohirrim are greatly outnumbered by their foes, and several hulking Cave Trolls can be seen among the horde. Help comes to the sons of Rohan from an expected source – Saruman, master of the White Council. The White Wizard has been given leave to take up residence in Orthanc and has traveled north with an honor guard bestowed upon him in recognition of his station. With the assistance of Saruman and his escort, the Rohirrim may yet prevail.

PARTICIPANTS: GOOD

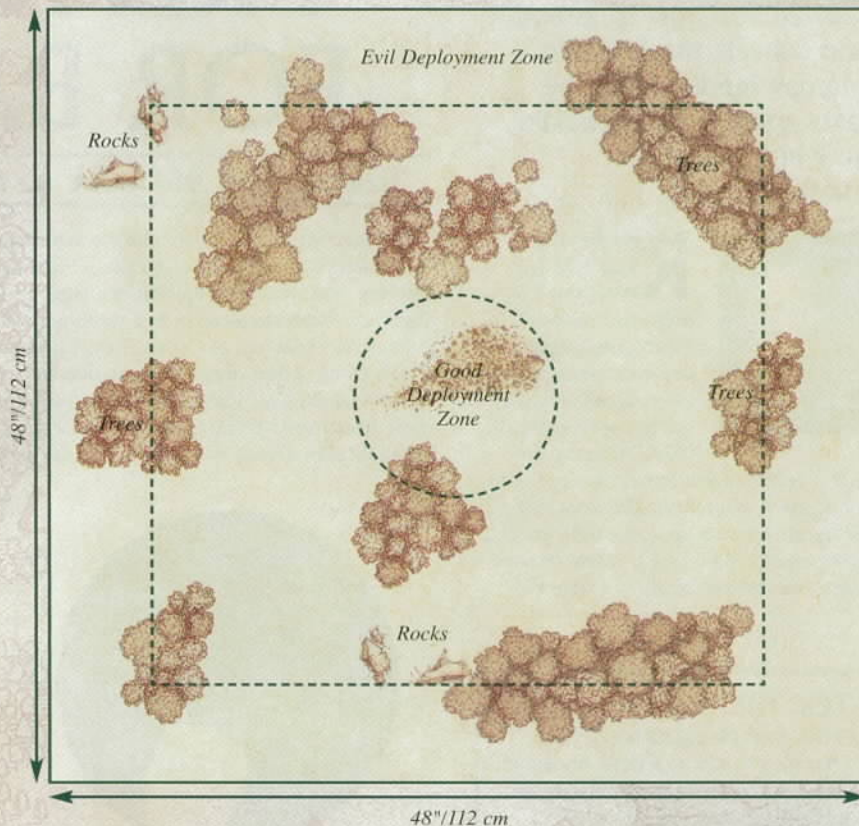
Saruman the White
12 Riders of Rohan
6 Riders of Rohan with throwing spears
6 Citadel Guard with spears

EVIL

12 Moria Goblins with spears
12 Moria Goblins with Orc bows
12 Moria Goblins with shields
2 Cave Trolls with spears
1 Cave Troll with Troll chain

LAYOUT

This scenario is played on a board 48"/112 cm x 48"/112 cm. The game takes place at the entrance to what will later be known as the Wizard's Vale. Thus, the table should be mostly flat with many rocky outcroppings and trees.



STARTING POSITIONS

The Good player deploys his force (excluding Saruman and the Citadel Guard) in the Good Deployment Zone. The Evil player then places his force within the Evil Deployment Zone. Finally, the Good player deploys Saruman in the Good Deployment Zone and the Citadel Guard within 6"/14 cm of him.

OBJECTIVES

The Good player wins if he reduces the Evil side to 25% or less of its starting numbers. The Evil player wins if the Good side is reduced to 50% of its starting numbers and Saruman is slain. If both conditions are met in the same turn, the game is a draw.

SPECIAL RULES

The Citadel Guard. For the purposes of this scenario, the Citadel Guard's *Bodyguard* special rule must be used on Saruman (he effectively counts as being a Hero of Gondor for this scenario).

POINTS MATCH

To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 50% of its warriors with bows. The most expensive model on the Good side takes the role of Saruman.



Accompanied by his bodyguard, Saruman heads to Isengard.