

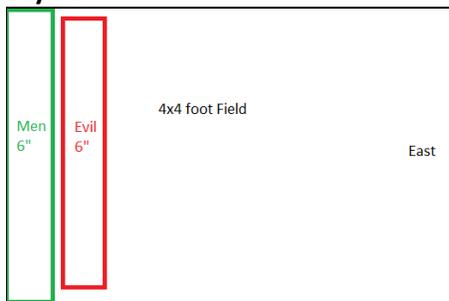
The Battle of Fornost

In T.A. 1409, the Witch-king of Angmar invaded the kingdom of Arnor. After centuries of conflict, in T.A. 1973 messages were sent to King Eärnil II of Gondor that they were in great straits, and that Angmar was preparing its final assault. The King sent his son Prince Eärnur, with a fleet of ships to Lindon to aid the northern Dunedain.

But it was too late. Before the fleet would reach Lindon two years later, Arthedain (the last remnant of Arnor) had already been destroyed in the Fall of Fornost by the Witch-king's armies in 1974. Its remaining forces fled west over the river Lune into the realm of Lindon, and its last king, Arvedui, perished in the Icebay of Forochel in 1975.

When Eärnur reached the Havens with his massive fleet, there was much joy and wonder among Elves and Men. Círdan, Lord of Lindon, summoned all who would fight from both his realm and the remnants of the Dúnedain of the North. When all the preparations were finished this allied Host of the West marched east across the river Lune to challenge Witch-king in Fornost, which was populated with his minions, usurping the house and rule of the kings of old.

Layout



The Scenario is played on a 4x4 board. Most of the area is only sparse trees, with some ruins from the previous battle to the northern board edge and a forest on the eastern board edge.

Forces

The Witch King's Army – 1000pts

The Witch King of Angmar (with all stat upgrades, the Crown, Morgul Blade and a Horse)

6 Castellans of Carn Dum (Morghul Knights)

1 Shades

6 Spectres

2 Barrow Wights

Burdhur

3 Cave Trolls

36 Angmar Orcs

Cirdan's Army

Cirdan of the Havens

12 High Elf Warriors

Aranarth, Son of Arvedui (Arathorn)

12 Warriors of Arnor

12 Rangers of Arnor

24 Hobbits of the Shire with Bows

Earnur's Cavalry

2 Rangers of the North on Horse
1 Galadhrim Captain on Horse
1 Minas Tirith Captain on Horse
10 Knights of Minas Tirith with Shield
6 Galadhrim Knights with Shield

Earnur's Bodyguard

Earnur, Crown-Prince of Gondor (Faramir)
6 Ecthelion Guard (Knights of Minas Tirith with Shield, F4 and Bodyguard (Earnur). One carries a Banner).

The Lord of the West

Glorfindel on Asfaloth
4 Rivendell Knights with Shield

Starting Positions

Deploy Cirdan's Forces on the West board edge up to 6" from the board edge. All of the Angmar force deploys between 7"-12" from the west board edge. Glorfindel, Earnur, and Earnur's Cavalry flank are not deployed at the beginning of the game.

Objectives

The Evil side wins if the Witch King leaves the board on the East side of the field. The Good side wins if The Witch King is slain. If both the Witch King and Earnur are killed, the game is a tie. Ignore the rules for broken forces in this game.

Special Rules:

Reckless Pride. The Witch King must attempt to engage an enemy model in the first turn of the battle if possible. If not, then he must move as close as possible to an enemy model.

A Horse for the Master. If the Witch King is dismounted, he may order a Castellan of Carn Dum to give up his Horse. To do this, the Castellan of Carn Dum must be in base contact with the Witch King. The Castellan immediately dismounts, and replace the Witch King with a mounted version. They may do nothing further this turn.

Do not Pursue him... Far off yet is his doom, and not by the hand of man will he fall!: When attempting to charge the Witch King, Earnur must use the Courage of his Horse instead of his own when taking Terror tests. Furthermore, no member of Earnur's Bodyguard may attempt to charge and slay the Witch King. That honor belongs to the Prince alone.

Cavalry Flank. On the second turn of the battle, the Good player may deploy all of his cavalry models on the Northern edge of the board. Once deployed, both players then roll for priority.

Earnur's Ambush. When the Witch King crosses the center line of the board (measure the line North and South on the board) OR on the beginning of the 5th turn, the Good player may deploy Earnur and his bodyguard on the eastern board edge at the end of the movement phase. They may not move this turn.

Glorfindel's Ambush. On the turn after Earnur's warband enters play, the Good player rolls a D6 before every priority afterward. On a 4+, Glorfindel enters play from the southern board edge.