

# THE GLORY OF THE ELVES

As Elendil and his men are encircled by Sauron's dark forces, it seems that defeat is inevitable, until hope arrives in the form of Elrond and a group of High Elves.

*Man and Elf Join Together to Overthrow the Forces of Evil*

## DESCRIPTION

It is the time of the Last Alliance between Men and Elves. Together, the High Kings Gil-Galad and Elendil have mustered their followers against the forces of the Dark Lord Sauron. The ensuing war has been long and bloody, and still the end is not in sight. It will be many years before the great battle of Dagorlad, and the shape of the campaign is still defined by a succession of small skirmishes.

This scenario represents a battle that is all-but unimportant. Elendil and a small group of Numenoreans have become encircled by a much larger force of Orcs. Mighty though the High King is, against such numbers he cannot easily prevail – not least because his enemies count several Trolls among their number. The situation is desperate, yet hope is close at hand. By chance, Elrond is less than a league away, and his scouts bring news of the Numenoreans' plight to the half-Elven lord. Mustering his forces, Elrond begins a forced march to Elendil's side and arrives just before the battle is well and truly lost. Though exhausted, the Elves fall upon the Orcs with a terrible fury.

## PARTICIPANTS

### Good

- Elendil
- Elrond
- 8 High Elves with heavy armor and Elf bows
- 8 Warriors of Numenor with shields
- 16 High Elves with heavy armor and Elven blades

### Evil

- 2 Orc Captains
- 8 Orcs with spears
- 8 Orcs with shields
- 4 Orcs with Orc bows
- 4 Orcs with two-handed weapons
- 3 Mordor Trolls
- 4 Warg Riders with shields
- 4 Warg Riders with Orc bows
- 4 Warg Riders with throwing spears

## POINTS MATCH

To play this game with other forces, choose two forces of up to 700 points. Each side must include at least one Hero. Neither side may equip more than 33% of its models with bows or include more cavalry models than it has infantry models.

## LAYOUT

This scenario is played on a 48"/112 cm x 48"/112 cm table, representing an area of eastern Eriador. The northern edge of the board is quite heavily wooded, with a series of hills scattered across the board – the largest of these should have its summit 6"/14 cm from the eastern board edge. There are two small woods (of about three trees), a large wood (of about five trees), and several individual trees scattered across the board.

## STARTING POSITIONS

The Good player deploys Elendil and the Numenoreans within 12"/28 cm of the eastern board edge. The Evil player then deploys his force within 6"/14 cm of the center of the board. Finally, the Good player deploys the Elves within 6"/14 cm of the western board edge.

## OBJECTIVES

The game continues until one side has been killed or has fled the battle. If Elrond and Elendil are killed, the best result the Good player can achieve is a draw.

## SPECIAL RULES

**Weary with Much Toil.** Elrond and Elendil are both exhausted from their struggles. They both start the game with only a single point of Might and Fate.

**Unruly Wargs.** The mounts of the Warg Riders are ferocious and temperamental, even by the usual standards of Wargs. As such, each Warg Rider must make a Courage Test before moving. If the test is failed, the model may not move that turn. If the test is passed, the model may move normally.

