



WAR OF THE RING™

THE ASSAULT ON GLAMORGARTH

The small border fortress of Glamorgarth stands between the armies of Sûladan the Serpent Lord and the lands of Gondor. The Serpent Host of the southlands is marching north, determined to wreak vengeance on the lineage of Númenor and swell the armies of the Dark Lord. Knowing that the cause of Gondor is lost in the southlands, Prince Imrahil knows that the fortress cannot hold, and so orders the bulk of his warriors to retreat.

Left with a hand-picked band of valiant warriors Imrahil hastily mans the walls, praying that the stronghold will prove obstacle enough to the numberless hosts of the south and their mighty beasts of war. Although victory will surely elude them, the intent of Prince Imrahil and his warriors is to defend it long enough to enable their fellows to flee north, where they might yet be of service to Minas Tirith and the people of Gondor.

GOOD FORCES

- Imrahil of Dol Amroth
- 1500 points of models chosen from the Gondor and Arnor army list, including at least one formations of Knights of Dol Amroth (3 companies).

EVIL FORCES

- Sûladan the Serpent Lord
- 2000 points of models chosen from the Fallen Realms army list. Must include at least one (but preferably several) Mûmak.

THE BATTLEFIELD

This scenario is played out on a board that is 6' x 4'. The north end should be set up to resemble the ruined fortress of Glamorgarth, including a ramshackled low wall and plenty of ruined buildings within. This should extend 24" from the north edge. The remainder of the board should be sparsely covered in defensible terrain, such as rocky areas, or a wood or two. Although Glamorgarth has fallen to

disrepair (even ruin) the terrain around it was once thoroughly cleared, so keep the amount of terrain outside the fortress quite modest.

DEPLOYMENT

The Good Player places his entire force within the fortress (within 24" of the north edge).

The Evil player then places as much of his army within 12" of the south edge as possible. Any formations that do not fit within this area must enter play as reinforcements in the first turn.

VICTORY CONDITIONS

The objective of the Good side is not to destroy the Evil army (although it would be nice), but rather to delay them. Each turn after the first the Good player rolls D3 and makes a note of the score. Should the total of this score reach 20, the Good side wins the game. In addition, for each formation destroyed or Epic Hero slain, the Good player adds 1 to this total.

The Evil player wins if they can wipe out the Good side before they achieve this score – so aggression is the order of the day!

This scenario will not end, necessarily, after eight turns. Instead it will continue until the Good side achieves 20 points or is eradicated, whichever comes first.

SPECIAL RULES

A Horde Without Number. The full might of Harad marches northwards intent on Gondor's ruin. When a Common formation is destroyed put it to one side, it must enter play from the south board edge in the following Evil move phase.

Crush Them All. Sûladan wants a swift victory and has ordered his Mûmak commanders to lead the advance. Sûladan may expend Might points on behalf of any Mûmakil within 12". This means a Mûmak could alter its score on a dice or perform any Heroic or Epic action that Sûladan is capable of for the cost of a single Might point.

Playing with Other forces. There's nothing wrong with using the 'bare bones' of this scenario to fight a battle with other forces. If you want to do this simply place the smaller of the two armies in the role of Imrahil and his defenders. Perhaps the Dwarves of Khazad-dûm are making a last stand against the Goblin hordes, or the Uruk-hai of Isengard are defending the outer wall of Isengard against the Rohirrim? Whatever the forces, the scenario promises to give a desperate fight to the finish.

