

LOST IN THE OLD FOREST

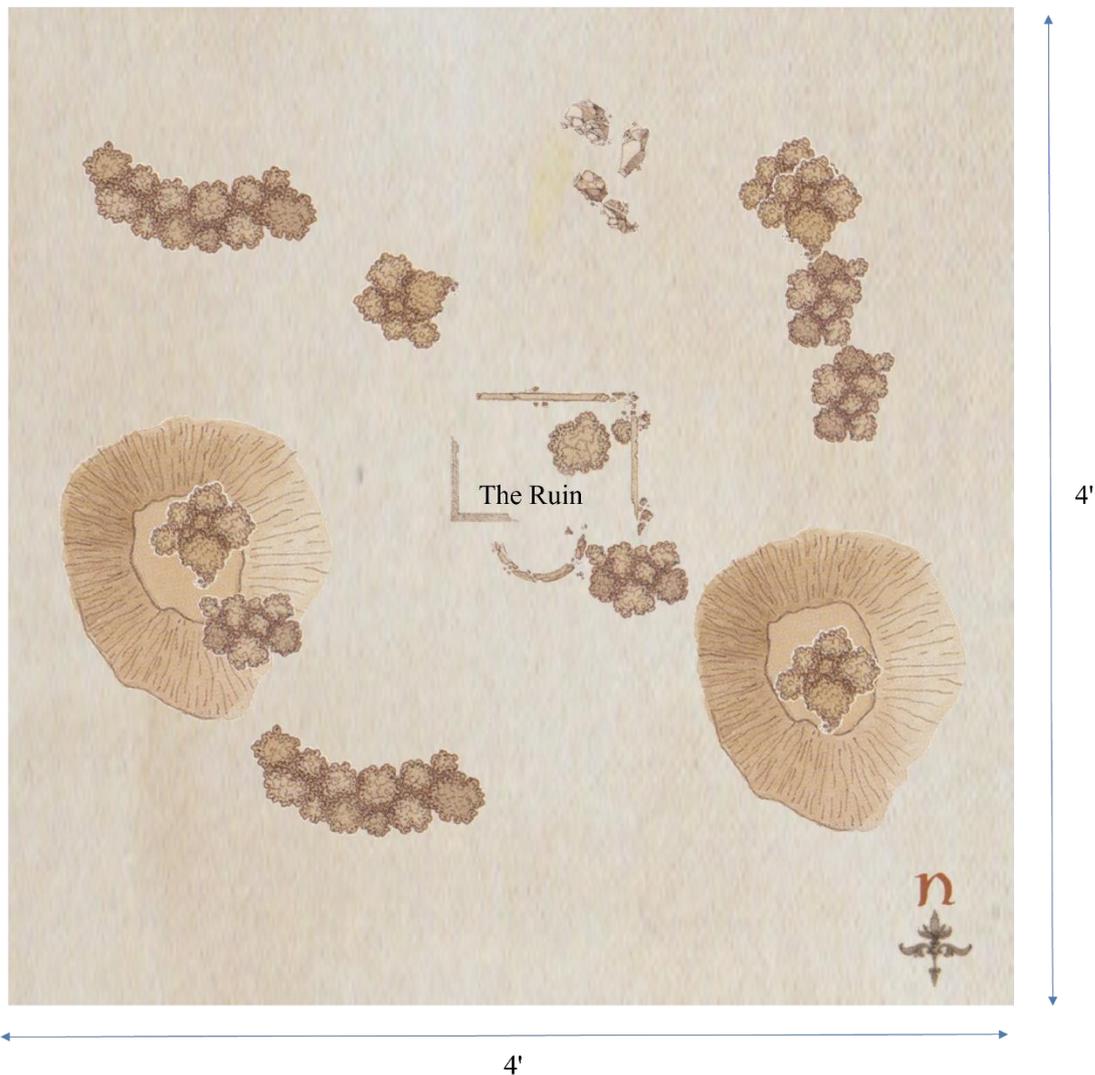
A group of Hobbit archers and militia are beating the bounds of the shire, a mysterious fog descends, and they become lost in the woods.

Unbeknownst to them a pack of Warg Riders has been tracking them – hoping to take a Hobbit prisoner so that they can gain information as to the whereabouts of a certain Bilbo Baggins.

LAYOUT

There is an old ruin near the centre of the board consisting of a ruined house and bushes.

Woods, bushes and rocks are placed around the rest of the board.



STARTING POSITIONS

The Good player deploys the hobbits within 6 inches of centre of the board near the old ruin.

The Evil player may then deploy the Warg Riders anywhere on the long edges of the board up to two inches from the board edge.

Alternatively, if you have a square board then the Warg Riders start from North and South.

OBJECTIVES

The Hobbits' objective is to escape off the board and avoid capture. They can escape can be off either of the East or West board edges. Half the Hobbits must escape.

The Warg Riders' objective is to capture one hobbit and remove him from the North of South board edges (see special rules).

SPECIAL RULES

A Ranger of the North - *Aragorn has been tracking the Orc Warg Riders and although on foot has now caught up with. He comes to the aid of the hobbits.*

Every turn after the first there is a chance that Aragorn will appear. On a roll of 4+ at the start of the Good player's turn Aragorn appears on either the North or South board edge.

Capture a Hobbit

The Warg Riders' task is to capture at least one Hobbit. They will do this by reducing one Hobbit to zero wounds and then carrying them as a Heavy Object away to either the North or the South board edge.

Hobbits count as a Heavy Object and maybe carried by Warg Riders (an exception to the normal rules). Warg Rider's movement is halved. The Good Player may not shoot at a Warg Rider carrying a Hobbit as this may risk injury, but melee combat is allowed. The prisoner is freed if the Warg Rider is slain. The prisoner remains prone for the rest of the game and cannot move.

PARTICIPANTS

Good

4 Hobbit Archers
8 Hobbit Militia
Aragorn

Evil

6 Warg Riders on Wild Wargs