

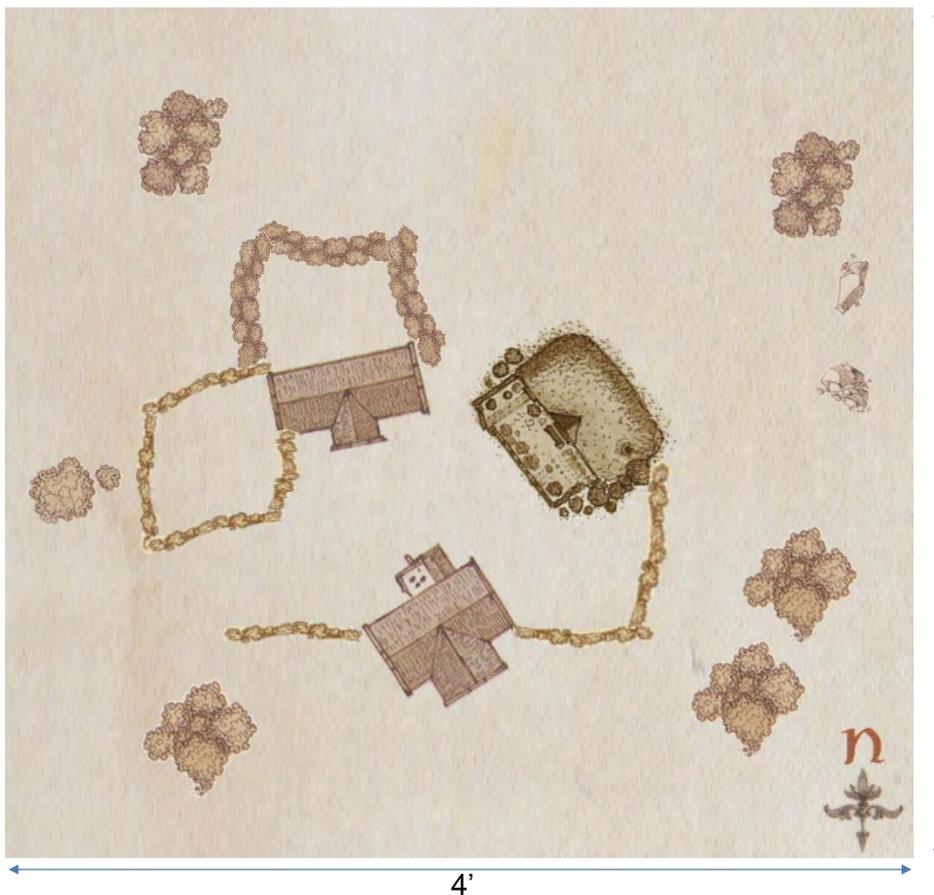
ATTACK ON THE HAMLET OF HAMLINGDEN

The Orcs thinking they have tracked down the location of a Baggins send a larger party of Orcs to attack the hamlet of Hamlingden where they believe a Baggins to live – in fact it is a distant relative of Bilbo, Lobelia Sackville-Baggins.

Forewarned Aragorn is waiting with a group of militia and has sent word to Gandalf for help. Gandalf arrives part way through the battle.

LAYOUT

Lobelia's house is a hobbit hole in the hamlet of Hamlingden. The hamlet consists of one hobbit hole and a couple of cottages above ground. There are a number of vegetable gardens bordered by low fences and hedges around the hamlet that form defensive barriers. A few copses of trees can be placed around the board as well. The board is 4' x 4'.



STARTING POSITIONS

Lobelia starts just outside her hobbit hole. Aragorn and the Hobbit Militia and Hobbit Archers start anywhere within the area of the hamlet and its gardens.

The Orcs then deploy on any board edge up to three inches in. They have had time to plan their attack and surround the hamlet.

OBJECTIVES

The Good player's objective is to survive until Gandalf can get to the hamlet and cast a spell to aid their escape. Once Gandalf arrives he should make his way to the hamlet and ensure that at least Aragorn, Lobelia and half the remaining hobbits are within 6 inches of him. He can then cast an enhanced version of his Blinding Light spell, casting on 4+. If successful all Orcs on the board are blinded long enough for the Good forces to make their escape. Alternatively the Good player wins if the Evil force is defeated in the normal way, i.e. reduced to 25% plus Lobelia, Aragorn and Gandalf are all still alive.

The Evil player's objective is to take Lobelia captive. To do this they must reduce her Wounds to zero, but instead of killing her this renders her unconscious. She then needs to be carried to the edge of the board by the Orcs. This can be done by a single Orc carrying her. See the rules for carrying on page 109 of the Rules Manual. Lobelia is a Light Object for the Orcs to carry, a Heavy Object for the Goblins.

SPECIAL RULES

Gandalf will arrive part way through the battle. Starting on turn three he arrives from the Eastern board edge on a roll of 4+.

PARTICIPANTS

Good

Lobelia Sackville-Baggins

Aragorn

Gandalf

8 Hobbit Militia

4 Hobbit Archers

Evil

Hunter Orc Captain on Fell Warg

6 Hunter Orcs on Fell Warg

12 Angmar Orcs

24 Moria Goblins