

Hunting Orcs

Although unaware of the presence of a wizard (who is never dressed for dinner), thirteen unkempt Dwarves, and a hobbit; scouts have returned to Rivendell with news of an Orc hunting pack near the entrance to the hidden valley. Before they can stray too close, Elrond rides out with a band of knights to confront the Orcs.

Yazneg and his hunters having lost the trail of Thorin's company find themselves trapped and must escape. Although perhaps being captured by Elves would be a better fate, than returning unsuccessfully to his master, Azog.

The Armies

Good Models

Elrond with heavy armour and horse; 6 Rivendell Knights

Evil Models

Yazneg with Fell Warg and lance; Fimbul with Fell Warg; 12 Hunter Orcs with Fell Wargs; 6 Fell Wargs

Layout

This scenario takes place on a board 48" by 48" with rugged hillside dominated by rocky outcrops and small hills. There should also be small patches of difficult ground and bushes.

Starting Positions

The Good models move on as reinforcements from the North board edge in the first Move phase.

The Evil models begin within 6" of the South board edge.

Initial Priority

Both players roll a D6. The player with the highest result has Priority in the first turn.

Objectives

The Hunter Orcs must escape. They get 1 victory point for each Warrior that escapes from the North edge and 3 victory points for each Hero that escapes from the North edge.

The Elves are trying to kill the Hunter Orcs. They get 1 victory point for each Warrior they kill and 3 victory points for each Hero they kill.

Victory points are awarded for both a model

and its mount. So killing a Hunter Orc with Fell Warg is worth a total of 2 victory points, similarly a Hunter Orc with Fell Warg which escapes is worth a total of 2 victory points. Victory points are awarded to the Good side if a mount fails a Courage test for losing its rider.

Whichever side has the most victory points when there are no Evil models left on the board wins.

Special Rules

The Hidden Valley. More Rivendell Knights may join the hunt as the game continues. Whenever a good Warrior (but not a Hero) is removed as a casualty, keep it to one side – they may return as more Knights arrive. At the end of each Good Movement phase, roll a D6 for each model put aside in this way, on a roll of 5+, they enter play as reinforcements from the North table edge.

Slink Away. The Hunter Orcs are trying to escape and so are never considered broken.

