

Scouring of the Westfold

When Saruman returned from his travels in the East and chose to settle in the tower of Isengard, it was seen as a blessing. With open arms he was welcomed by the rulers of both Gondor and Rohan. A strong wizard was seen as a valuable ally and a sound defence against enemies in the West. For many years, Saruman was indeed a valuable ally.

But somehow, whether by his use of the Palantir or by some other means he became beguiled by the Ring. Perhaps it was his study of dark arts and secret things that were best left unknown. Saruman even attempted to forge a ring of power for himself and maybe that is where part of his power lies and where part of his lust for the one ruling Ring emanates from.

But as his desire for the Ring grew, his willingness to protect the lands of Gondor and Rohan diminished. It began as a lack of interest as his attention became focused elsewhere. However with the changing of the years, his lack of attention turned to contempt and ultimately to open warfare with Rohan.

Saruman's treachery began by aiding the Dunlendings, whilst at the same time building for himself an army of orcs and Wargs. Isengard, on the edge of the Misty Mountains was an ideal location for Saruman to gather his army. But he was not satisfied with the crook limbed orcs of the Misty Mountains, they were unruly and afraid of the sunlight. He found the answer in his alliance with the men of Dunland and began to perform dark experiments. He found he could breed a superior warrior race, which had strengths beyond either men or orcs, the Uruk-hai.

And so it was that not only did Rohan begin to suffer raids from Dunland but also from Saruman's Uruk-hai. At first the source of the Uruk-hai was unknown, but as Saruman's treachery was revealed they daubed themselves with the white hand of Isengard. Before revealing his treachery Saruman had already begun to poison King Théoden's mind, he had placed a rotten core at the heart of Rohan. Grima Wormtongue (the King's chief advisor) was actually a spy and agent of Saruman.

This campaign looks at events leading up to the Battles at the Fords of Isen where Saruman's treachery is revealed and he finally declares open war with Rohan.

Part One: Enemy on the Borders

There have been an increasing number of raids in the Westfold of late. Not only by the hill men of Dunland and crook limbed orcs, but also a stronger and more deadly breed of orcs, the Uruk-hai.

The scouts of one such Uruk-hai raiding party has come upon a Rohan watch tower. Can the raiding party take control of the watch tower before the men of Rohan can send messengers to alert the surrounding settlements?

Participants

Good Models

2 Captains of Rohan with shield; 24 Warriors of Rohan (8 with bow, 8 with shield, 8 with throwing spear and shield). 1 Warrior of Rohan may carry a war horn.

Evil Models

2 Uruk-hai Captains with shield; 18 Uruk-hai Scouts (6 with orc bow, 6 with shield).

Layout

This scenario is played on a board 4' by 4'. In the centre of the board should be a Rohan watch tower. There should be a clear area around the watch tower and the rest of the board should be well populated with trees and other terrain.

Starting Positions

The Good player places his models within 6" of the watch tower.

The Evil player places his models touching any board edge.

Objectives

The game ends at the end of the turn on which either the Evil side has been reduced to a quarter (25%) of its starting number of models, or less; or the Good side has been broken.

If at the end of the game a quarter (25%) or more of the Good models have escaped and there are more Good than Evil models within 3" of the watch tower, then the Good side wins.

If at the end of the game a quarter (25%) of the Good models have not escaped, then the Evil side wins.

Any other result is a draw.

Part Two: Light the Beacon

Now that the enemy has been sighted, the alarm must be raised. Not far from the watch tower is a beacon which must be lit to alert the surrounding settlements of the Westfold.

But as more raiders surge across the plains and through the woodlands can the messengers from the watch tower light the beacon before the Uruk-hai reach the settlements.

Participants

Good

2 Rohan Captains with shield and horse; 12 Riders of Rohan. 4 Riders of Rohan may carry throwing spears.

Evil

2 Uruk-hai Captains with shield; 24 Uruk-hai Scouts (8 with orc bow, 8 with shield).

Layout

This scenario is played on a board 4' by 4'. Place a medium sized hill 6" from the Southern board edge and place a beacon in the middle of the hill. The rest of the board should contain a mix of woods, hills, rocky outcrops and other terrain.

Starting Positions

The Good player places his models within 6" of the Northern board edge.

The Evil models are not placed on the board to begin with.

Objectives

The game lasts for 10 turns, until the Good side lights the beacon, or the Good side is wiped out.

The Good side must light the beacon as soon as possible to warn the nearby settlements. The Uruk-hai Raiders must stop them.

If the good side can light the beacon (see special rules below) before the end of the 10th turn the good side wins. Any other result means victory for the evil side.

If the Good side win, keep a record of the number of turns in the game.

Special Rules

Messengers From The Watch Tower. If the Good side won the first scenario then for every 3 Good models (rounding down) which escaped, the Good player may include an additional Rider of Rohan or Rohan Outrider with horse.

Gathering Raiders. The Evil models move on following the rules for Reinforcements in the main Rules Manual at the end of the Evil player's first Movement phase. They may move on from any point on the board except the Southern board edge or within 12" of it.

Lighting The Beacon. The beacon is well maintained and stocked with fresh kindling. Any Good infantry model which spends the Fight phase in contact with the beacon, and does nothing else may attempt to light it. Roll a D6 and on a roll of 3+, they have successfully lit the beacon.

Cavalry models must dismount to attempt to light the beacon.

Part Three: Raze the Settlement

The Uruk-hai Raiders have reached one of the outlying Rohan settlements with only one thing on their minds. They intend to raze the settlement to the ground. A small group of Militia and one of the King's Huntsmen must defend the village while a company of Riders is on the way to lend their aid.

Participants

Good

Captain of Rohan with shield; 24 Warriors of Rohan (8 with bow, 8 with shield, 8 with throwing spears and shield); King's Huntsman; Captain of Rohan with shield and horse; 6 Riders of Rohan. 1 Warrior of Rohan may carry a war horn and 2 Riders of Rohan may carry throwing spears.

Evil

2 Uruk-hai Captains with shield; 24 Uruk-hai Scouts (8 with orc bow, 8 with shield).

Layout

Near the centre of the board position 3 Rohan buildings to represent houses or barns. The rest of the board should be filled with a range of hills, woods, fields and other scenery.

Starting Positions

The Good player places the Rohan infantry within 6" of the centre of the board. The Rohan cavalry will arrive on the 5th turn as Reinforcements (see the main rules manual), they may enter from any board edge.

The Evil player places his models within 6" of any board edge.

Objectives

The game ends at the end of the turn on which the Evil side has been reduced to a quarter (25%) of its starting number of models, or less.

The Uruk-hai are attempting to raise the settlement to the ground. They will win the game if they can raze (see special rules below) all three buildings.

The Rohan Militia are trying to defend the village. They will win if they can reduce the Uruk-hai to 25% without more than one of the buildings being razed.

Any other result is a draw.

Special Rules

The Beacons Are Lit. If you are playing this as part of the campaign then instead of arriving on the 5th turn the Rohan cavalry will arrive on the same turn number that the beacon was lit in the previous scenario. So if the beacon was lit on the 7th turn, the Rohan cavalry will arrive on the 7th turn.

If the Good side did not light the beacon then the cavalry will arrive on the 10th turn.

Defend The Settlement. The Rohirrim will fight to the end to defend their homes and are never considered broken.

Will These Raids Never Cease. More Uruk-hai may join the raid as the game continues. Whenever an evil Warrior (but not a Hero) is removed as a casualty, keep it to one side – they may return as more Uruk-hai arrive. At the end of each Evil Movement phase, roll a D6 for each model put aside in this way, on a roll of 5+, they enter play as reinforcements from any table edge.

Raze The Settlement. Any Evil model which spends the Fight phase in contact with a Rohan building, and does nothing else may attempt to set it ablaze. Roll a D6 and on a roll of 6+ the building has been set on fire, place a blaze token on it. For every additional Evil model attempting to set fire to a building do not roll any extra dice but add 1 to the roll. A roll of 1 always fails to set the building on fire.

At the end of each Fight phase add an extra blaze token to any buildings which were already on fire at the beginning of the Fight phase. If the building reaches 3 blaze tokens then it has been razed. If you have one, replace it with a burned out building.

Rohan models may attempt to put out the flames on any building which is on fire. Any Good model which spends the Fight phase in contact with a Rohan building, and does nothing else may attempt to extinguish the flames. Roll a

D6 and on a roll of 6+ remove one blaze token from the building, if this means there are no tokens remaining on the building then it is no longer considered to be ablaze. For each additional Rohan model attempting to put out the flames do not roll additional dice but instead add 1 to the roll. A roll of 1 will always fail to extinguish the flames.