

Sticks and Stones

Description:

Guiding a troll through the woods of Ithilien, a group of orcs make camp.

A scouting party of rangers find out and head toward the camp to seek and destroy, but will they get past the troll? Their captain Bard the Strong seeks reinforcements but will they arrive on time? Its up yo you to see what will happen.

Forces:

Good:

8 rangers of Gondor

3 WOMT with bow

3 WOMT with spear and shield

3 WOMT with shield

1 captain of men with shield and heavy armour

1 ranger captain (see Damrod in the ROTK rules manual)

1 ranger veteran (see Beregond, but -1 defence and no longbow)

Evil:

6 orc trackers

4 orcs with double handed weapons (start asleep)

4 orcs with shield (start asleep)

2 orcs with spear (start asleep)

1 troll

6 troll tamers (orcs with dagger)

4 orc bowmen (start asleep)

1 orc captain

Layout:

This scenario is set out in an orc camp.

Board size=3 feet x 3 feet

Exact centre is the campfire (with a light radius of 6 inches)

Path along the right board edge, 3 inches away 4 inches

Trees (It's a wood!)

Tents x3 no more than 6 inches away from the fire

Deployment:

Orc trackers - no more than 6 inches away from the fire

Troll 3 inches away from the fire (lying down)

Troll tamers - base contact with the troll

All other orcs - no more than 6 inches away from the fire (lying down)

Rangers - 10 inches away from the fire

Reinforcements - Come on from either side of the path

Objectives

Evil

Troll must escape off any board edge with at least 3 tamers or 6 orcs (1 tamer being equivalent to 2 orcs). Orcs that flee due to a failed courage test do not count towards the total)

Good

Must prevent this from happening.

Special Rules

Madness of the troll!: The troll is controlled by the player with priority.

Darkness!: Its pitch black and the only light is that of the campfire, only the rangers with their keen eyesight can see a glimpse of anything that goes on out of the light. Vision is reduced to 3 inches when out of the campfire's light zone and the only shooting that goes on must be into the camp, from 8 inches for rangers, 7 for WOMT and 6 for orcs.

Ambush in the Night: At the beginning of the scenario, the troll and all the orcs apart from the 6 orc trackers and the troll tamers are asleep. Those asleep wake up when the rangers are spotted. The rangers are spotted when they either walk into the light radius of the campfire, walk within 3 inches of an evil model, engage in melee combat and do not kill all their opponents, successfully hit a model in the shoot phase but do not kill them or successfully wound a model in the shoot phase that is within 3 inches of another evil model. NOTE: A model that is 'asleep' cannot do anything and the first turn after the rangers are spotted is spent waking up.

Troll tamers: The troll tamers may attempt to calm the troll by charging it, winning the fight and rolling a D6 (not one per tamer). On the result of a 1,2 or 3 the troll is still untamed, but on a 4+ he is calm for 2 turns and may be moved normally by the evil player. Tamers count as having a hand weapon but with a +1 to the roll (even when its a 6) when fighting the troll, but otherwise they count as armed with daggers.

Reinforcements: Every turn the good player rolls a D6. On the result of a 5+ the reinforcements may come on from either side of the road. Bard carries a torch with a light radius of 4 inches.