

THE BATTLE OF FIVE ARMIES

The Battle of Dol Gulder

A new scenario for the Battle of Five Armies

By Ken South



After the White council had assaulted Sauron in his fortress of Dol Gulder he fled to Mordor leaving behind some of his followers. Intent on driving this evil from their forest home the Elves led by Thranduil launch an assault on the remaining evil lords forces.

The assault on Dol Gulder by the white council took place in the third age in 2941 and the Battle of Five Armies also takes place in 2941 so the figures supplied in the box will be ideal to use for this game!

TABLE SET UP

A 6x4 foot table will be ideal for this game.

The terrain should feature a large wood around the table edge extending about 6 inches onto the table this represents the edge of Mirkwood forest at the base of Amon Lanc. The table should then be built up to represent the hill of Amon Lanc. In the middle of the table a fortress tower could be placed to represent Dol Gulder itself.

(Alternatively players could just lay out a forest on one of the long table edges to represent the end of Mirkwood and fight the battle as a pursuit!)

THE ARMIES

The Good Side: The army of Thranduil is composed of Elven Archers, Elven Spearmen and Elven Cavalry.

You may field an army of 2000 points using the army lists in the

Battle of Five Armies book but all troops must be Elves no Dwarves or men are present! You may field Elven Wizards if you wish but not Gandalf.

The Evil Side: You may field 1500 points of troops from the evil army list with the following two adjustments.

You may field either one Giant or two units of Trolls, you may not field both.

You must field at least one unit of Spiders.

TROOP DEPLOYMENT

The evil side deploys first and all troops must be deployed within 6 inches of the tower.

The good player may deploy his forces within two inches of the forest that surrounds the tower of Dol Gulder.

VICTORY CONDITIONS

The evil player wins if he manages to get 60% of his forces off the table. It matters not what table edges the evil units use their running for their lives!

The good player wins by killing 50% of the evil army before they can leave the table.



ABOUT THE AUTHOR

Ken South has been a contributor of Warmaster and battle of Five Armies since the beginning. he's one of Rick's trusted playtesters and also goes to practically every gaming event in the country with one game or another. Recently he's been touring the country with his 'Double Vision' Battle of Five Armies.



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