

Battle of the Fords of the Isen

A War of the Ring Mega-Game Scenario

Signifying the beginning of the War of Saruman on Rohan, the battle at the Fords of the Isen saw the death of Theoden's son Theodred, and the collapse of the border defenses of Rohan.

Special Terrain rules:

- The River Isen – is impassable except at the fords. The fords themselves are slippery – any formation that loses a fight while any part is touching a ford will take d6 extra hits, unless they standfast.

Deployment:

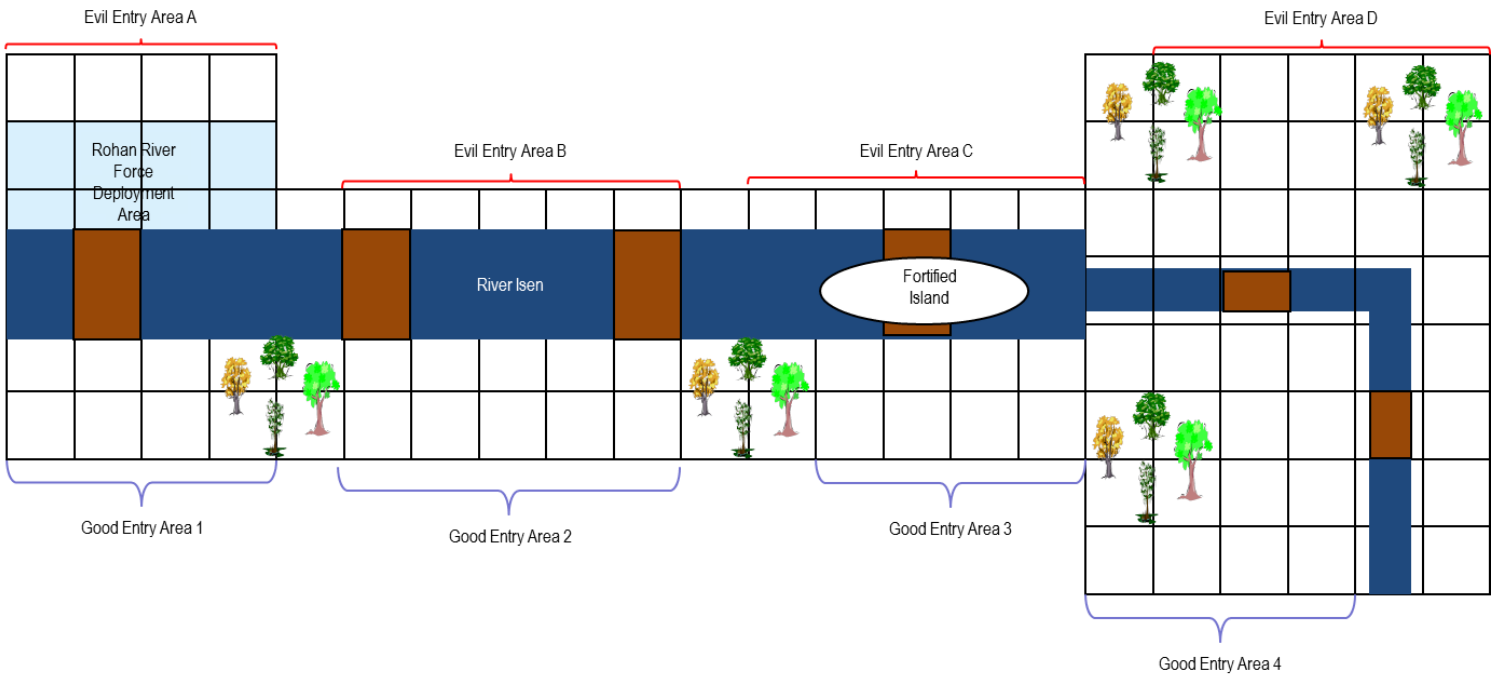
At start:

- Good – first deploy all Rohan formations noted as starting on the board in the zones shown on the map.
- Evil – no Evil forces begin the game on the board

The forces of good automatically have priority for the first turn.

Map:

WOTR Mega-Game Fords of the Isen



Forces of Good:

Rohan

Theodred – Theodred’s knights plus two companies of Oathsworn bowmen [Good Entry Area 3, the Bowmen may start on the fortified island if desired]

[Theodred] _____

Grimbold – Grimbold’s Helmingas (6 companies) plus 2 companies of oathsworn bowmen [River Force Area]

[Grimbold] _____

Elfhelm– Elfhelm’s Riders (6 companies) plus up to 500 points of Rohhirrim [Good Entry Area 4]

[Elfhelm] _____

Reserve – up to 1,000 points of Rohhirrim [Good Entry Area 2]

[Reserve] _____

Forces of Evil:

Thrydan Wolfsbane – Thryden, plus up to 500 points of Dunland troops [Evil Entry Area A]

[Thrydan Wolfsbane] _____

Mauhur – Mauhur’s Marauders (3 companies) plus up to 1,000 points of Isengard troops [Evil Entry Area B]

[Mauhur] _____

Vrashku – Vrashku’s Talons (3 companies) plus up to 1,000 points of Isengard troops [Evil Entry Area C]

[Vrashku] _____

Sharku – Sharku’s Hunters (6 companies), plus up to 1,000 points of Isengard troops [Evil Entry Area D]

[Sharku] _____

Arrivals:

The Rohan forces not starting on the table all enter at the start of Good's turn I, entering from the deployment areas noted.

The Isengard forces all enter at the start of Evil's turn I, entering from the deployment areas noted.

Character Special Rules:

Theodred –

- **Stand of Defiance** Theodred may expend 1 point of might and allow any friendly formation within 24" that has lost a round of combat to automatically standfast.

Winning the Game:

This was the opening battle in the War of Saruman, and if the Evil forces break through all of Rohan will lie open to ravishment by the Uruks and Dunlendings.

Either side is considered broken if, at the end of its turn, it has lost 2/3 or more of its total number of companies (including those not yet on table). Any epic heroes lost count as an additional company lost.

- The Good side will win a strategic victory if they break the Evil force before it meets its victory conditions
- The Evil side will win a Strategic victory if they control any four of the fords at the start of their turn, or if they break the Good force. A ford is controlled if they have a company within 3" of the ford and no opposing force has a company within 3" of that ford.
- Any other result is a Good tactical victory.