

# KNIGHTS OF THE LIVING DEAD

**LEADER:** Vampire Queen

**INCLUDES:** Vampire, Witches

## AT NOON:

See if Gandalf has gone to Rohan. If he hasn't, stay on the horse path between the cemetery and Rohan to try to cut off anyone bringing the Red Arrow tokens to Rohan/Gondor. If Gandalf has already gotten there (most likely), make your way around the Entwood to the Rivendell/Isengard crossroads. Anyone who wants to go chasing hobbits may go chase hobbits. Anyone who wants to sack citadels, get to Rivendell before 1:00 pm.

## GENERAL RULES TO OBEY:

- ❑ **Take prisoners!** No matter how lowly they may seem, always take half of the Good players you defeat prisoner and bring them to Me for interrogation. See the map on the back to know where I will be at any given time. I don't care how unimportant the characters may seem, or how many times you've been in a battle with them before, I want *half the Good characters taken prisoner in every battle Evil wins*, whether or not they are hobbits! Also, try to take prisoner the Good players who seem to be leading the individual groups. This will serve several purposes:
  - The more questions I get to ask, the more intelligence we will have to help us defend Mt. Doom.
  - We will keep the Good team broken up into smaller units. If you kill a big group of Good and just leave them all together, they are still going to be a big group of Good when they come back to life fifteen minutes later. Our goal is to break up big, capable-of-defeating-evil armies, or preferably, to prevent them from forming such armies in the first place.
  - Capturing leaders will also leave newbies high and dry, greatly reducing their effectiveness.
  - We will delay people from reaching planned rendezvous. This in turn may make it easier for us to capture citadels such as Gondor & Lothlorien (because former prisoners will be stuck out in the middle of the wilderness somewhere instead of tripling their points on the bridge/stone!).
- ❑ **Take tokens!** This goes without saying, but capture any tokens you can and bring them to Me. *Exception:* Bard may be allowed to keep the Black Arrow token.
- ❑ **The Dark Elves.** Don't go nuts trying to escape the Dark Elves. You don't have to willingly sacrifice yourselves, but don't wear yourselves out trying to escape/avoid them. You'll only be dead for fifteen minutes, and we will need their extra points on Mt. Doom!
- ❑ **Save your energy!** One of the reasons there have been so many Good victories and ties lately is because half the Evil army is so tired by 3:30 that they don't even bother to go to Mt. Doom. Be sure to save your strength for the Final Battle! The defense of Mt. Doom is more important than any character you may be chasing up the cliffs of the Misty Mountains!

## ASSEMBLY

No matter what you're doing, no matter what happens, be at the Lothlorien/Iron Hills crossroads *no later than 3:00 PM*. This is absolutely imperative!

## MT. DOOM

- ❑ **My Leftenants.** You will be assigned to a Mt. Doom patrol zone under one of My "Leftenants." You will know them by the "red eye" badge they are wearing. *Obey My Leftenants as you would Me!* There are things they know that you don't, so trust them implicitly!
- ❑ **The Three Ps.** The keys to victory on Mt. Doom are the "Three Ps:" punctuality, persistence, and most importantly, *patience*. Good may assault Mt. Doom at 3:30 sharp, or they may wait until nearly 5:00. No matter how bored you feel, stay in position and stay alert!
- ❑ **The Final Battle.** *Do not* tag any Good player until they have crossed the perimeter (get out of their way to let them get by if necessary). When Good crosses the perimeter, run up to the Crack of Doom as fast as possible and don't stop until you are tagged or hear a freeze! It's very important to have as many of the Evil army within 25 paces as possible for the Final Battle, so don't tag prematurely!

# STRIKE FORCE MORTIS

**LEADER:** Designated Red Eye Orc

**INCLUDES:** Characters assigned to start on east side of Long Lake Bridge

## AT NOON:

Don't interfere with the battle between the Good Paladin and the Evil Paladin. Instead, get to the Lothlorien/Iron Hills crossroads as quickly as possible. Don't wait for Me! Scout along the road down to Lothlorien and up towards the Iron Hills, but not too far. Your object is to prevent Radagast from getting to Lothlorien with the Wind Lord token! If you don't have the points for a pitched battle, try to delay action as much as possible, as the Cruel Haradrim, Angmardrim and Morguldrim (the latter accompanied by Me) will be coming to support you. If you can capture Radagast and bring her and the Wind Lord token to Me, excellent! If not, do whatever you can to prevent her from getting to Lothlorien with it. Warning! She may hand off the Token to Beorn or the Rangers, and she may try to cut across country to Gondor or Rivendell. Again, do whatever you can to get the Token and delay or capture her!

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# SKULL SQUADRON

**LEADER:** Captain of the Corsairs

**INCLUDES:** Corsairs of Umbar

## AT NOON:

Bounce Imrahil, just to piss him off. I understand that you guys want to run—excellent! I suggest that you take the Harad Road to the Rivendell/Isengard crossroads and decide there what you want to do. If you want to chase hobbits, go for it! Mike knows what he's doing, so no other immediate instructions, except to please note the "save your energy" instruction below! I will need all my Corsairs at Mt. Doom!

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# THE INFILTRATORS

**LEADER:** Grishnakh

**INCLUDES:** Red Eye Orcs assigned to Isengard

## AT NOON:

Try and see if you can trick Saruman into attacking the Ents (even if it means being dead for fifteen minutes yourselves). I don't expect him to fall for it, but if he does, the delay at the start of the game should minimize his chances of a lucky quick-strike at the hobbits. Stay with Saruman and fight along side him as practical, and be sure to note what questions and answers he may ask of any prisoners! And if he should get his hands on the Ring, report to Me immediately!

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## ASSEMBLY

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# THE WIGHT BRIGADE

**LEADER:** Barrow-Wight Hayes (or as designated if Hayes isn't a Barrow-Wight)

**INCLUDES:** Barrow-Wights, Trolls, Bill Ferny, any Red Eye characters assigned to start in the Shire area, Gollum<sup>\*</sup>

## AT NOON:

Stake out the Shire, try to keep an eye on the hobbits' movements and move to intercept if possible. The trolls should do what trolls do best—bounce Aragorn (take his Token and *take him prisoner*) and sack Bree at 12:30. No further immediate instructions—use your own discretion re: hunting hobbits and other Good characters you find in the area. Please be sure to note the “save your energy” instruction below!

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<sup>\*</sup> I expect Gollum to be an independent operative, but if he loses the hobbits and wants to join up with you, he may do so.



# THE HIGHLAND ROGUES

**LEADER:** Dunlender Chief

**INCLUDES:** Dunlenders

## AT NOON:

I'm assuming that you're going to hook up with Saruman and help him try to get the Ring, ya bastiches! Assuming that he's woefully unsuccessful, I'll be counting on you to support the overall Evil cause on Mt. Doom. An Evil victory may not be as sweet for ye all as a Saruman victory, but it sure as hell-fire beats a Good victory or another of those pansy-ass ties! Are ye with me, laddies? "They may take our lives, but they'll never take our Ring!"

## GENERAL RULES TO OBEY:

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**The Three Ps.** The keys to victory on Mt. Doom are the "Three Ps:" punctuality, persistence, and most importantly, *patience*. Knowing Joe, Good may assault Mt. Doom at 3:30 sharp, or they may wait until nearly 5:00. No matter how bored you feel, stay in position and stay alert!

# MY BELOVED CHILDREN

**LEADER:** Dark Elf Chieftain

**INCLUDES:** Dark Elfs, any Evil Wo/Men-at-Arms who join up with ya

## AT NOON:

Please note that you start at the *base* of Barad-Dur—that means up by the left-arrow sign on the horse path, not in the parking lot! (One of my dark elf pet peeves). Also, please do *not* kill Shelob or the orcs who start at the base of Barad-Dur also. First of all, it wouldn't be very sporting; second, I have need of those guys! If you do both of these things (start in the correct place and don't kill the bystanders), I promise not to personally interfere with your activities between noon and 3:00. If you betray Me, I will attempt to bounce you at least once (nothing personal, just keeping discipline amongst my troops, y'know).

## AT 3:00:

I will be gathering My army at the Lothlorien/Iron Hills crossroads. Most of this Army will be going to take up position on Mt. Doom, but I do plan to assign whatever forces you need to help you take the Lothlorien flag. Once you have the flag (I'm assuming you'll already have the Rivendell flag by this time; if not, I'll make sure you get it), haul ass to Mt. Doom and meet me on the Saddle. I'll have need of My Chosen in the Final Battle!

## GENERAL RULES TO OBEY:

- ❑ **Take tokens!** This goes without saying, but capture any tokens you can and bring them to Me. *Exceptions:* Bard may be allowed to keep the Black Arrow token; and please don't take Nazgul rings, that's such a Parsonian thing to do.
- ❑ **Save your energy!** One of the reasons there have been so many Good victories and ties lately is because half the Evil army is so tired by 3:30 that they don't even bother to go to Mt. Doom. We all remember what happened with the Dark Elves at the last Game. Be sure to save your strength for the Final Battle! The defense of Mt. Doom is more important than any character you may be chasing up the cliffs of the Misty Mountains!

## ASSEMBLY

As I mentioned above, you should be at the Lothlorien/Iron Hills crossroads *no later than 3:00 PM*. If you can scout out what force Good has at Lothlorien ahead of that time, it will be very helpful.

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# THE MORGULDRIM

**LEADER:** Designated character starting at Barad-Dur

**INCLUDES:** Shelob, Lagduf, Mauhaur, Oliphaunt, Radbug, Ufthak (and later Shagrat)

## AT NOON:

Please note that you start at the *base* of Barad-Dur—that means up by the left-arrow sign on the horse path, not in the parking lot! (That’s one of my pet peeves). The Dark Elves who start near you have been ordered not to kill you. If they do make a tag, draw out the counting up points process: insist on seeing all of their sheets, adding up the points yourselves, argue rules minutiae, etc. This will give me time to get down from the top of Barad-Dur, whereupon I will bounce them for disobeying My orders. Once any of that is sorted out, you will accompany Me to the Lothlorien/Iron Hills crossroads, where Strike Force Mortis and the Cruel Haradrim will hopefully have Radagast held prisoner. From there, we will play it by ear!

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# THE CRUEL HARADRIM

**LEADER:** Man-at-Arms Bob

**INCLUDES:** Any Men-at-Arms not going off to be faux dark elves

## AT NOON:

Please note that you start at the base of Mt. Doom—that means the perimeter, not the parking lot! (One of my pet peeves). At 12:00, go as fast as you can to the Lothlorien/Iron Hills crossroads area. Don't wait for Me! Your objective is to assist Strike Force Mortis in preventing Radagast from getting the Wind Lord Token to Lothlorien (or anywhere else west of the road). If you don't have the points for a pitched battle, try to delay action as much as possible, as the Angmardrim and Morguldrim (the latter accompanied by Me) will be coming to support you. If you can capture Radagast and bring her and the Wind Lord token to Me, excellent! If not, do whatever you can to prevent her from getting to Lothlorien with it. Warning! She may hand off the Token to Beorn or the Rangers, and she may try to cut across country to Gondor or Rivendell. Again, do whatever you can to get the Token and delay or capture her!

## GENERAL RULES TO OBEY:

- ❑ **Take prisoners!** No matter how lowly they may seem, always take half of the Good players you defeat prisoner and bring them to Me for interrogation. See the map on the back to know where I will be at any given time. I don't care how unimportant the characters may seem, or how many times you've been in a battle with them before, I want *half the Good characters taken prisoner in every battle Evil wins*, whether or not they are hobbits! Also, try to take prisoner the Good players who seem to be leading the individual groups. This will serve several purposes:
  - The more questions I get to ask, the more intelligence we will have to help us defend Mt. Doom.
  - We will keep the Good team broken up into smaller units. If you kill a big group of Good and just leave them all together, they are still going to be a big group of Good when they come back to life fifteen minutes later. Our goal is to break up big, capable -of-defeating-evil armies, or preferably, to prevent them from forming such armies in the first place.
  - Capturing leaders will also leave newbies high and dry, greatly reducing their effectiveness.
  - We will delay people from reaching planned rendezvous. This in turn may make it easier for us to capture citadels such as Gondor & Lothlorien (because former prisoners will be stuck out in the middle of the wilderness somewhere instead of tripling their points on the bridge/stone!).
- ❑ **Take tokens!** This goes without saying, but capture any tokens you can and bring them to Me. *Exception:* Bard may be allowed to keep the Black Arrow token.
- ❑ **The Dark Elves.** Don't go nuts trying to escape the Dark Elves. You don't have to willingly sacrifice yourselves, but don't wear yourselves out trying to escape/avoid them. You'll only be dead for fifteen minutes, and we will need their extra points on Mt. Doom!
- ❑ **Save your energy!** One of the reasons there have been so many Good victories and ties lately is because half the Evil army is so tired by 3:30 that they don't even bother to go to Mt. Doom. Be sure to save your strength for the Final Battle! The defense of Mt. Doom is more important than any character you may be chasing up the cliffs of the Misty Mountains!

## ASSEMBLY

No matter what you're doing, no matter what happens, be at the Lothlorien/Iron Hills crossroads *no later than 3:00 PM*. This is absolutely imperative!

## MT. DOOM

- ❑ **My Leftenants.** You will be assigned to a Mt. Doom patrol zone under one of My "Leftenants." You will know them by the "red eye" badge they are wearing. *Obey My Leftenants as you would Me!* There are things they know that you don't, so trust them implicitly!
- ❑ **The Three Ps.** The keys to victory on Mt. Doom are the "Three Ps:" punctuality, persistence, and most importantly, *patience*. Good may assault Mt. Doom at 3:30 sharp, or they may wait until nearly 5:00. No matter how bored you feel, stay in position and stay alert!
- ❑ **The Final Battle.** *Do not* tag any Good player until they have crossed the perimeter (get out of their way to let them get by if necessary). When Good crosses the perimeter, run up to the Crack of Doom as fast as possible and don't stop until you are tagged or hear a freeze! It's very important to have as many of the Evil army within 25 paces as possible for the Final Battle, so don't tag prematurely!

# THE BLACK RIDERS

**LEADER:** Lord of the Nazgul Bondoman!

**INCLUDES:** Nazguls who want to go hobbit-hunting

## AT NOON:

Please note that you start at the base of Mt. Doom—that means the perimeter, not the parking lot! (One of my pet peeves). Go get hobbits and bring them to me. Bondo, you don't need any instructions beyond that! Sic' em, boys! Watch out for Merry and Eowyn, tho!

## GENERAL RULES TO OBEY:

- ❑ **Take prisoners!** No matter how lowly they may seem, always take half of the Good players you defeat prisoner and bring them to Me for interrogation. See the map on the back to know where I will be at any given time. I don't care how unimportant the characters may seem, or how many times you've been in a battle with them before, I want *half the Good characters taken prisoner in every battle Evil wins*, whether or not they are hobbits! Also, try to take prisoner the Good players who seem to be leading the individual groups. This will serve several purposes:
  - The more questions I get to ask, the more intelligence we will have to help us defend Mt. Doom.
  - We will keep the Good team broken up into smaller units. If you kill a big group of Good and just leave them all together, they are still going to be a big group of Good when they come back to life fifteen minutes later. Our goal is to break up big, capable-of-defeating-evil armies, or preferably, to prevent them from forming such armies in the first place.
  - Capturing leaders will also leave newbies high and dry, greatly reducing their effectiveness.
  - We will delay people from reaching planned rendezvous. This in turn may make it easier for us to capture citadels such as Gondor & Lothlorien (because former prisoners will be stuck out in the middle of the wilderness somewhere instead of tripling their points on the bridge/stone!).
- ❑ **Take tokens!** This goes without saying, but capture any tokens you can and bring them to Me. *Exception:* Bard may be allowed to keep the Black Arrow token.
- ❑ **The Dark Elves.** Don't go nuts trying to escape the Dark Elves. You don't have to willingly sacrifice yourselves, but don't wear yourselves out trying to escape/avoid them. You'll only be dead for fifteen minutes, and we will need their extra points on Mt. Doom! I have instructed them *not* to take Nazgul rings if they kill you—let me know if they do, and we'll see about potential punishments.
- ❑ **Save your energy!** One of the reasons there have been so many Good victories and ties lately is because half the Evil army is so tired by 3:30 that they don't even bother to go to Mt. Doom. Be sure to save your strength for the Final Battle! The defense of Mt. Doom is more important than any character you may be chasing up the cliffs of the Misty Mountains!

## ASSEMBLY

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## MT. DOOM

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- ❑ **The Three Ps.** The keys to victory on Mt. Doom are the "Three Ps:" punctuality, persistence, and most importantly, *patience*. Good may assault Mt. Doom at 3:30 sharp, or they may wait until nearly 5:00. No matter how bored you feel, stay in position and stay alert!
- ❑ **The Final Battle.** *Do not* tag any Good player until they have crossed the perimeter (get out of their way to let them get by if necessary). When Good crosses the perimeter, run up to the Crack of Doom as fast as possible and don't stop until you are tagged or hear a freeze! It's very important to have as many of the Evil army within 25 paces as possible for the Final Battle, so don't tag prematurely!

# THE ANGMARDRIM

**LEADER:** Mouth of Sauron Maury

**INCLUDES:** Nazguls who do *not* want to go chasing hobbits

## AT NOON:

Please note that you start at the *base* of Mt. Doom—that means the perimeter, not the parking lot! (One of my pet peeves). Wait for the Mouth of Sauron to join you—he has to start at the Crack of Doom. Then get to the Lothlorien/Iron Hills crossroads area as quickly as possible! Don't wait for Me! Your objective is to assist Strike Force Mortis and the Cruel Haradrim in preventing Radagast from getting the Wind Lord Token to Lothlorien (or anywhere else west of the road). If you don't have the points for a pitched battle, try to delay action as much as possible, as the Morguldrim (the latter accompanied by Me) will be coming to support you. Warning! She may hand off the Token to Beorn or the Rangers, and she may try to cut across country to Gondor or Rivendell. Again, do whatever you can to get the Token and delay or capture her!

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# SIR KIX-A-LOT

**LEADER:** The Evil Paladin

**INCLUDES:** Nobody, you're on your own!

## AT NOON:

Kill the Good Paladin. There will be a group of Red Eye Orcs starting at the east end of the bridge, but they are under orders *not* to interfere with the honorable duel between you and your Good counterpart. If you are victorious, run to catch up with Strike Force Mortis and assist them in their efforts to roust out Radagast and the Wind Lord Token. If you are defeated, by the time you come back to life, either the Cruel Haradrim, the Morguldrim, or the Angmardrim should be to the bridge, and you can join up with them.

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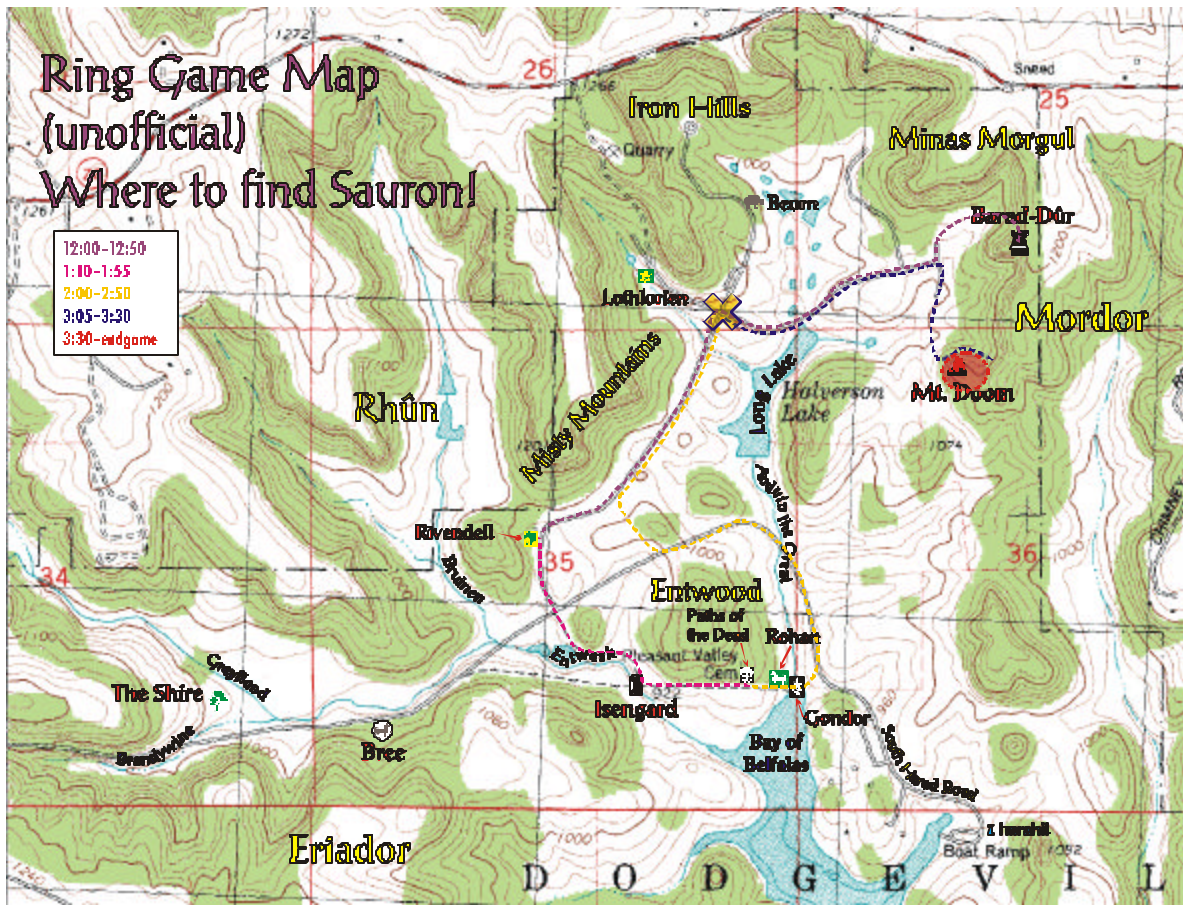
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## Where to find Sauron!

12:00-12:50  
1:10-1:55  
2:00-2:50  
3:05-3:30  
3:30-endgame



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