



# BATTLELORE

## Battles Of The Fords Of Isen I : Defending The Eyot

Version 1.0

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+   = **Elfhelm's cavalry units to arrive at the end of the Rohan player's 8<sup>th</sup> turn.**



THÉODRED, SON OF THÉODEN  
SECOND MARSHAL OF THE  
RIDDERMARK

**3 Command Cards**  
**(+1 at the end of the 8<sup>th</sup> turn)**

**Victory Conditions: 5**

**First Player**



SARUMAN THE WHITE

**6 Command Cards**

**Victory Conditions: 5**

### **Historical Notes**

Saruman is now ready for his war. Having poisoned the mind of King Théoden with the help of Grima Wormtongue's evil schemes, the White Wizard knows that his main challenge is now to defeat the still powerful opposing leadership of two men: Éomer, first marshal of the Riddermark and the only son of Théoden, Théodred, second marshal.

Neutralizing these two leaders is the foremost priority of Isengard early in the campaign. Saruman already knows that young Théodred was sent to defend the fords of the river Isen so he decides to dispatch his best troops to assault this important passage and, more importantly, kill Théoden's son at all cost.

Uruk-Hai, Warg riders and mens from Dunland are descending on both sides of the river and Théodred's cavalry rushes to makes contact with this fierce enemy. The battle is bloody and Théodred decides to retreat to the fords where the river splits and rejoins, forming a small stony eyot. There, with some faithful leaders like Grimbold and a handful of loyal units, he will defend and deny the entry to his beloved land, with the hope that Éomer or any other will soon come to his rescue.

## Special Rules

- **The Arrival Of Elfhelm:** At the end of each of his turn, the Rohan player collects one Lore Token. The only purpose of those tokens is to mark the number of turns completed from the beginning of the game. When the eighth token is collected, place one red cavalry and one blue cavalry units anywhere, at the Rohan player's choice, on the easternmost row of hexes. In addition to this, the Rohan player can draw one more Command Card, for a maximum of 4.  
An alternative way to make Elfhelm arrive, which is more random and uncertain, is to collect one Lore token for each Lore symbol rolled on Rohan's combat dice. When the sixth token is collected, this signals the arrival of Elfhelm (to be set up at the end of the turn, as described earlier).
- **Uruk-Hai and Dunlendings:** In this scenario, the Uruk-Hai are represented on the board by Goblin figures. They must be played with the same rules that apply to Goblins. The Dunlendings are represented by human figures and have no special abilities.
- **Killing Théodred:** Eliminating the unit marked with the name "Théodred" on the map is worth 2 flags for the Isengard player.
- **Retreats:** The Rohan player must always retreat toward the eastern edge of the board. The Isengard player have a little more flexibility. As Saruman controls both side of the river Isen, his troops can retreat toward both edges following this rule: units on the center row of hexes and on any hexes west of that row retreat to the west. Units east of the center row retreat to the east.