

GOOD CAMPAIGN BASICS

RIVENDELL - The invasion of the Goblins from the Misty Mountains heralds the beginning of the war in the north for the Elves of Eriador.

HIGH PASS - The fate of the north rests with this great pass that cuts through the Misty Mountains. Elrond wisely sends the Elf Glorfindel and Gloin of the Erebor Dwarves to clear the way for safe passage.

ETTENMOORS - Here in the untamed lands that lie north of Rivendell, a new Goblin leader and his minions have made their home. If the heroes can attack the Ettenmoors before the enemy can regroup from his defeat at High Pass, they'll have struck a crucial blow.

BLUE MOUNTAINS - An evil beast has displaced the Dwarves of the Blue Mountains from their ancestral home and laid claim to a Dwarven Ring of Power. If the Dwarves and Elves stand together in battle, perhaps they might yet vanquish such a powerful foe.

GREY HAVENS - With the Corsairs of Umbar blockading the seas and the Goblins attacking from the east, the alliance of Dwarves and Elves faces a treacherous battle on the shores of the Grey Havens. Only an unexpected ally can save them from certain doom.

CELDUIN - On the banks of the river Celduin an alliance of the Dwarves and the Men of Dale must counter the onslaught of Sauron's legions marching forth from Dol Guldur. With meager numbers but hearty resolve, they retain a glimmer of hope for victory.

EREBOR - After falling back to the Dwarven stronghold at Erebor, the Dwarves and men form a new alliance with Wood Elves that offers the chance to turn the tide in the war. The combined forces must make their final stand in the city of Dale to counter the advance of Sauron's minions.

DOL GULDUR - With victory at Erebor well in hand, the forces of light press forth to Dol Guldur, the heart of Sauron's stronghold in the north. In this final, decisive battle, the forces of light must summon the ultimate courage and resolve to drive Sauron's forces out of the north once and for all.

THE LORD OF THE RINGS
THE BATTLE FOR
MIDDLE-EARTH