

# EVIL

## CAMPAIGN BASICS

**LORIEN** - Under the ever-watchful Eye of Sauron, the Goblins set into motion an attack on Lorien, the enchanted woods that have been the haven of the Silvan Elves for ages. If they can defeat the Elves in this critical spot, the war in the north can truly begin.

**GREY HAVENS** - With the Elves in retreat, Sauron plans to strike at the heart of their very refuge: the Grey Havens. With the Corsairs of Umbar on blockade preventing the Elves from sailing west, the Goblins will need to be relentless to defeat the Elves on the shores of Mithlond.

**THE SHIRE** - The Goblins finally have the chance to settle a score in an old grudge with the Hobbits of the Shire. If they can defeat the small but nimble Hobbits, this legendary piece of land is theirs for the taking.

**FORNOST** - A desperate stand by the Dwarves of the Blue Mountains and the Dunedain brings Sauron's troops to the mouth of the old Numenorian stronghold at Fornost. The forces of light may fight with ruthless conviction, but the enemy knows their numbers are dwindling.

**MIRKWOOD** - Whoever controls the main road that cuts through the heart of Mirkwood controls Mirkwood itself. But to seize that control The Enemy's minions must steel themselves for a great battle with the Wood Elves.

**WITHERED HEATH** - The dragons at Withered Heath could be a valuable ally ... if their cooperation can be bought. But whoever seeks them out will face a hard and treacherous passage to their lair.

**EREBOR** - The time has come to attack the forces of light on their own ground. The Men of Dale and the Dwarves of Erebor soberly prepare for battle, knowing that if they fail, Erebor will fall into the clutches of darkness.

**RIVENDELL** - Rivendell, the crown jewel of the north, is ripe for the plunder. A battle here will exact a terrible price, but should the forces of darkness persevere, they'll have earned total dominion over Middle-earth as their reward.

THE LORD OF THE RINGS™  
THE BATTLE FOR  
MIDDLE-EARTH™



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