

MIDDLE-EARTH™

STRATEGY BATTLE GAME



GONDOR AT WAR

THE
LORD OF THE RINGS

MIDDLE-EARTH™

STRATEGY BATTLE GAME



“You have failed. The world of Men will fall.”

- The Witch-king of Angmar, The Lord of the Rings: The Return of the King™

CONTENTS

INTRODUCTION	3	The Dead Arrive	56
HISTORY OF GONDOR	4	The Battle of Pelennor Fields.....	58
SCENARIOS	6	The Black Gate	62
Defence of Osgiliath	8	The Black Gate: The Left Hill.....	64
Retaking of Osgiliath	10	The Black Gate: The Right Hill	66
Ambush in Ithilien.....	12	GONDOR AT WAR CAMPAIGN	68
Raiding of Pelargir.....	14	ARMIES	74
Fall of Osgiliath	16	Minas Tirith	76
The White Rider.....	18	The Fiefdoms.....	80
Faramir's Charge.....	20	Rohan.....	82
The Battle for Pelargir.....	22	The Dead of Dunharrow.....	86
Atop the Walls.....	24	Mordor.....	88
The Gate is Breached.....	26	The Serpent Horde	92
The Streets of Minas Tirith.....	28	Far Harad	94
The Witch-king's Arrival.....	30	Corsairs of Umbar.....	98
Charge of the Rohirrim.....	32	LEGENDARY LEGIONS.....	100
Denethor's Madness.....	34	Rangers of Ithilien	102
War Beasts from the South	36	The Grey Company.....	104
The Horse and the Serpent	38	The Return of the King.....	106
Death of the King	40	The Riders of Théoden.....	108
Final Fate of the Witch-king	42	The Men of the West.....	110
The Ride of the Fiefdoms	44	The Army of Gothmog.....	112
The Grief of Éomer.....	46	Grand Army of the South	114
Defend the Gate	48	The Black Gate Opens.....	118
The Docks of Harlond.....	50	MINIATURES SHOWCASE	120
Death of Gothmog.....	52		
That Still Only Counts As One!.....	54		

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INTRODUCTION

Welcome to *Gondor at War*, the first supplement for this edition of the *Middle-earth Strategy Battle Game*. This 128-page sourcebook covers the events and battles that surround the realm of Gondor in the closing years of the Third Age, spanning from the bitter struggle to control the ruined city of Osgiliath, all the way up to the desperate last stand at the Black Gate – and much more in between!

Within *Gondor at War*, you will find the following:

NARRATIVE PLAY SCENARIOS

A whopping 29 Narrative Play Scenarios, more than we have ever put in a single rules supplement before. There are Scenarios to represent all of your favourite moments from both the films and the novels surrounding the events in Gondor, from the Fall of Osgiliath and the Raiding of Pelargir, to the mighty Battle of the Pelennor Fields and Battle of the Black Gate.

LINKED CAMPAIGN

There is a campaign system that links each Scenario together, forming a flowing campaign where the result of each battle will have an impact on one, or more, future games in the campaign. The result of the campaign will, of course, have a huge impact on the fate of Middle-earth!

THE HISTORY OF GONDOR

A background section detailing the history of the realm of Gondor, from its founding by the High King Elendil all the way to the time of the coming of Aragorn in the closing years of the Third Age.

ARMY LISTS

Gondor at War also contains an in-depth look at all of the armies that took part in the battles encompassing the realm of Gondor, featuring background, tactics and army lists for Minas Tirith, Rohan, The Fiefdoms, The Dead of Dunharrow, Mordor, The Serpent Horde, Far Harad and the Corsairs of Umbar. Several of these army lists also contain new profiles representing more of the Heroes that fought either for the defence of the White City, or to see it fall.

LEGENDARY LEGIONS

There are also a total of eight Legendary Legions included in this book, highlighting some of the most iconic scenes and armies from the War of the Ring. For those of you that are now thinking “*What is a Legendary Legion?*”, well, you will just have to turn to **page 100** to find out!

MINIATURE SHOWCASE

Finally, there is a showcase of a selection of Citadel and Forge World models for each of the armies presented.

Gondor at War is the first in a new era of supplement books, and we have worked hard to cram as much content into its pages as we can. We really hope that you enjoy playing the Scenarios and using the profiles and army lists as much as we did writing them!





HISTORY OF GONDOR

The armies of the Dark Lord have spilled forth from the land of Mordor, and now the War of the Ring has come to Gondor; her people embroiled in a fight for their lives. The coastal cities burn, assaulted by the Corsairs of Umbar, and the Anduin has been claimed for the Dark Lord, allowing his armies to sail towards Minas Tirith. The forces of Darkness have re-conquered the ruined city of Osgiliath, and Minas Tirith seems to stand alone against the threat of Mordor. Yet Gondor has known hardship before, and still stands proud and unwavering in its defiance of Evil.

THE FOUNDING OF GONDOR AND ARNOR

Ancient history tells the story of the drowning of Westemnesse and the exiles that managed to escape, washing up on the shores of Middle-earth before they could suffer the same fate as their kin. Determined to forge a new future for his people, it was the High King Elendil that led the noble men of the west forth, founding the twin kingdoms of Arnor in the north and Gondor in the south in the image of his lost ancestral home.

For many years, Elendil's kingdoms prospered, for the men of Númenor were long-lived and stronger than the other races of Men that already dwelt in Middle-earth. As the kingdom of Elendil grew, so too did its power, and before long the kingdoms of Arnor and Gondor covered vast areas of the western lands of Middle-earth. In pride it was claimed that there was no army that could prevail against the might of Gondor and Arnor, yet the ever-growing darkness in the east would seek to leave such bold claims in ruins.

THE FIRST WAR OF THE RING

Concealed within the land of Mordor, Sauron, ever the enemy of the Men of Númenor, had been amassing his forces. Without warning, the Dark Lord unleashed his full might upon an unready Gondor, routing her armies and bringing ruin to many of her cities. Such an assault was devastating, and Elendil became aware that even the combined might of Gondor and Arnor could not fend off the armies of Mordor unaided.

It was in these dark times that Elendil consulted with his ally Gil-galad, the High King of the Elves, and together they forged the last alliance of Men and Elves; the sole purpose of which was to fight back against the forces of darkness. Together, the armies of Men and Elves marched on the land of Mordor, and fought side-by-side upon the slopes of Mount Doom for the future of Middle-earth.

During this battle, the Dark Lord Sauron, through murderous power and terrible sorcery, slew both Gil-galad and Elendil, leaving both Men and Elves leaderless. It was in this moment, when all hope seemed lost, that Isildur, son of Elendil, took up the shards of Narsil, his father's sword, and cut the Ring of Power from the Dark Lord's hand, bringing about Sauron's defeat. With the battle won, Isildur found himself in possession of the Ring of Power, and had one chance to end the evil of Sauron forever. However, Isildur, ensnared by the Ring's allure, refused to cast the Ring into the fires of Mount Doom, and instead kept it for himself. With this act of selfishness, the power of the Dark Lord was permitted to endure for millennia.



CONSTANT WAR

Even with the Dark Lord defeated, the kingdoms of Arnor and Gondor could not find peace. Within but a few years of his victory upon the slopes of Orodruin, Isildur was slain on the Gladden Fields and the Ring was lost. Peace ever remained out of reach for Gondor and Arnor, and clashes with Orcs, Easterlings and other Evil Men were commonplace.

As the years of the Third Age continued, Gondor became embroiled in greater conflicts. Wars were waged and won against the Easterlings and the Haradrim, yet the tragedy was that even in victory, the kingdom of Gondor shrank in size, its lands lost to ruin or the attrition of endless strife. Many great cities fell, and the realm's glory became but a shadow of what it had enjoyed in the times of Elendil.

Gondor only watched as the kingdom of Arnor crumbled, falling to disease, famine and constant war against the forces of the Witch-king of Angmar. As it collapsed, the once-great domain of Elendil had been reduced to but a single kingdom, and even that was under threat. Osgiliath, the former capital of Gondor, could not escape, and it too was overrun and ruined by hordes of Orcs. Upon this terrible loss, the city of Minas Anor became Gondor's new seat of power.

THE LINE OF KINGS IS BROKEN

Gondor's fortunes did not improve, and soon the fortress city of Minas Ithil fell into the hands of the Nazgûl, becoming a dread place of evil and malice, and was henceforth known as Minas Morgul. With the fall of Minas Ithil, the capital of Minas Anor was renamed as Minas Tirith – the Tower of the Guard. As the lands of Gondor receded, the royal line faltered; becoming distant and detached, caring more for the legacy of its bloodline than ruling over its people. After Ēarnur, the last King of Gondor, rode off to war, never to be seen again, the rule of Gondor fell to the stewards; noble and just men, but nonetheless lesser than the kings who had ruled before.

THE TIME OF THE STEWARDS

Though the stewards ruled in the stead of the kings of Gondor, they did not claim the throne for themselves. Instead, they would take up the rule of the kingdom until such a time that their hopes would be realised and an heir of Isildur would claim the throne. Under the rule of the stewards, the kingdom of Gondor remained plagued by war, her borders constantly assailed by the armies of darkness. In these times of hardship, Gondor's list of allies grew thin; Arnor had been laid to ruin, the Elves were no longer a power to be relied upon, and the Dwarves cared little for whatever happened outside their own borders.

Yet the kingdom of Gondor did not stand entirely alone – new alliances were forged in times of war. During the rule of the Steward Cirion, a band of northern men provided aid to Gondor against invaders from the east, and so were rewarded with the land that would become known as Rohan.

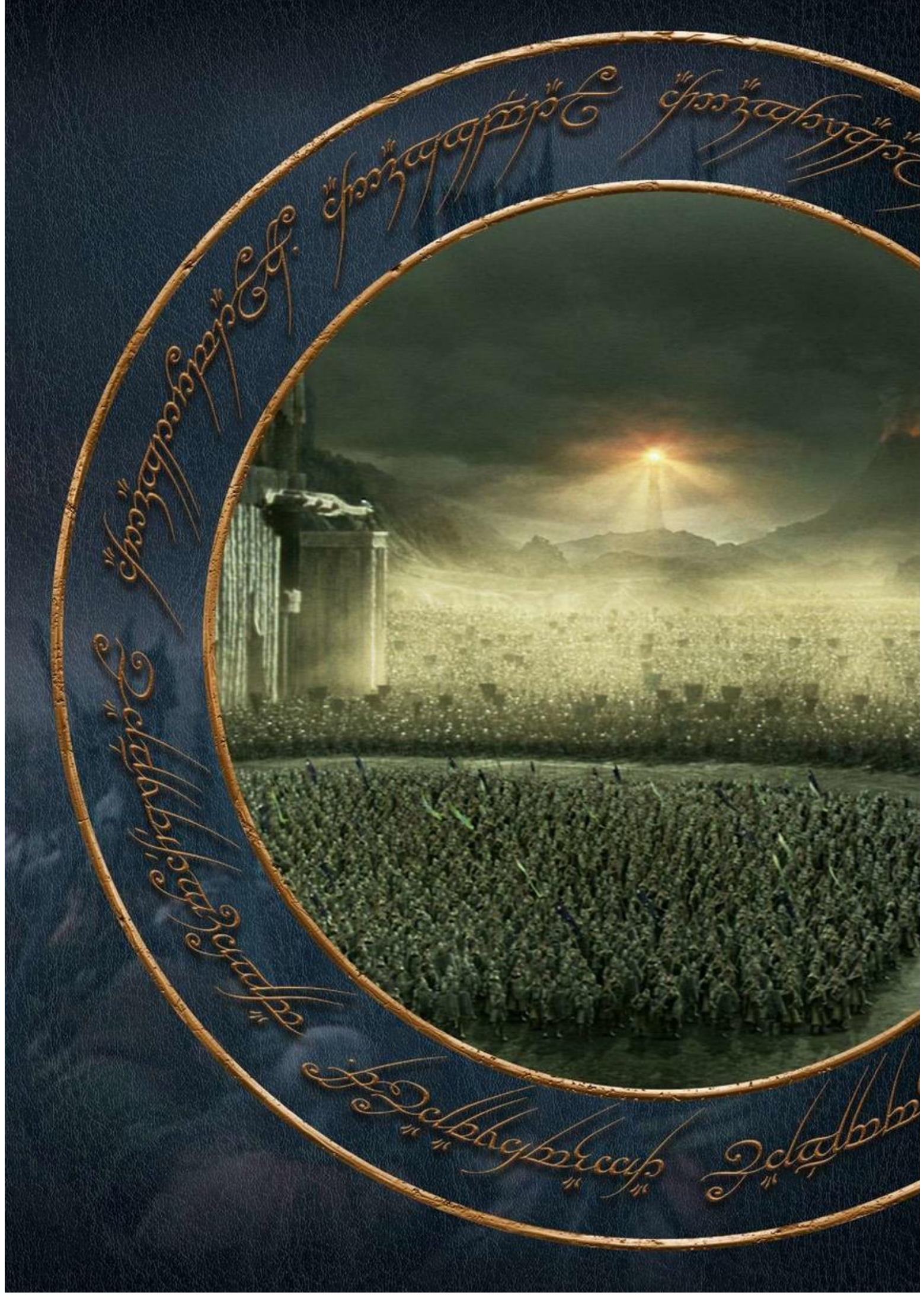
A LIGHT FROM THE SHADOWS

In secret, in the lands of the north, the blood of Númenor endures within the veins of the Dúnedain. Though unbeknownst to those in Gondor, an heir of Elendil remains still, and as the Third Age draws to a crescendo, the rightful heir to the throne of Gondor will come to her aid. But until that time arises, the realm of Gondor must continue to await the return of the king.



A dark, atmospheric scene of a forest at night. The background is dominated by a bright, glowing light source, possibly a fire or a full moon, which creates a soft, ethereal glow. The foreground is filled with the silhouettes of trees and foliage, rendered in deep blues and blacks. The overall mood is mysterious and somber.

Scenarios



Handwritten text in a cursive script, likely a form of Elvish, is inscribed along the inner edge of the circular frame. The text is arranged in several lines, following the curve of the circle. The script is intricate and flowing, with many loops and flourishes. The words are difficult to decipher but appear to be a continuous passage of text. The text is written in a golden or light brown color, matching the frame.

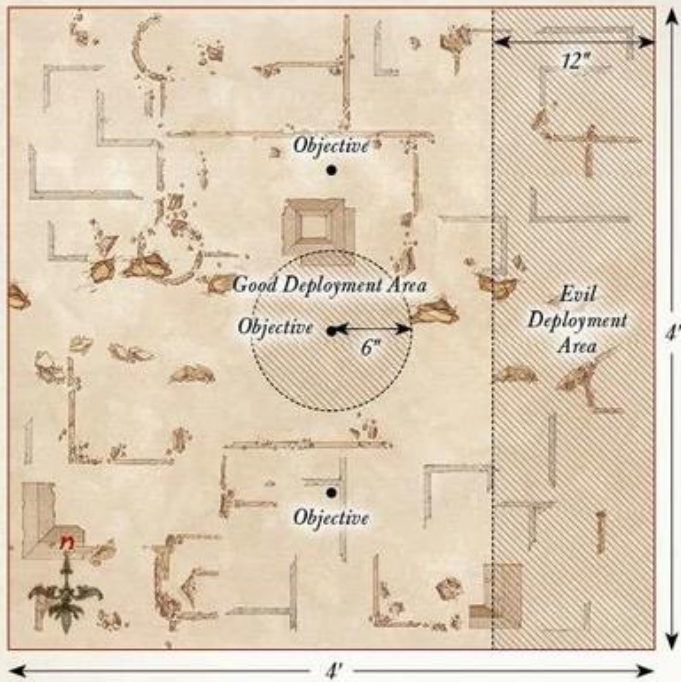
DEFENCE OF OSGILIATH

In the years since his last defeat, the Dark Lord has remained hidden away in the land of shadow, preparing to assail Middle-earth once more in search for the Ring of Power. As his strength grows, so too do his armies; legions of Orcs and other foul creatures are drawn to him, and behind the Black Gate of Mordor, the forces of the Dark Lord gather in numbers beyond count.

As the War of the Ring begins, Sauron's forces attack the ruins of Osgiliath in the eastern parts of Gondor; the former capital being the first to feel the Dark Lord's wrath. As the garrison camps within the ruins of the city, an army of Mordor Orcs marches towards them, intent on capturing it and stripping away Minas Tirith's last line of defence.

Amidst the fallen stone and crumbled buildings, the howls of the Orcs can be heard, signalling the beginning of their assault upon the city and the commencement of Sauron's full-scale invasion of Middle-earth. Faramir must now lead the defenders against the onslaught of Orcs; if they cannot hold back the invaders, the city will fall into the hands of Mordor for the first time in centuries...





SPECIAL RULES

Hordes of Mordor – *Countless Orcs have flooded the city, and more are constantly joining the fight.*

Each time a **Mordor Warrior** model is slain, place it to one side. At the end of each Evil Move phase, roll a D6 for each **Mordor Warrior** model kept aside in this manner. On a 4+, place the model anywhere within the Evil player's deployment zone.

Faramir – *The young Captain of Gondor has been tasked with the defence of the city, and does not wish to yield it unfought.*

Faramir must always Charge if able to do so, however, he may spend a Will point not to Charge. Should Faramir be slain, then the best result the Good player can achieve is a draw.

Objectives – *The commanders of the Orc armies have tasked their forces with destroying the defenders' supplies. If they are successful, Osgiliath's garrison will have no choice but to fall back to Minas Tirith.*

Any Evil model can destroy an objective by being in base contact with it during the End phase of any turn, so long as they did not take part in a Fight (including supporting) in the preceding Fight phase.

LAYOUT

The board represents the ruined city of Osgiliath, and as such should be covered in ruins, buildings, statues and piles of rubble of all shapes and sizes. The board should have a variety of walkways of different sizes. Some could represent the major roads through the city and would be big enough for whole warbands to fight side-by-side upon. Others will be the narrow alleyways that separate the buildings and may fit one or two models through them. Three objectives should be placed, as shown on the map.

STARTING POSITIONS

The Good player deploys their force within 6" of the centre of the board. The Evil player then deploys their force within 12" of the eastern edge of the board.

OBJECTIVES

The game lasts for ten turns. The Evil player wins if they can destroy all three objectives by the end of the tenth turn. The Good player wins if they can prevent this.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; 12 Warriors of Minas Tirith: 4 with shield, 4 with spear & shield, 4 with bow; 12 Rangers of Gondor: 8 with no additional wargear, 4 with spear.

Evil: 3 Mordor Orc Captains with shield; 36 Mordor Orcs: 12 with shield, 12 with spear, 6 with two-handed weapon, 6 with Orc bow.

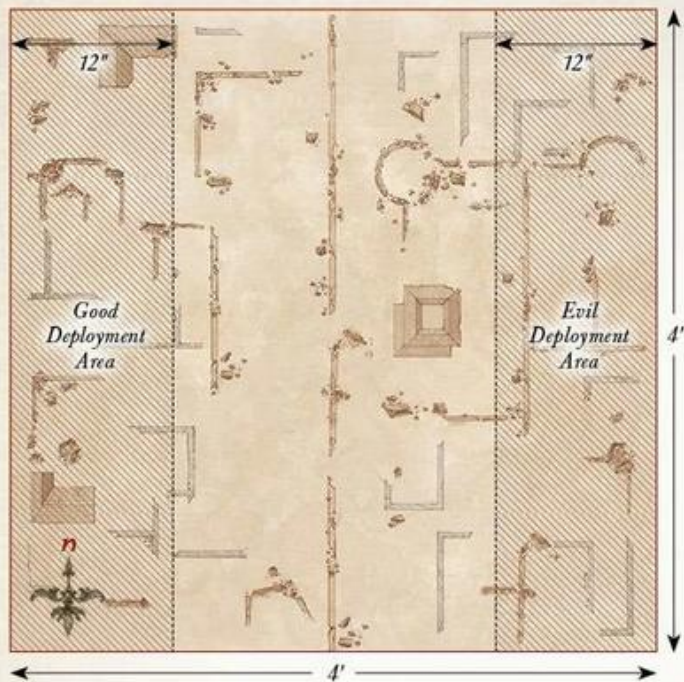


RETAKEING OF OSGILIATH

Osgiliath has fallen into Orcish hands, their assault proving more than the forces of Gondor were prepared to deal with, and Faramir and his garrison have been forced to retreat to Minas Tirith or face their death. Upon receiving news of his youngest son's failure to keep the city safe, the lord Denethor entrusts his eldest son, Boromir, with the task of retaking it from the forces of Mordor.

With the orders from his father given, and the Banner of Minas Tirith held aloft, Boromir and Faramir lead a force from Minas Tirith towards the former capital in order to reclaim her for the Kingdom of Gondor. Upon the streets of Osgiliath, the clash of sword upon shield can be heard as the brothers in arms fight side-by-side for the city; yet should they fall, the hope of their men shall surely fade, and Osgiliath will never be restored to her former glory.





LAYOUT

The board represents the ruined city of Osgiliath, and as such should be covered in ruins, buildings, statues and piles of rubble of all shapes and sizes. The board should have a variety of walkways of different sizes. Some could represent the major roads through the city and would be big enough for whole warbands to fight side-by-side upon. Others will be the narrow alleyways that separate the buildings and may fit one or two models through them.

STARTING POSITIONS

The Good player deploys their force anywhere within 12" of the western board edge. The Evil player then deploys their force anywhere within 12" of the eastern board edge.

OBJECTIVES

The game lasts until one force has successfully completed their objective. The Good player wins if the Evil force is wiped out. The Evil player wins if both Boromir and Faramir are slain before this can happen. If both players achieve their objective in the same turn, the game is a draw.

SPECIAL RULES

The Sons of the Steward – *It is Boromir and Faramir who lead the assault on Osgiliath, and the Orcs know that without them, the forces of Gondor cannot hope to claim victory.*

Evil models may re-roll failed To Wound rolls against Boromir and Faramir.

For Gondor! – *With a rousing cry, Boromir thrusts himself into the fray, inspiring those around him to do the same.*

In a turn in which Boromir or Faramir Charges into combat, all **Gondor Warrior** models that also Charged within 3" of either of them gain a bonus of +1 To Wound during the Fight phase.

PARTICIPANTS

Good: Boromir, Captain of the White Tower, with the Banner of Minas Tirith; Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; 12 Warriors of Minas Tirith: 4 with shield, 4 with spear & shield, 4 with bow; 12 Rangers of Gondor: 8 with no additional wargear, 4 with spear.

Evil: 3 Mordor Orc Captains with shield; 36 Mordor Orcs: 12 with shield, 12 with spear, 6 with two-handed weapon, 6 with Orc bow; 1 Mordor Troll.



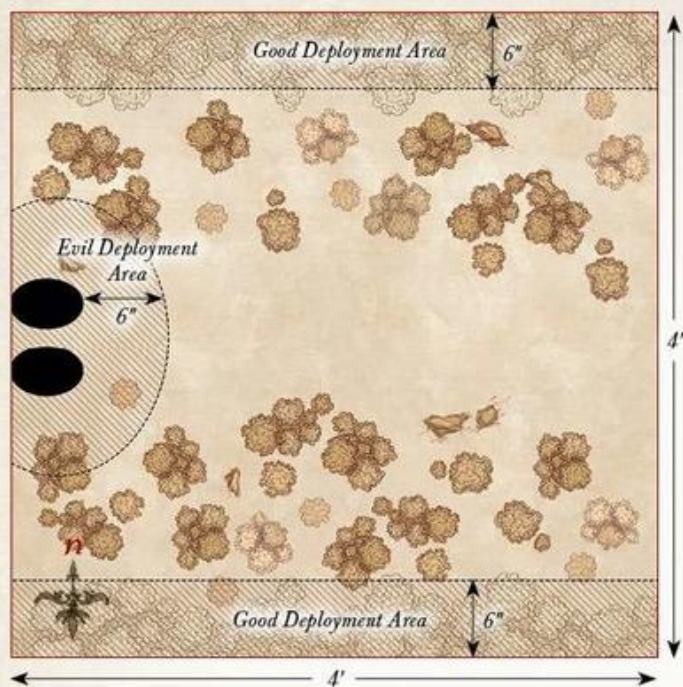
AMBUSH IN ITHILIEN

As the power of the Ring grows stronger, the Dark Lord Sauron continues to gather all manner of Evil Men and other creatures to him. From the distant and arid deserts of the south march the armies of the Haradrim and their dreaded Mûmakil – the people of this tribal race have pledged themselves to the Dark Lord's cause in return for the riches and renown that they have been promised.

Yet, in order for the armies of the Haradrim to reach the Black Gate and enter the land of Mordor, they must first traverse the densely-forested terrain of Ithilien. These lands are constantly patrolled by bands of Gondorian Rangers under the command of the Steward's younger son, Faramir. As the Haradrim make their way through the woodlands, they are unaware that they are being hunted by Faramir's Rangers.

The Rangers of Gondor make their presence known to the Haradrim forces, peppering them with arrow after arrow as they remain hidden from view among bushes, trees and shrubbery. If Faramir and his Rangers can prevent the Haradrim and their feared war beasts from reaching the land of Mordor, then they will have made a significant dent in the Dark Lord's plans.





LAYOUT

This Scenario is played on a 4'x4' board. There should be lots of hedges, trees and bushes dotted around the board – ideally not heavily impeding movement across the centre of the board. These should be denser along the northern and southern board edges.

STARTING POSITIONS

The Evil player deploys the two Mûmakil touching the western board edge, as shown. They may then deploy their remaining models anywhere within 6" of either Mûmak. The Good player may then split their force into two equal parts – the first containing 12 Rangers and Faramir, and the second containing Madril, Damrod and 12 Rangers. The Good player then deploys Faramir's half anywhere within 6" of the southern board edge, then their remaining models within 6" of the northern board edge.

OBJECTIVES

The Haradrim journey to Mordor to join with Sauron's armies before the assault on Minas Tirith – the more of them that can make it to the Black Gate, the stronger the Dark Lord's armies will be. Faramir has noted that the lumbering Mûmakil pose the greatest threat to Gondor and has tasked his Rangers to see to their downfall.

The game lasts until there are no Mûmakil left on the board. The Evil side wins if both Mûmakil can move off of the board via the eastern board edge. The Good player wins if they can slay both of the Mûmakil. If only one Mûmak has managed to escape the board, the game is a draw.

SPECIAL RULES

Unseen Hunters – *The Haradrim have no idea that they are being watched by the Rangers of Gondor, let alone that they are walking into an ambush.*

At the start of the game, before the first Priority is rolled for, each Good model may make a 'free' shooting attack as if it were the Shoot phase. Additionally, for the first three turns of the game, all Good models gain the Stalk Unseen special rule and may re-roll any 1s To Wound when making a shooting attack.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; 24 Rangers of Gondor: 16 with no additional wargear, 8 with spear.

Evil: 2 War Mûmakil of Harad each with 12 Haradrim Warriors with bow; 24 Haradrim Warriors with spear.



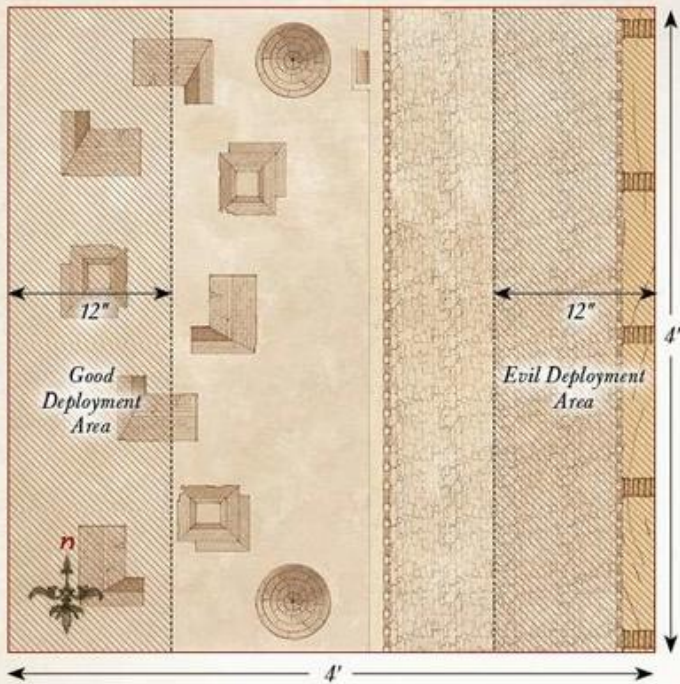
RAIDING OF PELARGIR

With the War of the Ring having begun, Sauron has summoned all manner of Evil Men and creatures to fight in his name and start their assault upon the Free Peoples. The Corsairs of Umbar did not take much persuasion to join the Dark Lord's ranks – the promise of pillage, plunder and revenge on hated Gondor was enough to seal their loyalty. And now, upon their black-sailed ships, the Corsairs journey up the coasts of Gondor to lay siege to her coastal settlements.

The city of Pelargir was perhaps hit harder than any other, for its ports were the key to transporting the Dark Lord's forces up the river Anduin towards Minas Tirith, and the Dark Lord had decreed that the city be taken by any means necessary. Under the cover of night, the Corsair raid upon Pelargir began; houses went up in flames and those within the city either fled or were slaughtered as the Corsairs tore through the streets.

However, this was not to be the simple coastal raid that the Corsairs of Umbar were used to. On the outskirts of the city, the army of Lamedon had made camp upon their journey to the city of Minas Tirith to aid their liege in war. Seeing the Corsairs defile Pelargir, Angbor the Fearless leads his men against the southern invaders in an attempt to protect the ports and prevent the Corsairs from reaching Minas Tirith.





LAYOUT

The western half of the board should be covered in a variety of different buildings, with a series of roads that run between them. The eastern half of the board represents the docksides of Pelargir and so should have no buildings but instead be dotted with barrels, crates and all manner of items that would be found on a dock. The eastern board edge represents the Anduin.

STARTING POSITIONS

The Good player deploys their models anywhere within 12" of the western board edge. The Evil player then deploys their models anywhere within 12" of the eastern board edge.

OBJECTIVES

The Corsairs of Umbar are ransacking the city of Pelargir, destroying houses and setting buildings alight. Should they wreak enough havoc then Pelargir will surely fall. Angbor and his clansmen have come to halt the Corsairs' acts of destruction and prevent the city of Pelargir from being captured.

The game lasts for ten turns. At the start of the game, starting with the Evil player, players take it in turn selecting buildings within the western half of the board edge until five buildings have been selected. At the end of the game, the Good player wins if more of the selected buildings are not on fire than have been set alight. The Evil player wins if more of the selected buildings have been set alight than have not.

SPECIAL RULES

Torching Buildings – *The Corsairs of Umbar plan on setting as much of the city on fire as possible, to ensure that Pelargir falls under their control.*

The five selected buildings are the targets that the Corsairs intend to set ablaze as they plunder the city. Any **Corsair** model that ends its move in base contact with one of the selected buildings during the Move phase can attempt to set it alight. Roll a D6. On a 6+, the building has been set alight.

Flaming Arrows – *Many of the Corsairs utilise flaming arrows, allowing them to burn the city of Pelargir from range.*

Corsair models may shoot at any of the selected buildings as if they were enemy models, without taking In The Way tests for intervening models. Any building that is wounded by an arrow or crossbow bolt will immediately be set alight. Buildings count as having Defence 8.

Put the Fires Out! – *As the city becomes engulfed in flame, the Clansmen of Lamedon attempt to subdue the fires.*

Any Good model that ends its move in base contact with a building that is on fire may attempt to put it out. Roll a D6. On a 6, the fire has been put out. However, should the Good player roll a 1, then the building will be consumed by the flames and cannot be put out for the remainder of the game.

PARTICIPANTS

Good: Angbor the Fearless; 24 Clansmen of Lamedon.

Evil: Dalamyr, Fleetmaster of Umbar; Delgamar, Gatemaster of Umbar; 24 Corsairs of Umbar: 8 with shield, 8 with spear, 8 with bow; 6 Corsair Arbalesters; 6 Corsair Reavers.

FALL OF OSGILIATH

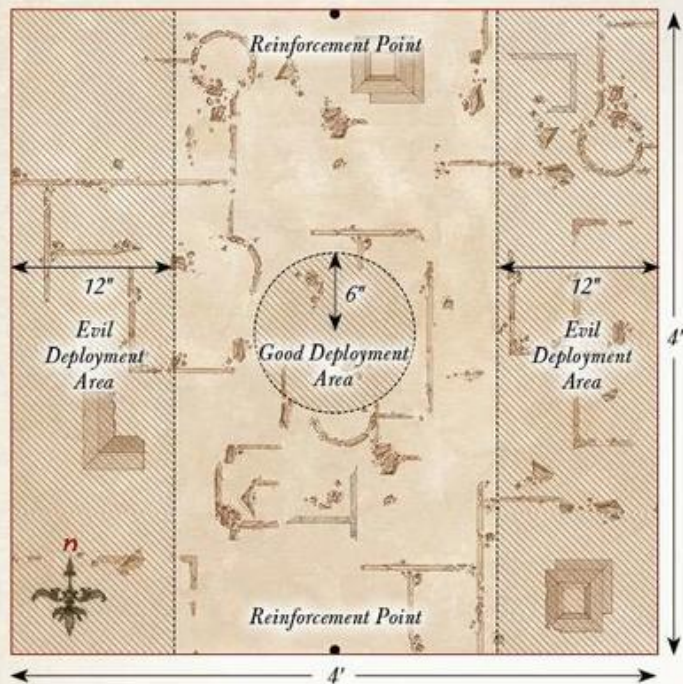
Sauron's armies have gathered to him in great numbers, and now the Dark Lord is ready to unleash his full strength against the realm of Gondor. From deep within the bowels of Mordor and the regions loyal to Sauron, legions of Orcs, Trolls and Evil Men are sent forth to conquer Middle-earth and bring the peoples of the free lands to their knees in the search for the One Ring.

The Dark Lord's hammer blow shall strike first against the newly retaken city of Osgiliath, for the ruins of the former capital of Gondor stand along Sauron's path to Minas Tirith. Under the cover of darkness, bands of Morannon Orcs silently row across the Anduin, towards the unsuspecting garrison who occupy the city.

Scores of boats, crammed full of Orcs, make their way across the river, and upon reaching the far banks, the Orc army rushes into its crumbled ruins, overwhelming those that oppose them. Men and Orcs engage in a deadly battle between the city's rocks and pillars, where every step could cause a warrior to falter upon the broken and uneven ground, and suffer an untimely death at the hands of their foes.

Despite their valiant efforts, the assault of Gothmog's forces has proven to be overwhelming for Faramir and his men. With swathes of the city falling, and finding themselves to be hopelessly outnumbered, the forces of Gondor must make haste to evacuate the city, or perish.





LAYOUT

The board represents the ruined city of Osgiliath, and as such should be covered in ruins, buildings, statues and piles of rubble of all shapes and sizes. The board should have a variety of walkways of different sizes. Some could represent the major roads through the city and would be big enough for whole warbands to fight side-by-side upon. Others will be the narrow alleyways that separate the buildings and may fit one or two models through them.

STARTING POSITIONS

The Good player deploys their force anywhere within 6" of the centre of the board. The Evil player then splits their force into two equal parts, with Gothmog and Gothmog's Enforcer in one half and Guritz in the other. Gothmog's half of the army is deployed anywhere within 12" of the eastern board edge. Guritz's half is deployed anywhere within 12" of the western board edge.

OBJECTIVES

The forces of Gondor must escape Osgiliath in order to remain alive, whilst the Orcs have simply been commanded to destroy the world of Men and plan on starting with those within Osgiliath. The Good side wins if at least 33% of their models can escape the board via the western board edge. The Evil player wins if they can prevent this. If Faramir is slain, the best result the Good side can achieve is a draw. If Faramir escapes the board, the best result the Evil side can achieve is a draw.

SPECIAL RULES

Hordes Without End – *There are countless Orcs assaulting Osgiliath, and more are constantly joining the battle from across the Anduin.*

Each time an Evil **Warrior** model is slain, place it to one side. At the end of each Evil Move phase, roll a D6 for any models placed aside in this manner. On a 4+, they may re-enter the board from either of the points marked on the map.

Nazgûl! – *Overhead, the Nazgûl ride their dread Fell Beasts, causing terror in the hearts of those below.*

At the start of each turn, the Evil player may select a single Good **Warrior** and roll a D6. On a 3+, this **Warrior** becomes paralysed by fear and may not Move or Shoot that turn. They may fight if they are subsequently Engaged in combat, although their Fight value will be reduced to 1.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; 12 Warriors of Minas Tirith: 4 with shield, 4 with spear & shield, 4 with bow; 12 Rangers of Gondor: 8 with no additional wargear, 4 with spear.

Evil: Gothmog, Lieutenant of Sauron; Gothmog's Enforcer; Guritz, Master of Reserves; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear.



THE WHITE RIDER

The city of Osgiliath is lost, taken by Gothmog and his Orc hordes. Having been outnumbered and defeated, and losing many Men, Faramir and those under his command that remain alive have fled the ruined city on horseback and now ride for the sanctuary of Minas Tirith.

However, Faramir and his Men are still in danger. Upon the backs of their winged Fell Beasts, the Nazgûl pursue the fleeing Men as they race across the fields of Pelennor towards the sanctuary of the White City. The horrific screeches from the foul beasts and their dread riders can be heard not far behind, and without help, Faramir, along with what is left of his garrison, shall surely perish.

Yet help is at hand – from the gates of Minas Tirith rides Gandalf upon his steed, Shadowfax, to lend aid to those in need. The White Rider must make haste towards Faramir and those who still survive, for should he arrive too late then they will be slain by the dread mounts of the Nazgûl.





OBJECTIVES

Gandalf rides out to save Faramir from a terrible fate at the jaws of the Nazgûl's Fell Beasts; only by escorting the youngest son of the Steward through the gates of Minas Tirith will he be safe from harm. The Nazgûl have been tasked with slaying Faramir and his warriors who ride towards the White City, and Faramir is their main target.

Any Good models can move off the board through the gates of Minas Tirith. The Good player wins if Faramir moves off the board through the gates of Minas Tirith. The Evil player wins if they can slay Faramir before this can happen. If Faramir moves off the board, but Gandalf has been slain, the game is a draw.

SPECIAL RULES

Ride to Minas Tirith – *The riders from Osgiliath left the city as quickly as they could, and are ahead of their pursuers – at least for now.*

The Good player automatically has Priority on the first turn.

Flight of the Nazgûl – *Upon their winged steeds, the Nazgûl give chase to the riders from Osgiliath.*

At the end of the first Evil Move phase, the Evil player may move all of their models onto the board from any point on the eastern board edge via the rules for Reinforcements.

LAYOUT

The board represents the fields of Pelennor and so should be fairly barren, with a few small patches of scrubland and rocks. The western board edge represents the walls of Minas Tirith, with the gates of the city in the centre of the western board edge.

STARTING POSITIONS

The Good player deploys Faramir and the Knights of Minas Tirith within 6" of the centre of the eastern board edge, and then deploys Gandalf touching the centre of the western board edge. The Evil player does not deploy any models; instead, they will be available later in the game.

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow on horse; Gandalf the White on Shadowfax; 12 Knights of Minas Tirith with shield.

Evil: 3 Ringwraiths on Fell Beast, each with 2 Might, 14 Will and 2 Fate.



FARAMIR'S CHARGE

Upon returning to Minas Tirith following his narrow escape from the clutches of the Nazgûl, Faramir brings news of Osgiliath's fall to his father. Yet Faramir's safe return brings no sense of joy and relief to the lord Denethor. Instead, the Steward has little regard for his son's endeavours and only expresses anger.

Believing his youngest son to be weak-willed, and failing to keep the lands his favoured son, Boromir, protected, Denethor decrees that the city of Osgiliath must be retaken and that Gondor will not yield her outer defences unfought. Though some try to reason with him, as the city has been overrun by the forces of Mordor, the Steward will not be swayed. In an attempt to prove himself to his father, Faramir accepts his lord's will and readies himself to charge upon Osgiliath.

Fully armoured upon his steed, and with a band of loyal knights at his side, Faramir begins the charge across the Pelennor. Yet as the cavalry of Gondor draw near, the Orcs within the ruins of Osgiliath ready their bows to fire. Even as Faramir rides towards Osgiliath, he is aware that his mission is all but futile and that he, along with his men, shall most likely be killed before he can reach the city.





SPECIAL RULES

Volley Fire – By firing their arrows high into the air, the Orcs can hit targets that would usually be out of range of their bowfire.

Any Orc Tracker can choose to shoot their Orc bow at a target up to 36" away, rather than the usual 18". However, any Orc Tracker that targets an enemy model over 18" away will only hit on the roll of a 6.

Lethal Shot – As the Knights of Minas Tirith charge towards the ruins of Osgiliath, the Orcs within ready their bows for the kill.

Orc Trackers gain a bonus of +1 To Wound when firing their Orc bow against an enemy model within 12".

PARTICIPANTS

Good: Faramir, Captain of Gondor with bow on horse;
12 Knights of Minas Tirith with shield.

Evil: Gothmog, Lieutenant of Sauron; 12 Orc Trackers;
12 Morannon Orcs: 3 with shield, 3 with spear, 3 with spear & shield, 3 with no additional wargear.

LAYOUT

The board represents the plains of Pelennor and the very edges of Osgiliath. The area within 6" of the eastern board edge should be covered in ruins, rubble and the remains of buildings. The rest of the board should remain barren, giving the Knights of Minas Tirith a clear surface to charge across.

STARTING POSITIONS

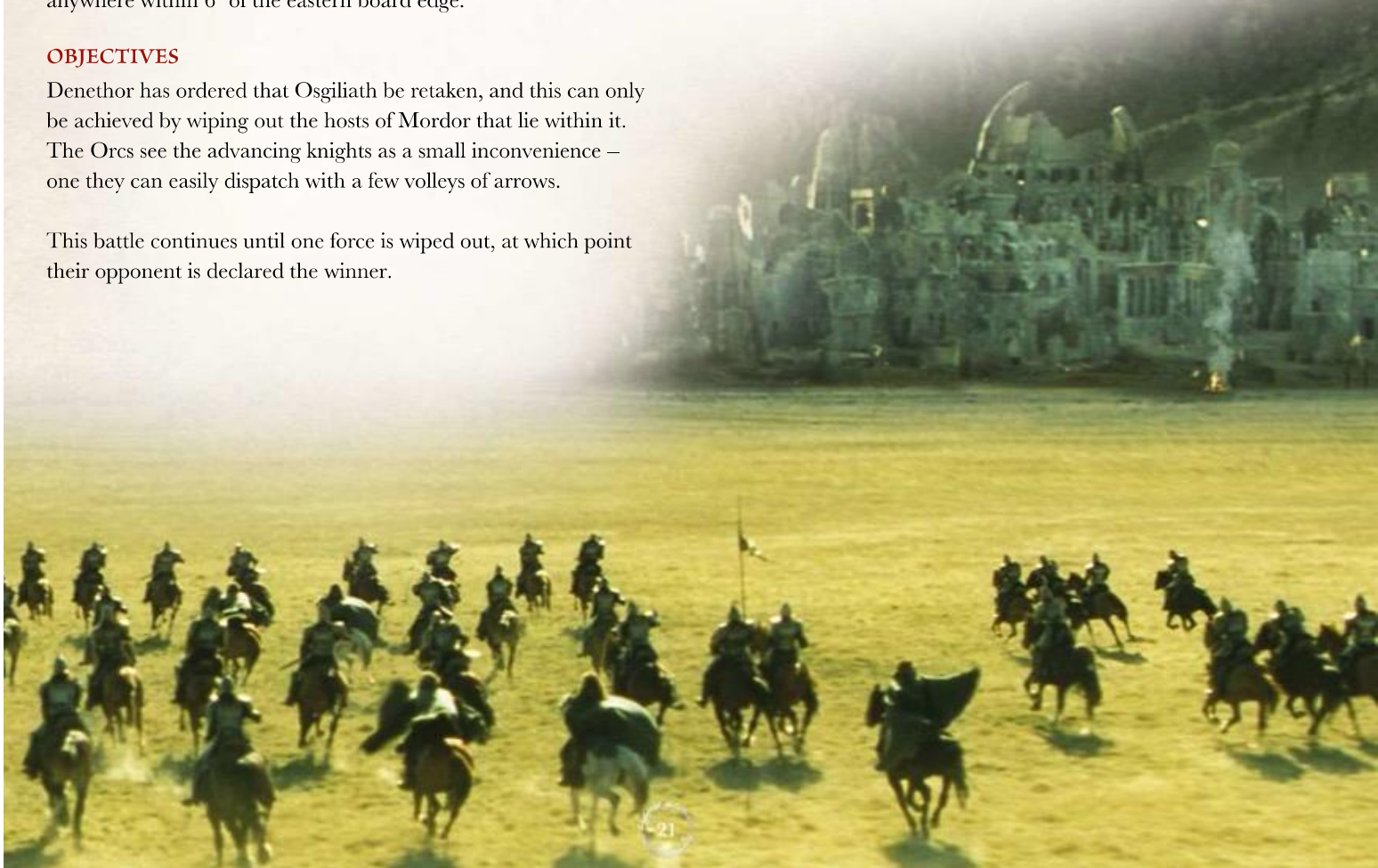
The Good player deploys their force anywhere touching the western board edge, with Faramir touching the centre of the western board edge. The Evil player then deploys their forces anywhere within 6" of the eastern board edge.

OBJECTIVES

Denethor has ordered that Osgiliath be retaken, and this can only be achieved by wiping out the hosts of Mordor that lie within it. The Orcs see the advancing knights as a small inconvenience – one they can easily dispatch with a few volleys of arrows.

This battle continues until one force is wiped out, at which point their opponent is declared the winner.

Designer's Notes: *On paper, this Scenario may seem far more in favour of the Evil player, and the fact is that it is. In the films, Faramir and his Knights don't even get close to Osgiliath before they are peppered by Orc arrows – hopefully in this Scenario the Good player will have a bit more luck!*



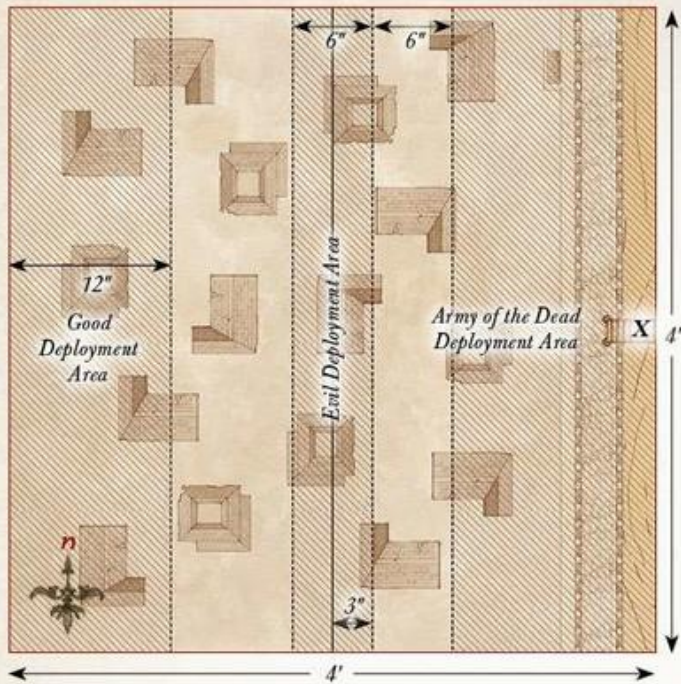
THE BATTLE FOR PELARGIR

Upon emerging from the paths of the Dead, Aragorn is greeted with the sight of the city of Pelargir in flames, the Corsairs of Umbar having set it ablaze as they ransacked it and twisted it to their own ends. Upon this fell sight, Aragorn and his companions make haste in order to prevent the Corsairs from sailing up the Anduin and invading the kingdom of Gondor.

As they make their way towards the city, Aragorn and his companions encounter the Men of Lamedon and their leader, Angbor the Fearless. After fighting against the Corsairs in the city, the Clansmen of Lamedon had ultimately been driven back, unable to halt the relentless advance of the southern invaders. However, with the heir of Isildur and an army of long-dead warriors, the Men of Lamedon ready themselves to rejoin the fight for Pelargir.

Catching the Corsairs of Umbar unawares, the Shadow Host and Grey Company assault Pelargir to deliver it from its pirate captors and desperate battle erupts in its streets; if Aragorn can lead his companions to victory then they can sail to the aid of Minas Tirith. If the Corsairs can put an end to the rightful king, then the realm of Gondor shall surely fall.





OBJECTIVES

The arrival of the Shadow Host has struck fear into the Corsairs of Umbar – they must leave the city of Pelargir at once if they are to survive and sail up the Anduin to raid Minas Tirith. With their foes on the run, Aragorn commands his followers to stop the Corsairs from fleeing up-river and bring their leaders to their knees.

The game lasts until there are no **Corsair Hero** models left on the board. The Evil player wins if at least three **Corsair Hero** models can move off the board via the point shown on the map (marked X), including either Dalamyr or Delgamar. The Good player wins if they can prevent this from happening. If at least three **Corsair Hero** models escape the board, but both Dalamyr and Delgamar have been slain, the game is a draw.

SPECIAL RULES

The King of the Dead has come! – *The sight of the long-dead king strikes untold fear into the hearts of the Corsairs.*

Corsair models within 6" of the King of the Dead suffer a -1 penalty to all Courage tests.

LAYOUT

The board represents the city of Pelargir, and as such should be covered with buildings, roads and other terrain to give it the feel of a city. The area within 6" of the eastern board edge is the port, and should be made of walkways with barrels and crates rather than buildings. In the centre of the eastern board edge is a walkway onto one of the Corsair ships, as shown on the map.

STARTING POSITIONS

The Evil player deploys their force anywhere within 3" of the centre line of the board that runs from north to south. The Good player then deploys the King of the Dead; the Heralds of the Dead and all Warriors of the Dead anywhere within the eastern half of the board but at least 6" away from any Corsair model. The Good player then deploys the remainder of their models anywhere within 12" of the western board edge.

PARTICIPANTS

Good: Aragorn – Strider with Andúril, Flame of the West; Legolas Greenleaf; Gimli, son of Glóin; Harbarad with Banner of Arwen Evenstar; Elladan & Elrohir; The King of the Dead; 2 Heralds of the Dead; Angbor the Fearless; 20 Warriors of the Dead; 12 Clansmen of Lamedon.

Evil: Dalamyr, Fleetmaster of Umbar; Delgamar, Gatemaster of Umbar; 2 Corsair Captain; 2 Corsair Bo'suns; 36 Corsairs of Umbar: 12 with shield, 12 with spear, 12 with bow; 12 Corsair Arbalesters; 12 Corsair Reavers.



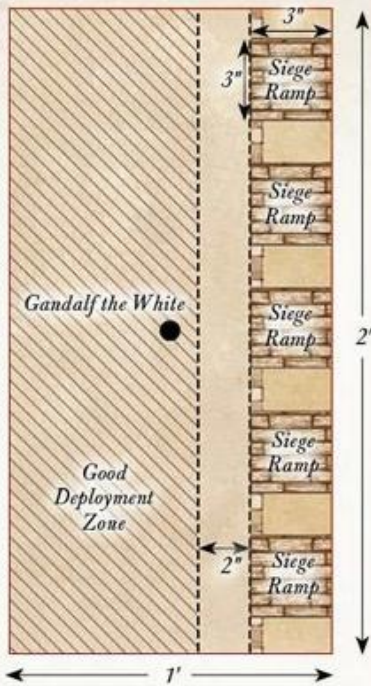
ATOP THE WALLS

The legions of the Dark Lord have gathered outside Minas Tirith, and the battle for the city is about to begin. Under the command of Gothmog, hordes of Orcs rush forwards, and huge Mordor Trolls push giant siege towers crammed with Orcs towards the outer walls. As the siege towers approach, those atop the walls frantically loose arrow after arrow at the beasts pushing the crude contraptions in the hope of felling them and rendering the towers useless.

From the top of the walls of the White City, Gandalf rallies the Men of Gondor in defence of Minas Tirith. Yet even the powers of the White Wizard cannot prevent the siege towers of Mordor from reaching the battlements. With the sound of breaking stone, the siege towers' ramps come crashing down, shattering the ornate stonework beneath them and unleashing a torrent of Orcs upon the defenders.

Along the lengths of the walls, the men of Gondor and their allies must fight to stave off the waves of Orcs which now flood the battlements. Only by blunting their attack can the forces of Mordor be driven back and the warriors of Minas Tirith earn a brief respite before the battle inevitably continues.





LAYOUT

The area within 9" of the western board edge represents the area on top of the walls of Minas Tirith and therefore should be relatively clear, perhaps with a few steps, crates or small sections of wall to add variety. The area within 3" of the eastern board edge represents the edge of the Pelennor, and the sheer drop from the battlements. Within this area there should be the ramps for five siege towers, each one being 3" by 3" and spread out along the eastern board edge so that they touch the battlements.

STARTING POSITIONS

The Good player deploys Gandalf in the centre of the board, with Pippin within 1" of him. They then deploy the remainder of their models on the walls of Minas Tirith, but not within 2" of any part of the ramp of a siege tower. The Evil player then deploys their models either on the ramp of a siege tower or atop the walls within 1" of the ramp of a siege tower.



OBJECTIVES

Unless they can slay huge numbers of Orcs, the defenders of Minas Tirith will be overwhelmed by the invaders. The key to victory is the White Wizard – should he fall, all hope will be lost.

The Good player wins if, at the end of any turn, they have slain a total of 30 Orcs (it's important to keep track). The Evil player wins if they can slay Gandalf before this can happen. If both players complete their objective in the same turn, the game is a draw.

SPECIAL RULES

The White Wizard – *The hope of the men of Minas Tirith is fading. Only by joining the fight for the city can Gandalf restore their courage and urge them to continue to fight.*

Gandalf must always Charge if he is able to do so. Additionally, on a turn in which Gandalf Charges, friendly **Gondor Warrior** models within 12" of him will count as being in range of a banner until the end of the turn.

The Hordes of Mordor – *Countless Orcs have swarmed the walls, and more constantly climb the siege towers to join the battle.*

Each time an **Orc Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the board from the eastern board edge.

Battlements of Minas Tirith – *The height of Minas Tirith's walls means that any warrior unfortunate enough to fall from them will meet an untimely death.*

The eastern edge of the walls of Minas Tirith are lined with battlements that can trap a model against them. Additionally, any model that is pushed from the edge of a siege tower and onto the Pelennor is automatically slain – it's a rather long fall!

PARTICIPANTS

Good: Gandalf the White; Peregrin Took, Guard of the Citadel; Irolas, Captain of the Guard; Beregond; 24 Warriors of Minas Tirith: 8 with shield, 8 with spear & shield, 8 with bow.

Evil: Zagdûsh, Orc Captain; 2 Orc Captains with shield; 36 Mordor Orc Warriors: 12 with shield, 12 with spear, 6 with Orc bow, 6 with two-handed weapon.

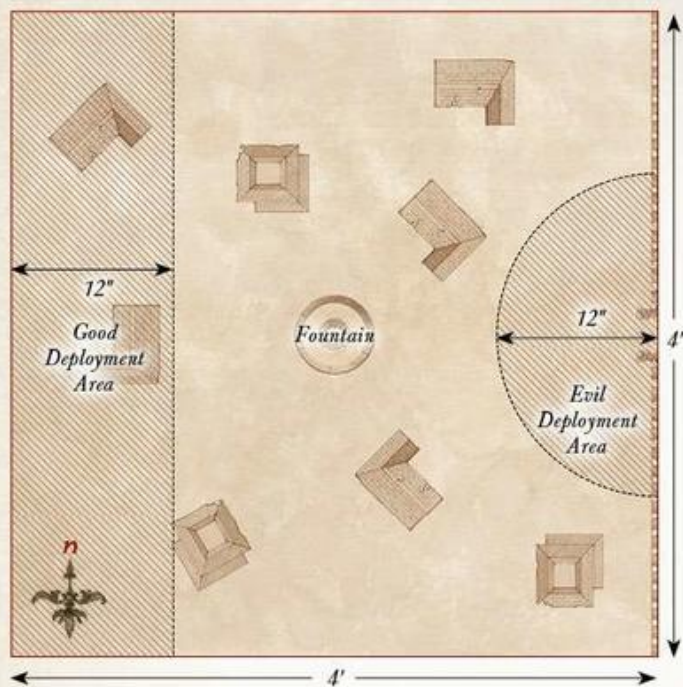
THE GATE IS BREACHED

As hordes of Mordor Orcs spill over the walls of Minas Tirith, other Orcs attempt, in vain, to break down the city's huge gates. Under the orders of Gothmog, Grond, the giant wolf's head battering ram, is marched towards the gates. If there is anything that could breach them, it is undoubtedly Grond.

The crash of Grond upon the city gates alerts those within Minas Tirith to their immediate predicament, and as the forces of Gondor gather within the courtyard, Gandalf commands all to hold their ground in the face of whatever manner of evil breaks through the gates.

The gates of Minas Tirith splinter as Grond delivers one final blow, showering the courtyard with shards of wood and metal. From the gaping wound in the side of the city, a sea of Orcs and a number of hulking Mordor Trolls pour in, intent on bringing death to the people of Minas Tirith. Those within must now stand and fight against the hordes of Mordor. If they cannot hold them back, then the first level of the city will fall.





LAYOUT

The board represents the courtyard of Minas Tirith. In the centre of the eastern board edge are the remains of the city's gates. The board should be relatively bare around the centre, perhaps with a few small piles of rubble and debris, whilst around the edges of the board there should be a few buildings. In the centre of the board is a fountain with a diameter of 3". The fountain is shallow water.

STARTING POSITIONS

The Good player deploys all their models within 12" of the western board edge. The Evil player then deploys all of their models within 12" of the centre of the eastern board edge.

OBJECTIVES

The forces of Mordor must capture the courtyard, securing a foothold before the rest of the city can fall; if they can overwhelm the lower levels they can make their way into the rest of the city.

The game lasts for eight turns, after which whoever has the most models within 6" of the centre of the board is the winner. If both sides have the same number of models within 6" of the centre of the board then the game is a draw. If Gandalf is slain, the best result the Good player can achieve is a draw.

SPECIAL RULES

The Hordes of Mordor – *Countless Orcs have swarmed the gates of Minas Tirith, and more constantly flood through to join the battle.*

Each time an **Orc Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the board from the centre of the eastern board edge.

You will Stand your Ground! – *Under the command of the White Wizard, the men of Gondor will fight to the last to protect their city.*

Good models do not have to take Courage tests to Charge a **Mordor Troll**.

PARTICIPANTS

Good: Gandalf the White on Shadowfax; Húrin the Tall, Warden of the Keys; Ingold, Warden of the Rammas Echor; Irolas, Captain of the Guard; Beregon; 36 Warriors of Minas Tirith: 12 with shield, 12 with spear & shield, 12 with bow.

Evil: Goroath, Captain of the Morannon; Zagdúsh, Orc Captain; 2 Morannon Orc Captains with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear; 3 Mordor Trolls.



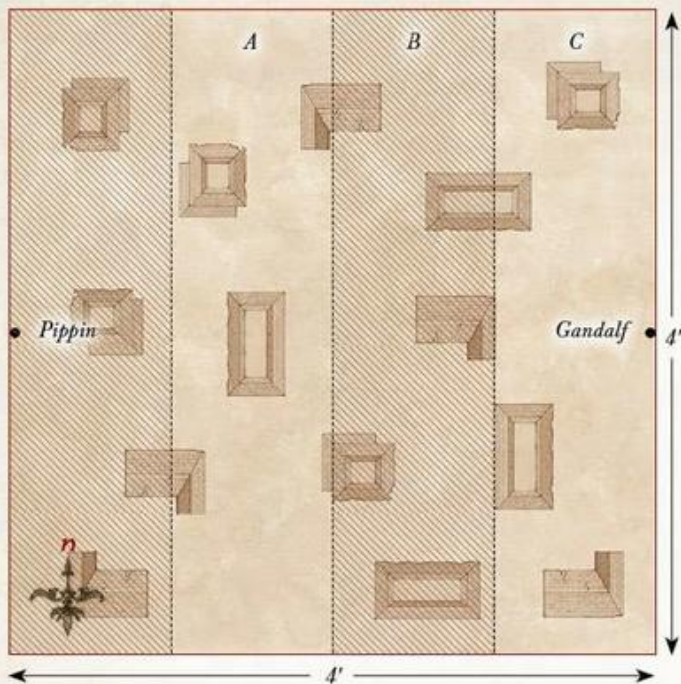
THE STREETS OF MINAS TIRITH

The courtyard of Minas Tirith has been overrun, and the streets of the White City are awash with Orcs and Trolls. Within the cobbled streets and narrow alleyways, the men of Gondor fight desperately to fend off the ever-advancing waves of Orcs and Trolls, to prevent them from reaching the city's upper levels.

Those who remain within the lower levels fight with all of their strength to stem the endless tides of Orcs and monsters that seek to destroy the city's people, and are led by Gandalf the White, Húrin, Ingold and Irolas in their desperate defence.

Within the upper levels, Denethor's madness has taken over his senses, and he is intent on burning himself and his presumed-dead son alive, like the heathen kings of old. Upon learning of the Steward's intentions, Pippin races towards the lower levels of Minas Tirith in search of Gandalf. If Pippin cannot reach the White Wizard in time, then Faramir will surely perish.





LAYOUT

The board represents the streets of the lower levels of Minas Tirith. There should be plenty of buildings and ruins that form a variety of different streets and alleyways of various widths. Some should be wide enough for blocks of infantry and Trolls, whilst others should only fit a few models side-by-side.

STARTING POSITIONS

The Good player deploys Gandalf touching the centre of the eastern board edge, and then deploys Pippin touching the centre of the western board edge. The Good player deploys Ingold and 12 Warriors of Minas Tirith in section A on the map. The Evil player then also deploys the Morannon Orc Captain and 12 Morannon Orcs in section A. The Good player deploys Irolas and 12 Warriors of Minas Tirith in section B on the map. The Evil player then also deploys Goroth and 12 Morannon Orcs in section B. The Good player deploys Húrin and 12 Warriors of Minas Tirith in section C on the map. The Evil player then also deploys Zagdûsh and 12 Morannon Orcs in section C. No models may be deployed within 3" of an enemy model.

OBJECTIVES

The Orcs are hungry to bring death and destruction to the people of Minas Tirith – should enough men fall, the city will be overrun. Pippin must reach Gandalf before Denethor can set the pyre alight, otherwise Faramir will perish.

The game lasts until the end of a turn when either Pippin or Gandalf are removed from the board. The Good side wins if both Gandalf and Pippin exit the board via the western board edge during the same turn. The Evil player wins if they can reduce the Good force to 25% of its starting numbers. If both players, or neither player, achieve their objective, then the game is a draw.

SPECIAL RULES

Pippin – *Pippin is racing through the city in search of Gandalf, ducking and weaving between the Men and Orcs that fight on all sides. Mercifully, the Orcs have not yet noticed his small stature in the chaotic melee.*

Pippin counts as wearing an Elven cloak. Additionally, any Evil model that wishes to Charge Pippin must first roll a D6. On a roll of a natural 6, they may Charge as normal. On a 1-5, the model may not Charge Pippin, but may Move as normal, even charging another enemy, if they wish.

Gandalf – *The White Wizard is busy defending the city from the Orcs that now surge through it; he will only leave the battle after hearing Pippin's pleas.*

If, during the End phase of any turn, Pippin and Gandalf are in base contact and Gandalf is mounted, Pippin may mount Shadowfax and be treated as a passenger. Gandalf may not enter the western half of the board until Pippin has reached him.

PARTICIPANTS

Good: Gandalf the White on Shadowfax; Peregrin Took, Guard of the Citadel; Húrin the Tall, Warden of the Keys; Ingold, Warden of the Rammas Echor; Irolas, Captain of the Guard; 36 Warriors of Minas Tirith: 12 with shield, 12 with spear & shield, 12 with bow.

Evil: Goroth, Captain of the Morannon; Zagdûsh, Orc Captain; Morannon Orc Captain with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear; 3 Mordor Trolls.

THE WITCH-KING'S ARRIVAL

Amidst the swirling battle that has engulfed the lower levels of Minas Tirith, news of Denethor's madness has reached Gandalf. Upon hearing the Steward's plan to burn himself alive and Faramir with him, Gandalf lifts Pippin onto the back of Shadowfax and makes haste to the hallows of Minas Tirith.

As Gandalf and Pippin ride through the streets to rescue Faramir, a piercing shriek fills the air around them, heralding the arrival of Sauron's deadliest servant. Swooping down upon his dread Fell Beast onto the battlements of the White City, the lord of the Nazgûl blocks Gandalf's and Pippin's path, determined to end the power of the White Wizard for good.

Gandalf and the Witch-king are now locked in a battle of sorcery and wits. If Gandalf can drain the Witch-king of his power then the Nazgûl shall be banished. However, if the Witch-king is victorious in this duel of magical ability, he will be able to break the staff of the White Wizard, and loose his Fell Beast to feast upon him – unless something more important draws him away...



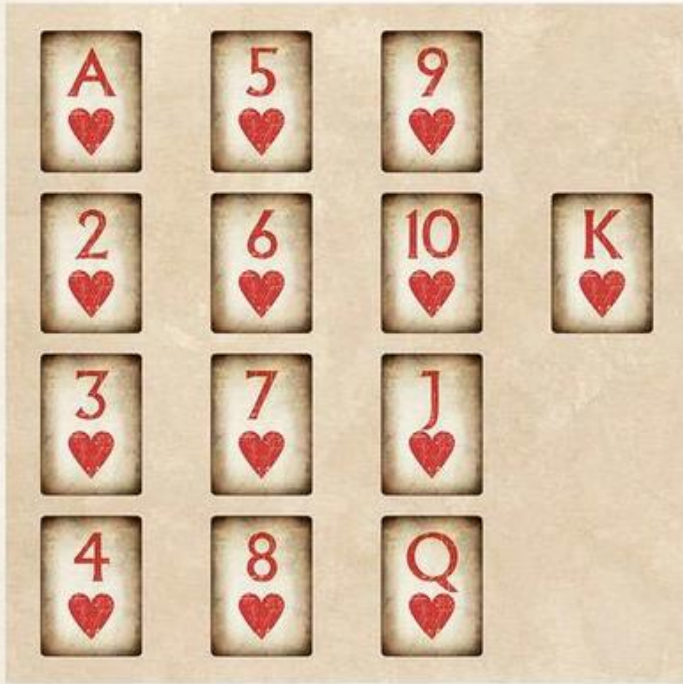
This Scenario is represented by a mini-game, and as such does not follow the usual rules for the Strategy Battle Game. Instead, it uses the series of unique rules provided here to help capture the feel of the scene in question.

SET-UP

For this mini-game you will require a deck of ordinary playing cards, Gandalf the White, Pippin and the Witch-king of Angmar. Separate the cards into the four suits and then give the Diamonds to the Good player and the Spades to the Evil player. Next, lay out the Hearts as shown below. Finally, shuffle the Clubs and place them in a pile face-down.

The Good player places Gandalf on the Ace of Hearts, then the Evil player places the Witch-king on the King of Hearts.

Both players will also each need to have a pile of 20 Power tokens. These can be represented by anything from dice to coins to markers – whatever you have to hand.



OBJECTIVE

The first player to reduce their opponent to 0 Power tokens immediately wins the game.

GAME TURN

At the beginning of each turn, both players simultaneously play one card from their hand face-down. The Good player reveals their card and moves Gandalf to the card on the grid with the same value (e.g., if Gandalf plays a 4 then he will move to the 4 on the grid, etc). The Good player then applies the effect that is associated with the value of the card they moved to, as described in the table below.

The Evil player then follows the same process with the Witch-king.

After the Evil player has finished their turn, the Good player then flips over the top card from the Clubs deck and places Pippin on the card on the grid with the corresponding number. Note that when Pippin moves, he does not apply the effects of any card.

The turn then ends and the next turn begins.

EXTRA RULES

If, at any point, Gandalf and the Witch-king are on the same card, and Pippin is not also on the same card, Gandalf immediately loses half of his remaining Power tokens.

If, at any point, Gandalf, Pippin and the Witch-king are all on the same card, the Witch-king immediately loses half of his Power tokens.

If, at the end of any turn, Pippin and the Witch-king are on the same card, and Gandalf is not also on the same card, Pippin is slain and is removed from the game – players no longer flip over a card from the Clubs deck.

- A You gain 3 Power tokens.
- 2 Your opponent loses 1 Power token.
- 3 Your opponent loses 1 Power token. If your opponent is adjacent (including diagonal) to you, they instead lose 3 power.
- 4 You gain D3 Power tokens.
- 5 Steal D3 Power tokens from your opponent.
- 6 Roll a D6. On a 3+, you gain 2 Power tokens; on a 1-2, you lose 2 Power tokens.
- 7 Your opponent loses 1 Power token; you may then move them to any adjacent space.
- 8 Your opponent discards a card from their hand at random.
- 9 Roll four dice; your opponent loses 1 Power token for each 4+ you rolled.
- 10 Roll a D6. On a 1-3, Gandalf loses 2 Power tokens; on a 4+, the Witch-king loses 2 Power tokens.
- J Your opponent loses 2 Power tokens.
- Q Gandalf ignores all card effects until the end of the turn.
- K Your opponent loses D6 Power tokens.

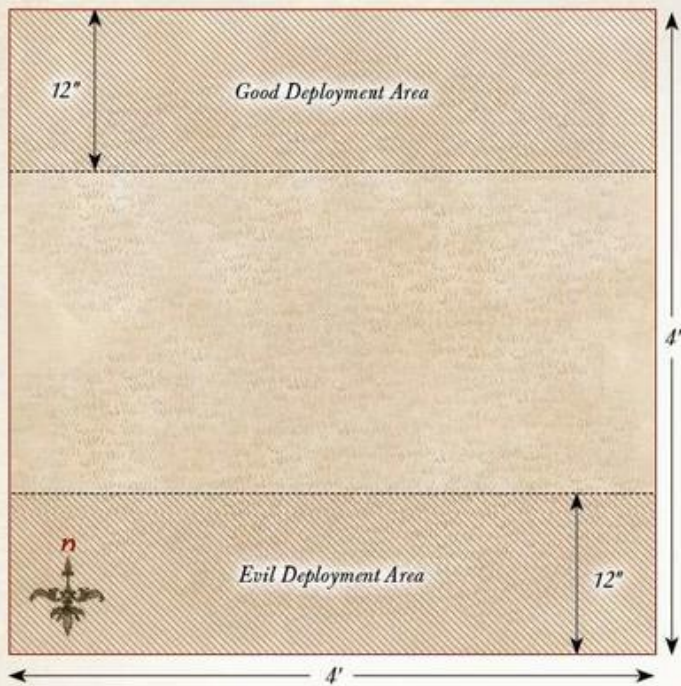
CHARGE OF THE ROHIRRIM

Upon the fields of Pelennor, the siege of Minas Tirith is well underway; hordes of Orcs and Trolls spill through the gates and over the walls of the city and have begun to raze it to the ground. Even as the city is ablaze, and its people are slaughtered in the streets, countless more of Sauron's minions march upon it. Yet, even as the situation looks hopeless, help is at hand for the people of Gondor.

As dawn breaks, the sound of horns can be heard calling out across the brisk morning air, a sound that heralds the arrival of the Riders of Rohan. At the head of the thousands of Men and horses atop the hills overlooking the Pelennor stands Théoden, King of Rohan. With a rousing speech that would inspire even the most craven heart, Théoden leads the charge towards the ranks of Orcs that are arrayed on the ground before them.

Following the lead of their king, the Rohirrim charge towards their foes without hesitation or fear. Even as hails of arrows rain down upon them, the Riders of Théoden do not falter as they rapidly close the distance between themselves and the Mordor hosts. The Orcs that oppose them must attempt to weather the oncoming charge, for if they cannot, they will be swept away by its momentum.





SPECIAL RULES

Charge of the Rohirrim – *Such is the force with which they strike, the Riders of Rohan are capable of sending their foes sprawling to the ground while maintaining the momentum of their charge.*

The Good player always counts as having Priority. Additionally, Good models must always Charge if able to do so.

Gothmog – *Though Gothmog fully expects his ranks to outlast and defeat the Rohirrim's charge; the wily Orc is not above falling back to safety if things look precarious.*

After the Evil force has been reduced to less than 50% of their starting models, Gothmog may attempt to escape the battle by exiting the board via the southern board edge. If Gothmog manages to escape in this way, the best result the Good player can achieve is a draw.

LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Evil player deploys their force within 12" of the southern board edge. The Good player then deploys their force within 12" of the northern board edge.

OBJECTIVES

The Rohirrim have arrived to deliver Minas Tirith from the grip of Mordor; only by routing the Orc hordes can they hope to accomplish this. Gothmog is wise to the plans of Théoden, and knows that without their leaders at the head of their charge, the Rohirrim will surely break.

The Good side wins if they can reduce the Evil force to less than 25% of its starting numbers. The Evil side wins if they can slay both Théoden and Éomer before this can happen. If both sides achieve their objective in the same turn, the game is a draw.

PARTICIPANTS

Good: Théoden, King of Rohan, with heavy armour, shield and armoured horse; Éomer, Marshall of the Riddermark, with armoured horse, shield and throwing spears; Dernhelm; Gamling, Captain of Rohan, with horse and Royal Standard of Rohan; Déorwine, Chief of the King's Knights; Elfhelm, Captain of Rohan, with horse; 24 Riders of Rohan: 16 with no additional wargear and 8 with throwing spears.

Evil: Gothmog, Lieutenant of Sauron; Gothmog's Enforcer; 2 Morannon Orc Captains with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear.



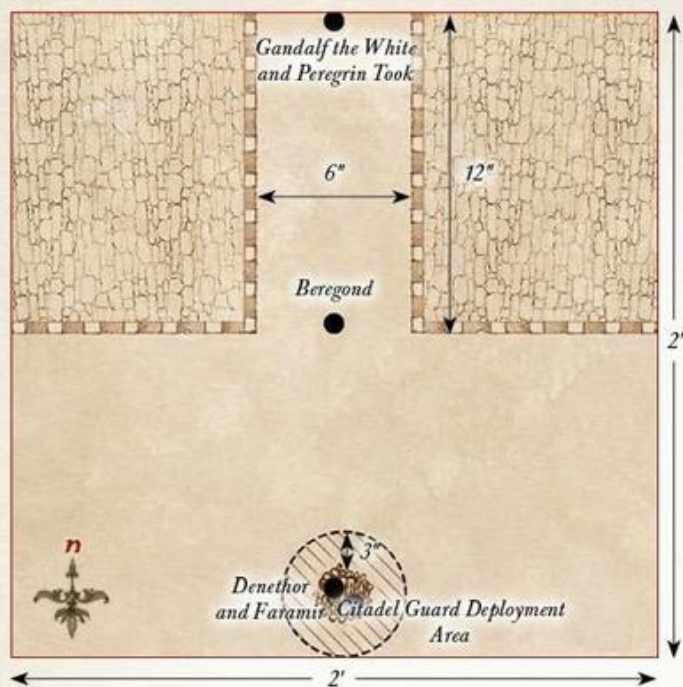
DENETHOR'S MADNESS

Denethor's mind has been fractured by the death of his favoured son, Boromir, and now the threat of war and the apparent loss of his youngest son has driven the Steward to madness. As fighting rages in the lower levels of the city, the lord Denethor makes his way along the Rath Dínen towards the Houses of the Dead, the resting place of the kings of old.

It is within the Houses of the Dead that Denethor plans to burn himself and Faramir upon a funeral pyre, to escape death at the hands of the forces of Mordor. Upon learning of the Steward's intentions, Pippin races to find the White Wizard amidst the swirling melee that runs through every street and alley of Minas Tirith's lower levels. Together with Gandalf, they make haste to rescue Faramir from the hands of his father.

Upon their arrival at the Houses of the Dead, they discover that Beregon has kept the Steward's guard at bay, keeping Faramir alive for long enough to ensure that Pippin and the White Wizard can save him. Yet the Steward's mind is utterly broken, and he has already set alight the pyre beneath his feet. Only by removing Faramir from the flames, can he be rescued.





SPECIAL RULES

Faramir – *The young captain of Gondor has been rendered unconscious by the wounds he suffered in battle, and is unaware of the peril that he is in.*

Faramir is unconscious and therefore does not act as a normal model. Instead, he is treated as a Heavy Object that can be moved by another model. Any Good model that is in base contact with the pyre can remove Faramir from its smouldering kindling. However, they cannot move any further that turn. Any 'Evil' model that is carrying Faramir and is in base contact with the pyre may place him Prone atop the pyre – however, they cannot move any further that turn.

The White Wizard – *Following his encounter with the Witch-king, Gandalf has not only been temporarily drained of his strength, but has also had his Staff of Power destroyed.*

Gandalf does not have his Staff of Power in this Scenario, and begins the game with only a single point of Might, Will and Fate.

Sacred Ground – *The Houses of the Dead are an important place to the people of Minas Tirith, and spilling blood within their walls is forbidden.*

Good models may not make shooting attacks and may not make Strikes if they win a Duel roll. However, in his madness, Denethor and his guard have ignored the city's ruling – they may act as normal.

Denethor – *The Steward's mind is completely committed to the idea of burning like the heathen kings of old.*

Denethor may not move until Faramir has been removed from the pyre.

LAYOUT

The board represents the Houses of the Dead and the long corridor that leads to it. There are a series of walls that are impassable, as shown on the map; these create a corridor that is 12" long from the northern board edge and is 6" wide as close to the centerline of the board as possible. Denethor's pyre is placed 3" from the centre of the southern board edge as shown on the map.

STARTING POSITIONS

The Evil player deploys Denethor and Faramir atop the pyre; Faramir starts the game Prone. The four Citadel Guard start anywhere within 3" of the pyre. The Good player deploys Beregond in the centre of the board and Gandalf the White on Shadowfax touching the centre of the northern board edge. Pippin starts the game as a passenger on Shadowfax.

OBJECTIVES

Denethor has truly been driven to madness and plans to burn himself and his son alive. If Gandalf, Pippin and Beregond cannot retrieve Faramir from the flames, he will die.

The game lasts for eight turns. If, at the end of eight turns, Faramir is either upon the pyre or within 1" of it, the Evil player wins. If the Good player can carry Faramir more than 1" away from the pyre by the end of the eighth turn, the Good player is the winner.

PARTICIPANTS

Good: Gandalf the White on Shadowfax; Peregrin Took, Guard of the Citadel; Beregond; Faramir, Captain of Gondor.

'Evil': Denethor, Steward of Gondor; 4 Citadel Guard.



WAR BEASTS FROM THE SOUTH

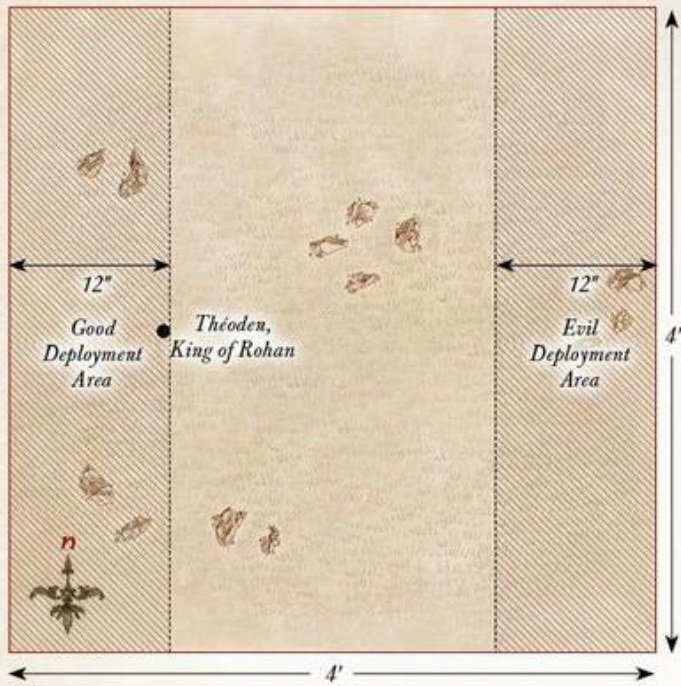
The charge of the Rohirrim has plunged far into the ranks of Gothmog's Orcs, inflicting heavy casualties as they drive deep into their foe. Such a devastating charge has shaken the very core of Gothmog's forces, sending hundreds of Orcs fleeing from the battlefield. Yet the battle is far from won.

As the Orcs turn and flee, and the Riders of Rohan begin to celebrate what they believe to be an incredible victory, Théoden sees a new and deadly foe approaching. Sauron has enlisted the service of tribes of Haradrim from the south, and to the Battle of Pelennor Fields they have brought with them their most fearsome weapons of war – the Mûmakil.

Huge, earthshaking strides can be felt as these enormous beasts thunder towards the Rohirrim. Upon their backs are howdahs filled with Haradrim warriors, each armed with bows that the tribal warriors use to loose poisoned arrows at their foes, and their huge, sharpened tusks are fitted with a variety of deadly spikes and other wicked-looking weaponry.

Upon seeing these monsters lumbering towards his people, Théoden orders that the lines be reformed; and upon his command, the Rohirrim charge once more into battle. However, these are not mere Orcs, and it will take far more than a single charge, no matter how brave, to fell these huge beasts. If the Rohirrim cannot slow the relentless strides of the Mûmakil, then the city of Minas Tirith may yet fall.





LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Good player deploys their models anywhere within 12" of the western board edge with Théoden at the point shown. The Evil player then deploys their models within 12" of the eastern board edge.

OBJECTIVES

The Mûmakil are bearing down upon the city of Minas Tirith, with only the Rohirrim standing in their way. Théoden must lead his people against these beasts if they are to save the city.

The game lasts until the Good force has been reduced to 25% of its starting numbers, or the Evil force is wiped out. At the end of the game, if there are no Mûmakil left alive, the Good player is the winner. If there are two or more Mûmakil still in play, then the Evil player is the winner. If there is only one **Mûmak** left alive, the game is a draw.

SPECIAL RULES

Death! – *Such is the bravery that Théoden has inspired in his followers, they will charge into battle without hesitation.*

Good models automatically pass Courage tests to Charge any **Mûmak** models.

The Mûmak War Leader – *At the head of the Haradrim forces, the Mûmak War Leader sits atop his Royal War Mûmak. Should he fall, the rest of the army will begin to falter.*

If the Mûmak War Leader is slain, the best result the Evil player can achieve is a draw.

PARTICIPANTS

Good: Théoden, King of Rohan, with heavy armour, shield and armoured horse; Éomer, Marshall of the Riddermark, with armoured horse, shield and throwing spears; Dernhelm; Gamling, Captain of Rohan, with horse; Déorwine, Chief of the King's Knights; 24 Riders of Rohan: 16 with no additional wargear and 8 with throwing spears.

Evil: The Mûmak War Leader, with 12 Haradrim Warriors in the Howdah; 2 War Mûmaks of Harad with Mahûd Beastmaster and 12 Haradrim Warriors in the Howdah.



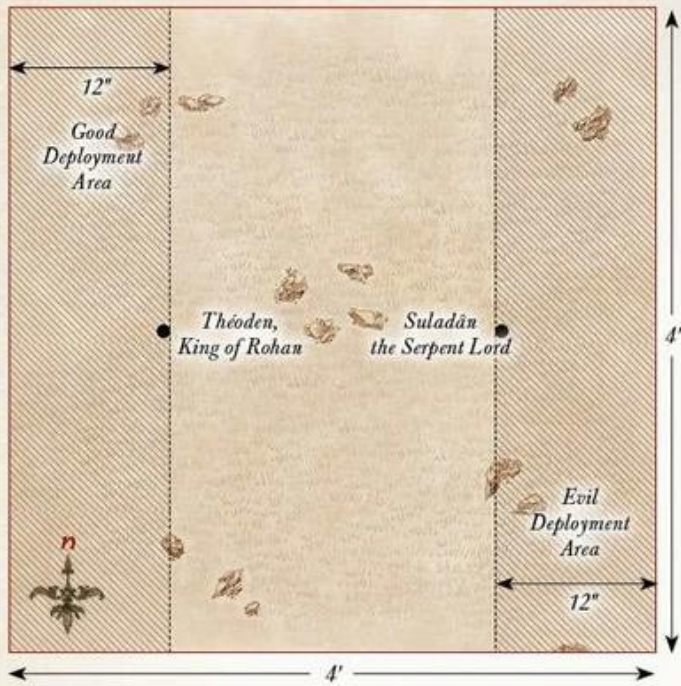
THE HORSE AND THE SERPENT

The fearsome War Mûmakil of Harad have been unleashed upon the fields of Pelennor, leaving a devastating trail of destruction as they lumber towards the White City. Under the command of their king, the Rohirrim have engaged them, hoping to bring as many down as they can. Yet the arrival of these great beasts only signals the beginning of the Haradrim threat.

As the Rohirrim combat the huge war beasts, the Serpent Horde marches to war. At the head of the army sits Suladân, the Serpent Lord, who has singled out Théoden as a worthy opponent. Suladân firmly believes that by slaying such a formidable foe he will be able to cement his rule of the tribes of the Haradrim, further enhancing his reputation as Harad's most fearsome chieftain.

With fame and glory in his sights, Suladân charges into the fray; the Serpent Horde accompanying him to battle. Upon hearing the war cries of more Haradrim, and seeing them racing towards his people, Théoden rallies those around him to meet Suladân and his tribes head-on. The battle between the two proud leaders is about to begin, and only one can survive...





OBJECTIVES

The aim for both armies is simple; slay the leader of the opposing forces. Should either force have their lord slain, their morale will be shattered. The game lasts until the end of a turn in which either Théoden or Suladân has been slain. The Good player wins if Suladân has been slain, whilst the Evil player wins if Théoden has been slain. If both Suladân and Théoden have been slain then the game is a draw.

SPECIAL RULES

A Duel of Kings – *The entire battle hinges upon the confrontation between Théoden and Suladân; a fight neither will back down from.*

Both Théoden and Suladân must Charge each other if they are able to do so.

Protect the Serpent Lord – *Râza is Suladân's personal bodyguard and has been entrusted with fighting off all of those that would bring harm to his liege.*

Râza may select two targets for his The Serpent's Weapon special rule, rather than one.

LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Good player deploys their models anywhere within 12" of the western board edge, with Théoden at the point shown. The Evil player then deploys their models within 12" of the eastern board edge, with Suladân at the point shown.

PARTICIPANTS

Good: Théoden, King of Rohan, with heavy armour, shield and armoured horse; Déorwine, Chief of the King's Knights; 24 Riders of Rohan: 16 with no additional wargear and 8 with throwing spears.

Evil: Suladân the Serpent Lord on armoured horse; Râza, Fang of the Serpent; Haradrim Captain; 12 Serpent Riders; 24 Haradrim Warriors: 12 with bow, 12 with spear.



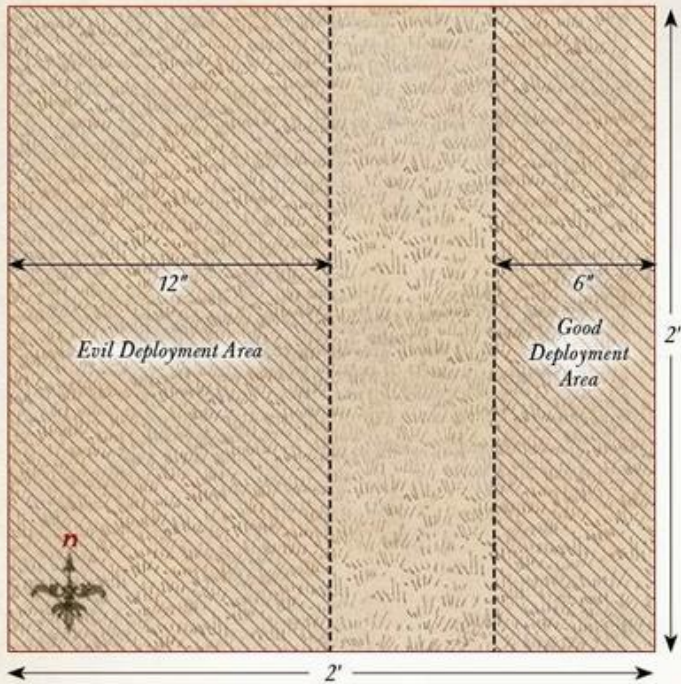
DEATH OF THE KING

With the armies of the Haradrim defeated, and their leaders slain, the remaining Rohirrim rejoin the fight against the Mordor hordes. Rousing his followers once more, Théoden leads the Riders of Rohan into battle against the forces of the Dark Lord. With their allies still contained in the White City, the armies of Rohan may be their only hope of driving the Orcs from the kingdom of Gondor.

Swords clash against steel as the Men of Rohan engage their Orcish foes, bringing death and ruin upon them. At the head of the Rohirrim's charge, Théoden cuts through ranks of Orcs, Herugrim gleaming in the sun before being plunged through armour and flesh. With the Haradrim routed, and the Orcs seemingly defeated, victory seems to be at hand.

Yet a piercing shriek fills the air as the Lord of the Nazgûl flies towards the battle upon his dread Fell Beast. As the Witch-king of Angmar hurtles towards the King of Rohan, Théoden readies himself to face the deadliest warrior in Sauron's service, knowing full well that he will either stand victorious, or perish.





SPECIAL RULES

The Witch-king's Arrival – *The Witch-king has spent much of the battle circling over Minas Tirith and combating Gandalf upon the ramparts; only the sound of the horns of Rohan has alerted the Witch-king to the Rohirrim's arrival.*

At the end of each game turn, roll a D6 and add the number of the turn you are on. If the total is 7 or more then the Witch-king will arrive next turn. When the Witch-king arrives, he will move onto the board at the end of the Evil player's Move phase from a table edge of the Evil player's choice. The Witch-king may Charge on the turn in which he arrives.

The King of Rohan – *This is Théoden's defining moment, one where he must use every ounce of skill he has to emerge victorious.*

Each time Théoden slays an enemy model, he may immediately regain a single point of either Might, Will or Fate that was spent earlier in the battle.

LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Evil player deploys the Orcs within 12" of the western board edge. The Good player then deploys their models anywhere within 6" of the eastern board edge. The Witch-king is kept to one side for later in the game.

OBJECTIVES

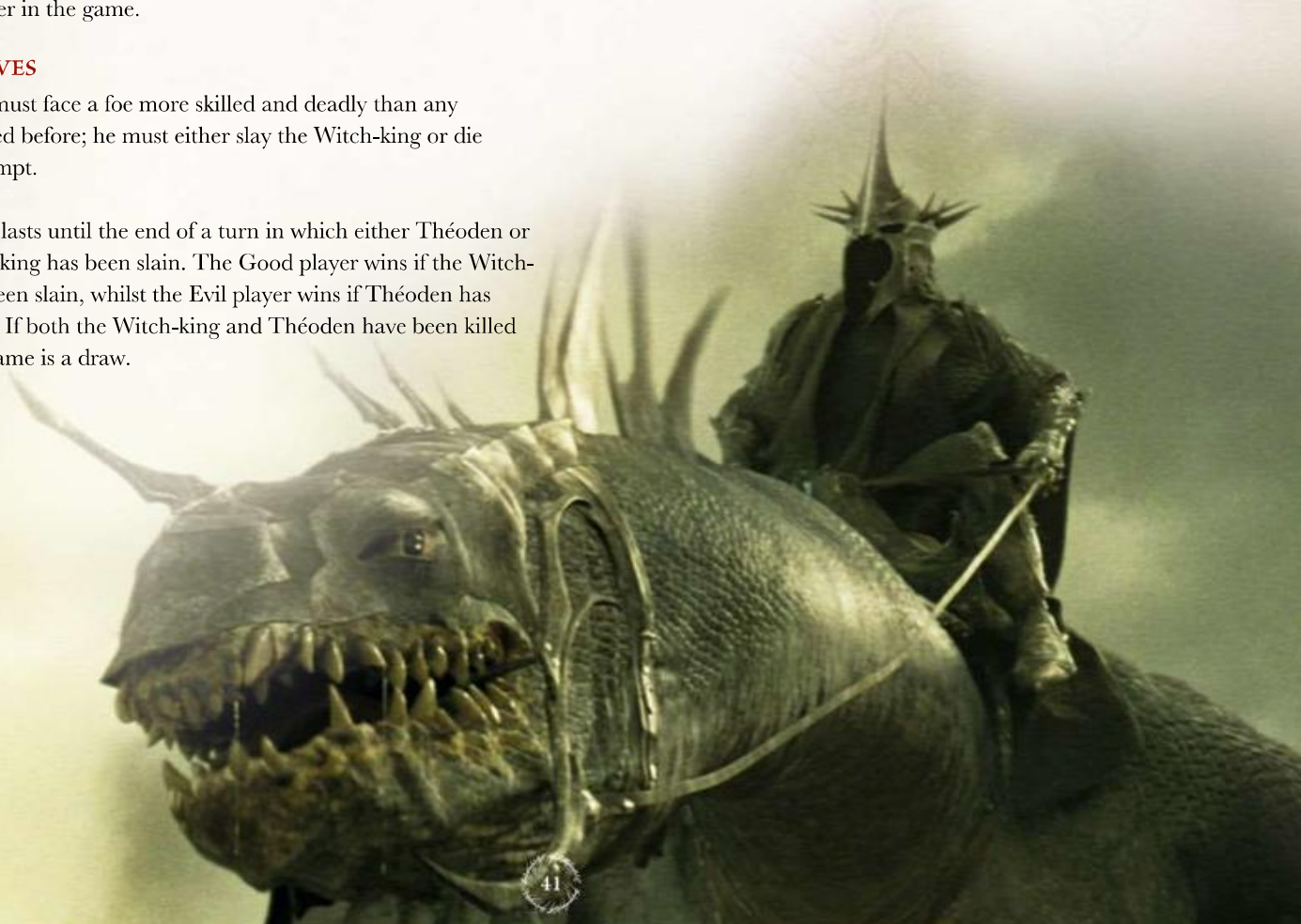
Théoden must face a foe more skilled and deadly than any he has faced before; he must either slay the Witch-king or die in the attempt.

The game lasts until the end of a turn in which either Théoden or the Witch-king has been slain. The Good player wins if the Witch-king has been slain, whilst the Evil player wins if Théoden has been slain. If both the Witch-king and Théoden have been killed then the game is a draw.

PARTICIPANTS

Good: Théoden, King of Rohan, with heavy armour, shield and armoured horse; 12 Riders of Rohan: 8 with no additional wargear and 4 with throwing spears.

Evil: The Witch-king of Angmar with Crown of Morgul, Fell Beast, 2 Might, 14 Will and 2 Fate; Morannon Orc Captain with shield; 12 Morannon Orcs: 3 with shield, 3 with spear, 3 with spear & shield, 3 with no additional wargear.



FINAL FATE OF THE WITCH-KING

The Witch-king's arrival has been swift and deadly, and the attack upon Théoden has left the King of Rohan broken upon the fields of Pelennor, mortally wounded and staring into the face of death. At the command of the Witch-king, his dread mount slowly stalks towards the body of the king, intent on feasting upon him in his final moments.

Unwilling to just watch as the evil creature approaches her fallen king and uncle, Éowyn moves to stand alone between the Lord of the Nazgûl and his prey. Seeing naught but another meal in front of it, the Fell Beast lunges towards the figure; its outstretched maw gaping, revealing razor-sharp teeth that will tear flesh from bone. Yet as the beast lunges forth, Éowyn swiftly steps aside before cleaving the beast's head from its neck.

Even as the creature writhes in its death throes, the Witch-king slowly rises from the dust; seemingly unphased by the warrior of Rohan that stands defiant before him. Raising an enormous flail in a single hand, the Witch-king of Angmar comes face-to-face with the Shield Maiden of Rohan – an encounter that will resonate throughout history.

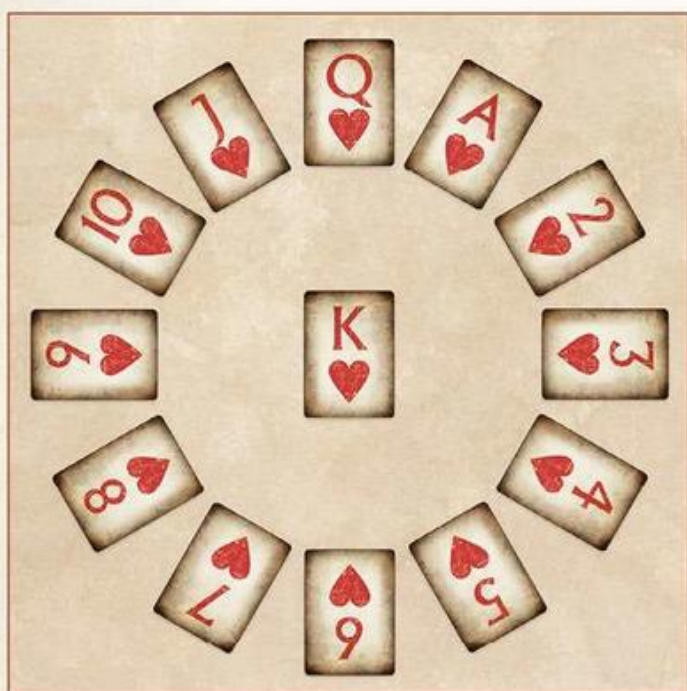


This Scenario is represented by a mini-game, and as such does not follow the usual rules for the Strategy Battle Game. Instead, it uses the series of unique rules provided here to help capture the feel of the scene in question.

SET-UP

For this mini-game, you will require a deck of ordinary playing cards, Éowyn, Merry and the Witch-king of Angmar. Split the deck of cards into the four suits. Lay the Hearts out in a circle on the board as shown below, and then give all of the Spades, except the King, to the Evil player. The other two suits are not used.

The Good player places Éowyn and Merry on the Ace of Hearts, then the Evil player places the Witch-king on the King of Hearts.



OBJECTIVE

The Good player wins if they can slay the Witch-king. The Evil player wins if they can slay Éowyn.

GAME TURN

At the beginning of each turn, the Evil player places one card from their hand face-down – this is where the Witch-king is attacking with his flail. The Good player then rolls a D6 and moves Éowyn around the board in either direction that number of cards; note that she must move the full amount in a single direction.

The Evil player then reveals their card and places a token on the corresponding card to show where the Witch-king has attacked with his flail – it also looks better if you rotate the Witch-king to face the direction he attacked. The card is then discarded. In the unlikely event that the Evil player has no more cards remaining, collect the discarded cards and continue the game.

If the Witch-king has attacked the same card as where Éowyn is standing, Éowyn suffers a wound. If the Witch-king has attacked a card that is adjacent to Éowyn, roll a D6. On a 4+, she suffers a wound. The Witch-king's token remains in place until he next attacks. Neither Éowyn nor Merry may move through the token – this may force Éowyn to move in a certain direction if she cannot move her full amount in a particular direction.

The Good player then rolls another D6 and moves Merry around the board in either direction. Note that, unlike Éowyn, Merry does not have to move the full amount. If Merry lands on the card that is opposite to where the Witch-king has just attacked, roll a D6. On a 4+, the Witch-king suffers a wound.

The turn then ends and the next turn begins.

EXTRA RULES

If Éowyn suffers three Wounds, she has been slain by the Witch-king and the Evil player is the winner.

If the Witch-king suffers three Wounds then Merry has managed to bring the Lord of the Nazgûl to his knees, allowing for Éowyn to deliver the death blow – the Good player is the winner.



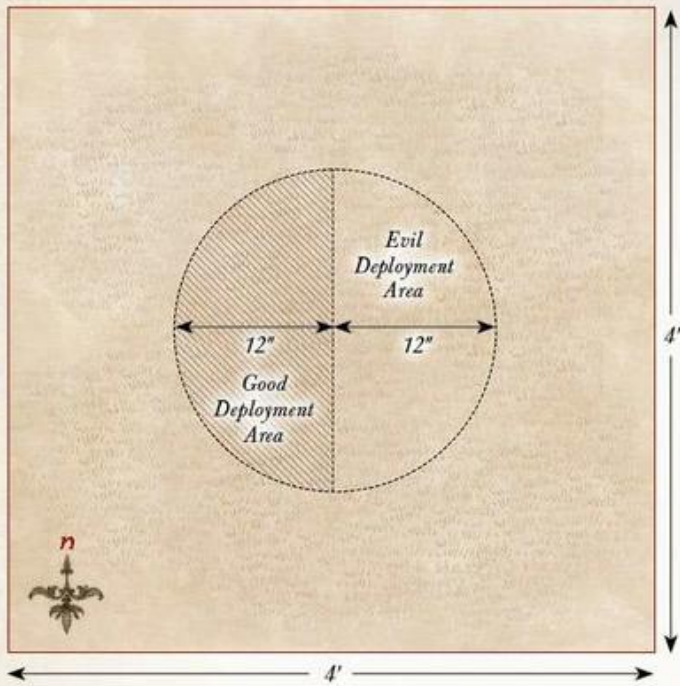
THE RIDE OF THE FIEFDOMS

The arrival of the Riders of Rohan has given renewed hope to those fighting within Minas Tirith – the hordes of Mordor are now being attacked on two sides and this has allowed for the forces of Gondor to push back their foes and reclaim key areas of the city. As the Rohirrim cleave their way through ranks of Orcs, some within the White City steel themselves to charge onto the Pelennor.

From the gates of Minas Tirith, the warriors of the Fiefdoms of Gondor ride out towards the battle that has engulfed the fields of Pelennor. Prince Imrahil leads the Swan Knights of Dol Amroth as they charge towards the fray. Alongside the prince is Húrin the Tall and the army of Lossarnach, led by the aptly named Forlong the Fat; their forces ready to give their lives in the defence of the White City should it come to that.

Upon the Pelennor, even as the Riders of Rohan make their mark upon the armies of Sauron, Dol Amroth and Lossarnach fight side-by-side against the overwhelming numbers of Orcs, in an effort to turn the tide of battle back in their favour.





LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Good player deploys their forces anywhere within 12" of the centre of the board in the western half of the board. The Evil player deploys their forces anywhere within 12" of the centre of the board in the eastern half of the board, but at least 6" away from any Good model.

OBJECTIVES

The warriors of the Fiefdoms sally forth to defend the White City. By inflicting devastating losses upon the foe, the tide of battle will swing once more in Gondor's favour. However, without Imrahil, Húrin and Forlong to spur them on, the forces of the Fiefdoms will be left leaderless and easily broken.

The Good player wins if, at the end of any turn, they have slain a total of 30 or more Evil models. The Evil player wins if, at the end of any turn, Imrahil, Húrin and Forlong have been slain. If both sides achieve their objective in the same turn, the game is a draw. If Prince Imrahil is slain, the best result the Good player can achieve is a draw.

SPECIAL RULES

The Hordes of Mordor – *There are countless Orcs upon the Pelennor, and more will join the fray as the battle rages on.*

Each time an **Orc Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the battlefield from any board edge in the Evil player's board half.

The Prince's Duty – *Imrahil knows that his duty to Minas Tirith is to drive back the forces of Mordor, and will stop at nothing to ensure the safety of the city.*

Prince Imrahil may call a Heroic Move at the start of each Move phase without spending Might; however, Imrahil must always Charge if able to do so.

PARTICIPANTS

Good: Prince Imrahil of Dol Amroth with lance and armoured horse; Forlong the Fat; Húrin the Tall, Warden of the Keys with horse; 12 Knights of Dol Amroth with armoured horse and lance; 12 Axemen of Lossarnach.

Evil: Gothmog, Lieutenant of Sauron; Gothmog's Enforcer; Morannon Orc Captain with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear; 1 Mordor Troll.



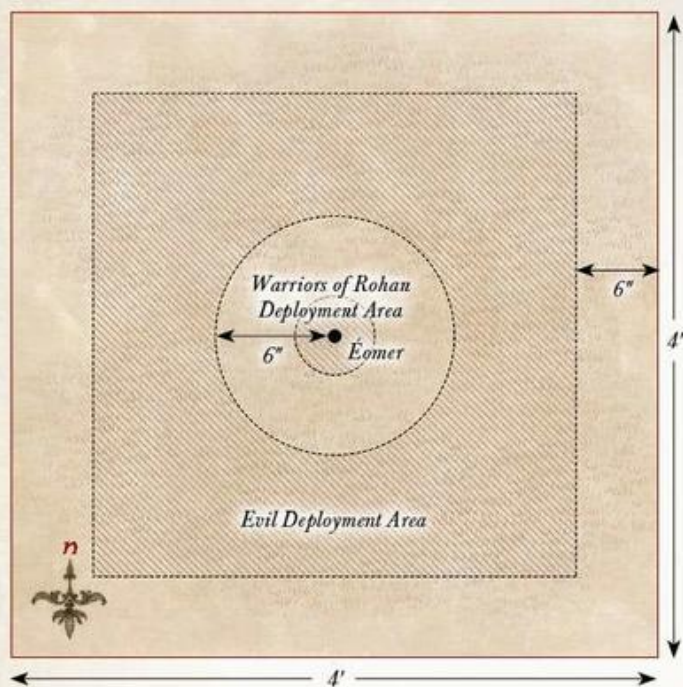
THE GRIEF OF ÉOMER

Although he has been vanquished, the Witch-king of Angmar has left devastation in his wake; Théoden has been slain and Éowyn lies unconscious upon the Pelennor. Upon seeing his sister lying unmoving in the dirt, Éomer presumes the worst has befallen her and that she has joined Théoden in the halls of their fathers. Unable to contain his grief, Éomer flies into a fit of rage and charges towards the enemy lines to avenge his fallen kin, a small band of followers riding alongside him.

With Gúthwinë held aloft, Éomer crashes through the battlelines of Orcs that still fight upon the Pelennor. Blinded by his fury and caring naught for his own safety, the heir to Rohan's crown begins hacking at Orc after Orc, slaying as many as possible to satisfy his need for vengeance. However, in his recklessness, Éomer and a his followers now stand surrounded by Orcs and are in danger of suffering the same fate as Théoden.

Upon witnessing Éomer's fury and the predicament that he is in, Prince Imrahil and Húrin gather as many of the Swan Knights of Dol Amroth as they can and make haste towards him. If the forces of Mordor hold them up for too long, Éomer will surely perish.





LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Good player deploys Éomer in the centre of the board and the Warriors of Rohan within 3" of Éomer. The Evil player then deploys their models anywhere on the board at least 6" from Éomer and more than 6" from any table edge. The rest of the Good models are kept aside for later in the game.

OBJECTIVES

Prince Imrahil leads his followers in an effort to rescue Éomer. If he cannot reach him in time, the new king of Rohan will suffer the same fate as Théoden.

The game lasts until the end of a turn in which one side has completed their objective. The Good player wins if they can reduce the Evil force to 25% of their starting numbers. The Evil player wins if Éomer is slain. If both players achieve their objective in the same turn, the game is a draw.

SPECIAL RULES

Éomer's Fury – *Overcome with rage at the apparent loss of his sister, Éomer will stop at nothing to slay those he holds responsible.*

Éomer must Charge if able to do so. Additionally, Éomer may re-roll failed To Wound rolls during the Fight phase.

Ride of Dol Amroth – *Leading a contingent of Swan Knights, Imrahil rides to Éomer's aid.*

At the end of the Good player's first Move phase, the rest of the Good models move onto the board from the centre of the western board edge.

PARTICIPANTS

Good: Éomer, Marshal of the Riddermark; Prince Imrahil of Dol Amroth with lance and armoured horse; Húrin the Tall, Warden of the Keys with horse; 6 Warriors of Rohan with shield; 12 Knights of Dol Amroth with lance and armoured horse.

Evil: Gothmog, Lieutenant of Sauron; Gothmog's Enforcer; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear; 1 Mordor Troll.



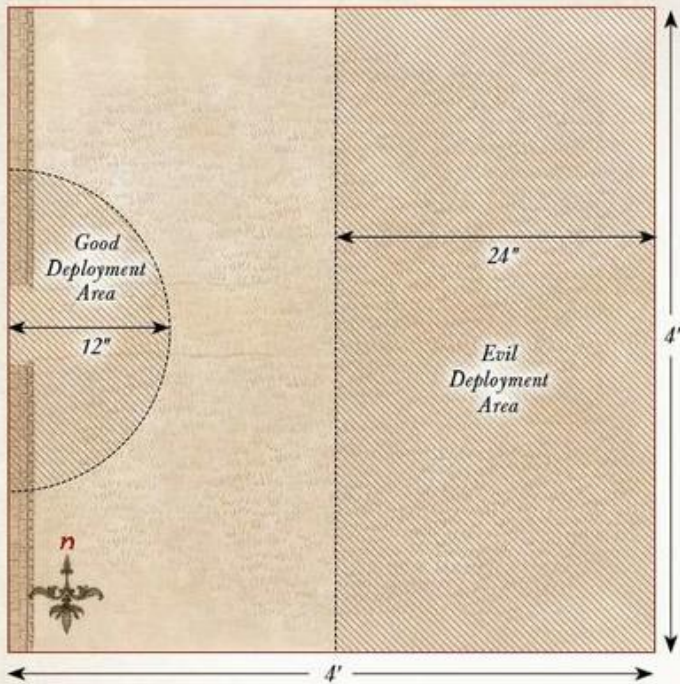
DEFEND THE GATE

As Prince Imrahil leads the knights of Dol Amroth to rescue Éomer, he leaves a large contingent of warriors to defend the gates of Minas Tirith from the advancing Orc hordes. Men from Rohan, Minas Tirith and the rest of Gondor stand side-by-side against the forces that bear down upon them.

Tasked with the defence of the city by Prince Imrahil, Forlong, the Lord of Lossarnach, commands his men to stand their ground in the face of evil. At his side, Duinhir and the archers of the Blackroot Vale ready themselves, their bows aimed at the huge Mûmakil that stride towards them. From the White City itself, Ingold leads a band of warriors of Minas Tirith; and following the death of his king upon the field, Déorwine commands the remaining warriors from Rohan.

Men from four different cities and kingdoms now stand united, all prepared to give their lives to secure Minas Tirith and win victory for the Free Peoples. They are the last line of defence against the Dark Lord's forces – if they fall, the city will be overrun.





LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland. Along the western board edge are the walls of Minas Tirith, with the city's gates occupying the edge of the western board edge within 3" of its centre.

STARTING POSITIONS

The Good player deploys their models within 12" of the centre of the western board edge. The Evil player then deploys their models anywhere within the eastern half of the board.

OBJECTIVES

In the face of such seemingly insurmountable odds, the Men of the West must fight to prevent the forces of Mordor from entering the city. If too many Orcs or Evil Men break through their lines and into Minas Tirith, hope will fail and the city will be lost.

The game lasts for 12 turns. The Good player wins if, at the end of 12 turns, less than ten Evil models have moved off the board via Minas Tirith's gates. The Evil player wins if, at the end of 12 turns, more than ten Evil models have moved off the board via Minas Tirith's gates. Any other result is a draw.

SPECIAL RULES

The Last Defence – *Those defending Minas Tirith know that they are the final line of defence against the forces of Mordor, and will fight to the death to ensure the city's safety.*

Good models may re-roll failed To Wound rolls in the Fight phase whilst they are within 12" of the gates of Minas Tirith.

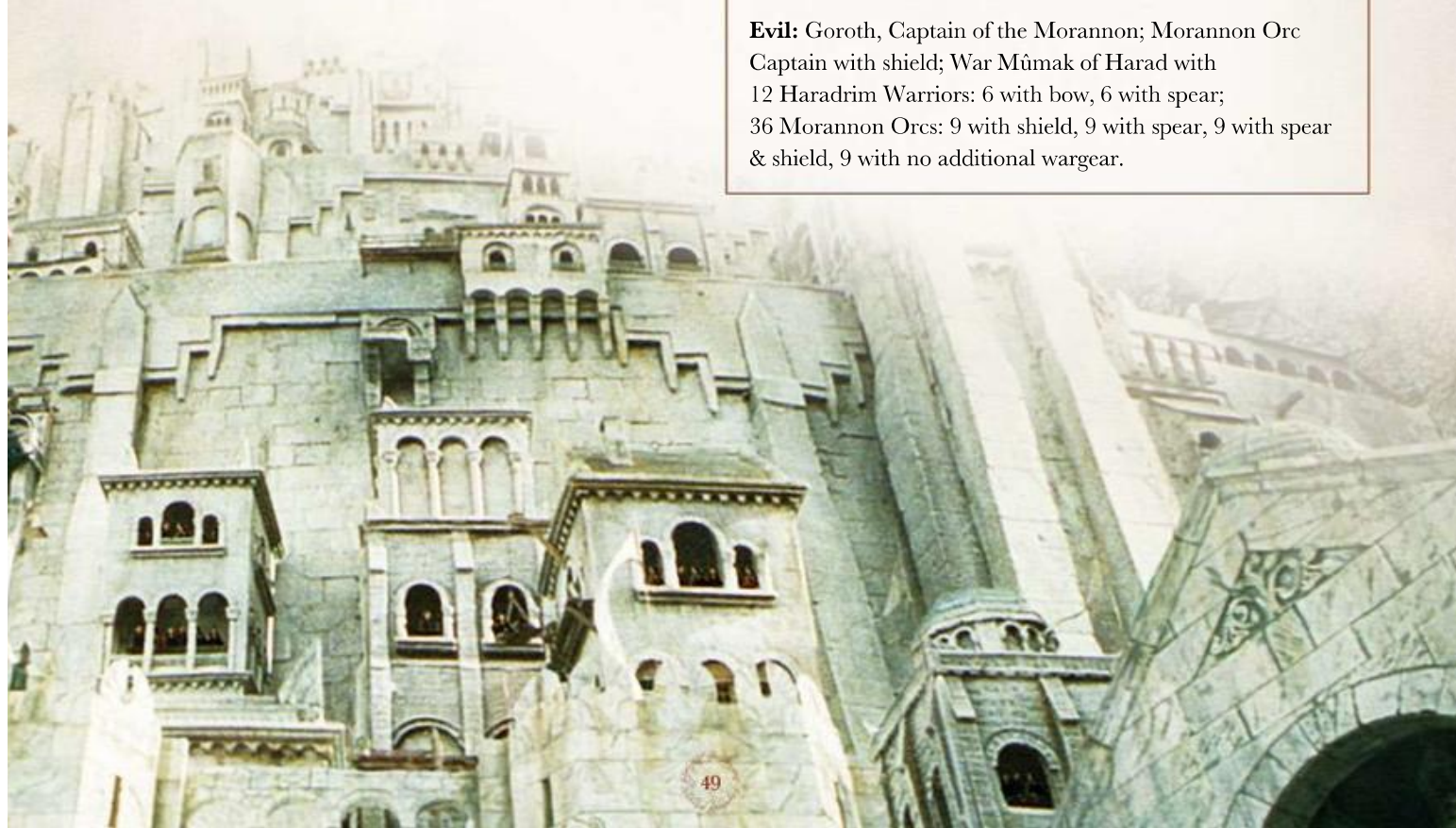
Death to the Captains! – *Goroth has made it his mission to destroy those in command of the defence of Minas Tirith; something the hulking Orc is more than capable of achieving.*

Each time Goroth slays a Good **Hero**, his Might is restored to its starting value.

PARTICIPANTS

Good: Forlong the Fat; Duinhir; Ingold, Warden of the Rammas Echor; Déorwine, Chief of the King's Knights; 12 Axemen of Lossarnach; 12 Blackroot Vale Archers; 12 Warriors of Minas Tirith: 4 with shield, 4 with spear & shield, 4 with bow; 12 Warriors of Rohan: 4 with shield, 4 with throwing spear & shield, 4 with bow.

Evil: Goroth, Captain of the Morannon; Morannon Orc Captain with shield; War Mûmak of Harad with 12 Haradrim Warriors: 6 with bow, 6 with spear; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear.



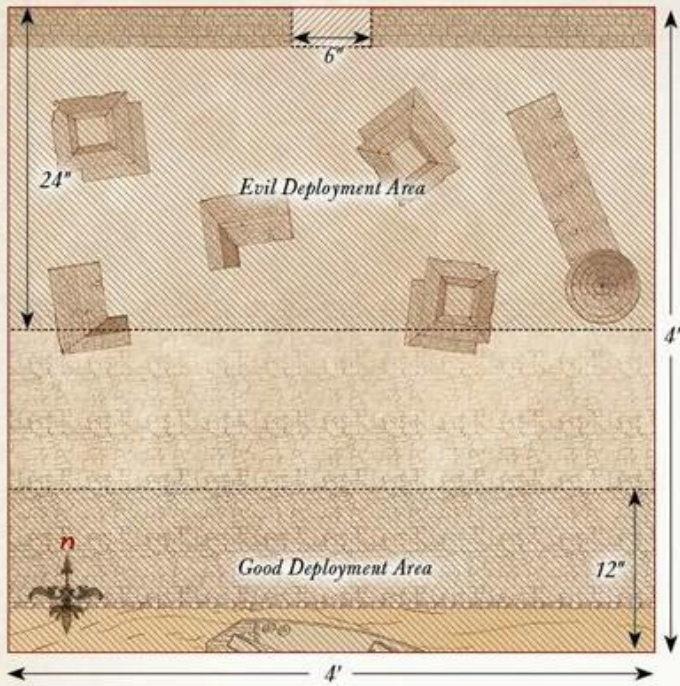
THE DOCKS OF HARLOND

As the Battle of Pelennor Fields rages on, the Orcs that have garrisoned the docks of Harlond await the arrival of their Corsair allies that they expect to be sailing up the Anduin. As the black-sailed ships of Umbar pull into the docks, the awaiting Orcs jeer and insult them, berating their allies for arriving late, as usual.

However, no Corsairs are present to hear the abuse. Instead it is Aragorn, along with Legolas and Gimli, who leap from the side of the ships and onto the stone docks. While at first the sight of three ragged travellers seems to startle the Orcs stationed at Harlond, their surprise soon turns to sneers; there is no way that three lone warriors can stand against a whole garrison of Orcs.

As Aragorn begins his charge towards the Orcish lines, he summons forth an army more deadly than any other in Middle-earth. Under the command of the heir of Isildur, the Dead of Dunharrow spring into battle; a terrifying spectral-green force intent on slaying all who stand against their liege, delivering victory to Aragorn and finally being at peace, having fulfilled a millennia-old oath.





OBJECTIVES

Aragorn and his followers are trying to make their way to the Battle of Pelennor Fields, and now a garrison of Morannon Orcs stands between them and the White City.

The game lasts until Aragorn is removed from the battlefield. The Good player wins if Aragorn and either Legolas or Gimli can move off of the northern board edge via the gates of Harlond. If this has been done, but at least half of the named **Hero** models have been slain, the game is a draw. In any other result, the Evil player is the winner.

SPECIAL RULES

The Heir of Isildur – *Such is the relentless determination with which Aragorn fights that those around him are inspired to battle to the last.*

Good models within 6" of Aragorn count as being in range of a banner.

LAYOUT

The board represents the docks of Harlond. It should contain a few buildings, ruins and piles of rubble dotted around the board. The southern board edge represents the edge of the docklands, whilst the northern board edge represents the wall that surrounds Harlond. In the centre of the northern board edge there should be a 6" gap that represents the gates between the docks and the fields of Pelennor.

STARTING POSITIONS

The Evil player deploys all of their models anywhere in the northern half of the board. The Good player then deploys all of their models within 12" of the southern half of the board.

PARTICIPANTS

Good: Aragorn – Strider with Andúril, Flame of the West; Legolas Greenleaf; Gimli, son of Glóin; The King of the Dead; 20 Warriors of the Dead; 6 Riders of the Dead.

Evil: Guritz, Master of the Reserves; 3 Morannon Orc Captains with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear.

Designer's Notes: *This Scenario depicts the scenes as they are shown in the movies. If you wish to play this Scenario as it appears in the books, simply swap the King of the Dead, the Warriors of the Dead and the Riders of the Dead for Elladan & Elrohir, Halbarad with the banner of Arwen Evenstar, Angbor the Fearless, 12 Rangers of the North and 12 Clansmen of Lamedon.*



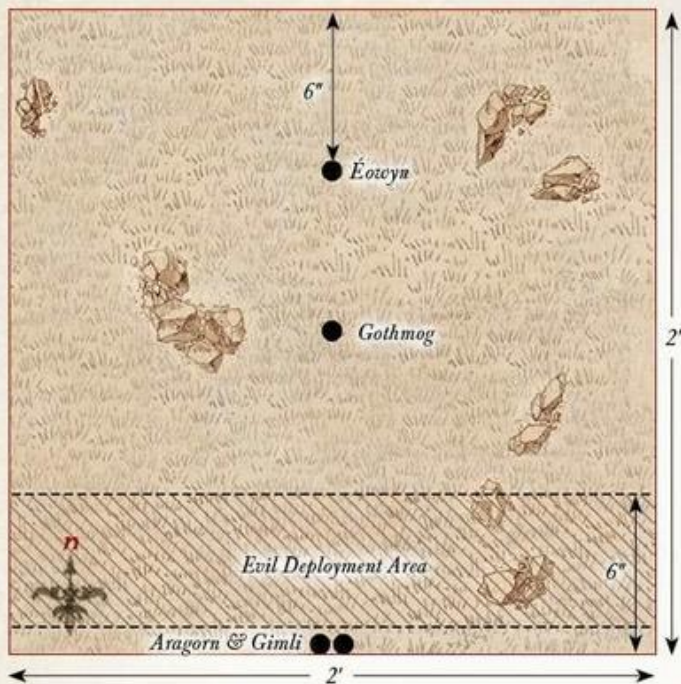
DEATH OF GOTHMOG

Striking the final blow that defeated the Witch-king of Angmar has left Éowyn wounded and unable to stand, the wounds from his mace and the numbing cold from dealing the deathblow rendering her incapable of fighting. Yet, as she gasps for breath, Éowyn becomes aware of the disfigured frame of Gothmog staggering towards her, still suffering from the wound to the back of the legs Éowyn had inflicted upon him earlier in the battle.

Sensing herself to be in mortal danger, Éowyn begins to crawl away from the near-crippled Orc in an effort to survive. Yet even as she does so, Gothmog hobbles towards her, sword in one hand and a sneering grimace upon his face at the thought of driving his blade through the flesh of one who had bested him at their last encounter.

As things look dire for Éowyn, help is at hand, for Aragorn and his companions have finally made their way to the battle and have begun to cut their way through the Morannon Orcs that stand between them and the White City. Seeing Éowyn crawling away from Gothmog, Aragorn and Gimli make haste to deliver her from the death that would await her should the foul Orc reach her first.





LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside of the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Evil player places Gothmog in the centre of the board and the Morannon Orcs within 6" of the southern board edge, but at least 1" from the edge of the board. The Good player then places Éowyn 6" away from the northern board edge as shown on the map. The Good player then places Aragorn and Gimli anywhere touching the southern board edge.

OBJECTIVES

Gothmog has one thing on his mind; killing the warrior of Rohan that slew his lord and caused him such embarrassment and pain earlier in the battle. As Éowyn attempts to crawl to safety, Aragorn and Gimli make haste to save her from the clutches of Gothmog.

The Good player wins immediately if Gothmog is slain. The Evil player wins immediately if Éowyn is slain. There is no way to draw this Scenario.

SPECIAL RULES

The Walking Wounded – Both Gothmog and Éowyn have suffered injuries during the course of the battle, and the effects are taking their toll on them.

Éowyn starts the game in the Prone position. She may not stand up for any reason, even if she wins a Duel roll. Gothmog begins the game with only a single point of Might, Will and Fate. Additionally, Gothmog's Move value is reduced to 3" for the duration of this Scenario.

Leave Her to Me! – Gothmog has instructed the Orcs under his command to leave Éowyn to him, so that he may have his vengeance upon her.

Gothmog is the only Evil model that may Charge Éowyn.

PARTICIPANTS

Good: Aragorn – Strider with Andúril, Flame of the West; Gimli, son of Glóin; Éowyn, Shield Maiden of Rohan, with armour.

Evil: Gothmog, Lieutenant of Sauron; 12 Morannon Orcs: 3 with shield, 3 with spear, 3 with spear & shield, 3 with no additional wargear.



THAT STILL ONLY COUNTS AS ONE!

The arrival of the Three Hunters and the Army of the Dead has caught the Orcs garrisoning Harlond by surprise, allowing Aragorn and his followers to cleave their way through their ranks with relative ease and make haste to the Pelennor. However, as Aragorn, Legolas and Gimli reach the swirling melee of Orcs and Men in the battle proper, one of the great War Mûmakil of the Haradrim lumbers towards them.

This Scenario is represented by a mini-game, and as such does not follow the usual rules for the Strategy Battle Game. Instead, it uses the series of unique rules provided here to help capture the feel of the scene.

OBJECTIVES

Legolas must slay all of the Haradrim in the Howdah and then reach its front (marked X) by the end of the fourth turn, otherwise Aragorn, Gimli and their allies will be flattened by the Mûmak's massive bulk. The Haradrim win if they can slay Legolas or if he cannot complete his objective in time.

Once one player has played a game as Legolas, we would suggest swapping over and playing it again; and whoever can accomplish the mission the quickest will earn the title of the Hero of Pelennor!

PARTICIPANTS

Good: Legolas (obviously).

Evil: 6 Haradrim Warriors with bow; 6 Haradrim Warriors with spear; 1 Haradrim Chieftain

Legolas starts at the point on the Howdah as shown on the diagram. The Chieftain is placed on the very top of the Howdah, whilst the rest of the Haradrim may be deployed anywhere else on the Howdah.

For this mini-game, we will not be using the normal Strategy Battle Game rules, nor the profiles found in the various publications. Instead, we will present a brand new way to play this Scenario that is tactical, fast-paced and, most importantly, a lot of fun!

Without hesitation, Legolas seizes an opportunity and, using his natural Elven agility, scales the thick leathery hide of the Mûmak and reaches the Howdah atop the beast. Springing into its confines, Legolas is confronted by the Haradrim that have been riding the Mûmak into battle. The Elven prince must fight his way through them before he can fell the beast itself, but should he take too long, it may crush Legolas' allies before they can save the White City.

STATS

Action Points (AP) – These are used by the models to complete the following actions: moving, shooting or fighting in combat.

Shoot (S) – How good a model is at using their bow, or other ranged weaponry. This shows the score on a D6 that a model needs to hit – so the lower, the better!

Combat (C) – The number of D6s a model will roll when fighting in combat.

Wounds (W) – The number of Wounds the model can suffer before being slain. Should a model's Wounds ever be reduced to 0, they will be slain – remove the model from the Howdah.

GAME ROUND

At the start of each turn, each model is allocated the number of APs that is stated in their statline – this is all that they will get for that turn. Starting with the Good player, both players take it in turns to activate a model that has APs remaining (a model that has no APs cannot be selected) until both players have used up all of the APs their side has been allocated.

During a model's activation, it may spend any number of APs available to that model to make any of the Basic Actions that follow.

A model that is activated must spend at least one AP during its activation, but does not have to spend all of its APs if it has more than one – this may mean that a model can activate multiple times over the course of a turn.

Once both players have spent all of their APs, the turn ends and a new one begins. APs are re-allocated to the models and play resumes with the Good player once more.

BASIC ACTIONS

Moving: Cost – 1 AP

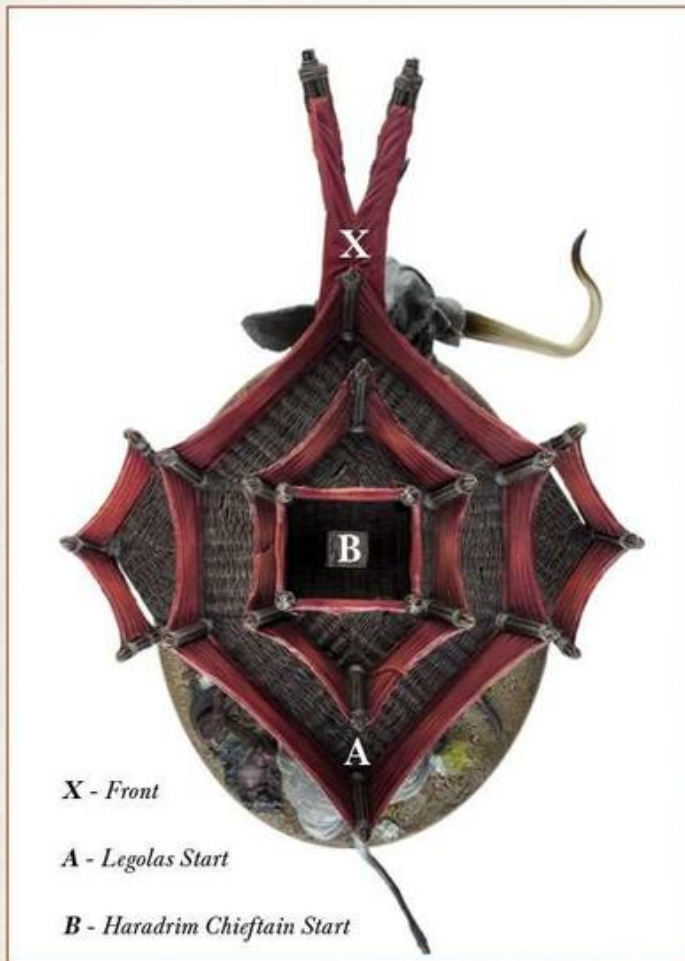
Any model may move during its turn by spending any amount of APs it has available. For each AP spent in this way, the model may move 1" or move up or down a level in the Howdah. When moving up or down a level, simply place the model in the nearest space available in the level they wish to move to, as close to where they started their move as possible.

Shooting: Cost – 1 AP

Any model armed with a ranged weapon may fire it at an enemy model that it can see. For each AP spent, the model declares which ranged weapon they are using and rolls a D6. If the result of this roll is equal to or greater than the model's Shoot value, then a hit is scored. For each hit that is scored, you will need to roll To Wound. Each ranged weapon will state what D6 score is required to cause a Wound, and for each roll of a D6 that matches or exceeds this roll, the target suffers a Wound. A model may shoot at a target that is on the same level or the one below without penalty. However, if a model shoots at a target that is on a higher level and causes a Wound, the Wound will be ignored on a D6 roll of a 4+.

Fighting: Cost – 1 AP

Any model may fight an enemy that is within 1" and on the same level of the Howdah. For each AP spent, the model declares which combat weapon they are using and rolls a number of D6 equal to their Combat value. Each weapon will state what D6 score is required to cause a Wound, and for each roll of a D6 that matches this roll, the target suffers a Wound.



LEGOLAS

AP	S	C	W
6	3+	2	3

RANGED WEAPON

Elf Bow: Score to Wound – 3+

COMBAT WEAPON

Daggers: Score to Wound – 4+

ABILITIES

Elven Agility: Each time Legolas suffers a wound, he may spend 1 AP to use this ability. Roll a D6. On a 2+, the wound is ignored.

HARADRIM WITH BOW

AP	S	C	W
1	4+	1	1

RANGED WEAPON

Bow: Score to Wound – 5+

COMBAT WEAPON

Dagger: Score to Wound – 6+

ABILITIES

Poisoned Bow: This model may re-roll To Wound rolls of a 1 when shooting.

HARADRIM WITH SPEAR

AP	S	C	W
1	-	1	1

RANGED WEAPON

None

COMBAT WEAPON

Spear: Score to Wound – 5+

ABILITIES

Poisoned Spear: This model may re-roll To Wound rolls of a 1 when fighting.

HARADRIM CHIEFTAIN

AP	S	C	W
3	-	2	2

RANGED WEAPON

None

COMBAT WEAPON

Spear: Score to Wound – 5+

ABILITIES

Lethal Poison: This model may re-roll all To Wound rolls when fighting.

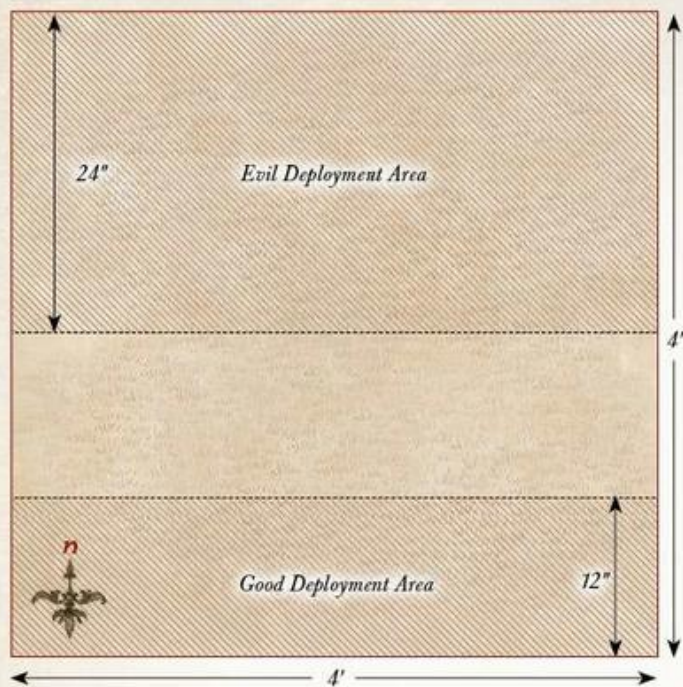
THE DEAD ARRIVE

The arrival of Aragorn brings the Dead of Dunharrow to the Battle of Pelennor Fields, heralding the turning of the tide of the battle. A sea of ghostly-green warriors spills from the docks of Harlond and onto the barren and dusty fields outside the walls of Minas Tirith. Their task is simple; to deliver the city and her inhabitants from the Orcs assailing her walls.

Yet even as the Orcs pose little resistance to the Dead, the great war beasts of the Haradrim could be the undoing of the shadowed host. The lumbering forms of the Mûmakil may yet be enough to prevent the Dead from fulfilling their oath, for if they can delay the Dead of Dunharrow for long enough, the city of Minas Tirith will fall and there will be no one left for the Dead to save.

The Orcs that make up the forces of Mordor have never seen such a foe as the Dead of Dunharrow, and terror and dread is struck into their hearts. As the lines of the Dead meet their foes, they begin to wash over the Orcs that pollute the Pelennor, leaving none alive in their wake.





LAYOUT

The board represents the fields of Pelennor, the barren ground upon which the battles outside the gates of Minas Tirith are fought. As there is very little terrain on the fields, there is not much to place on the board apart from a few small areas of rocks and scrubland.

STARTING POSITIONS

The Evil player deploys their models anywhere within 24" of the northern board edge. The Good player then deploys their models anywhere within 12" of the southern board edge.

OBJECTIVES

The Dead have only one task – to slay anything that poses a threat to the city of Minas Tirith and her people. If they can deliver the White City from the forces of Mordor, they can finally be at peace.

The game lasts until the end of a turn in which one force has been reduced to 25% of its starting numbers, at which point the other force is the winner. If both forces manage to reduce each other to 25% of their starting models in the same turn, the game is a draw.

SPECIAL RULES

March of the Dead – *The relentless fury of the King of the Dead will not be slowed by the Orcs in his path.*

The King of the Dead may call a Heroic Combat each turn without expending Might to do so.

PARTICIPANTS

Good: The King of the Dead; 2 Heralds of the Dead; 20 Warriors of the Dead: 14 with shield, 6 with spear.

Evil: 2 War Mûmakil of Harad, each with 12 Haradrim Warriors: 6 with bow, 6 with spear; 24 Morannon Orcs: 6 with shield, 6 with spear, 6 with spear & shield, 6 with no additional wargear.



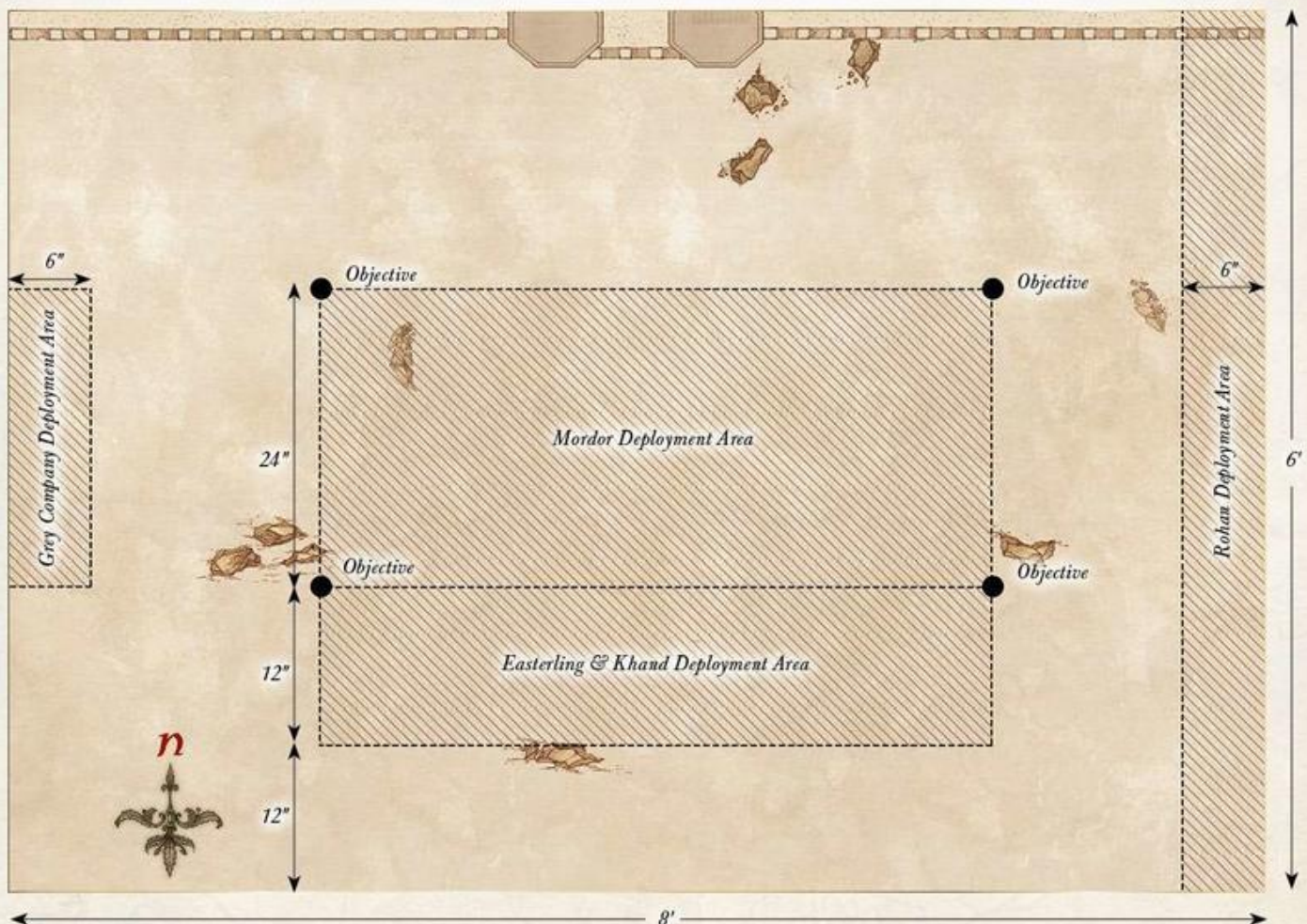
THE BATTLE OF PELENNOR FIELDS

The siege of Minas Tirith is reaching its peak; hundreds of Orcs, Trolls and servants of the Dark Lord have swarmed into the streets of the White City, flooding them with a sea of ruthless and callous beings that will stop at nothing to see the city fall. Those that have been tasked with the defence of Minas Tirith find themselves desperately fighting for survival as huge numbers of Orcs overwhelm the defenders of the city, and as the battle continues, the situation becomes increasingly dire...

Yet even as the city looks lost, help is at hand. From the north the sound of horns can be heard ringing out across the crisp morning air; a sound that heralds the arrival of Théoden and the Riders of Rohan. With shields at the ready and the tips of their spears gleaming in the morning sunlight, the Riders of Rohan charge down the hills of the Pelennor towards the ranks of Morannon Orcs standing between them and Minas Tirith.

With the armies of Mordor forced to focus their attentions upon the Rohirrim that threaten to break through their ranks, Prince Imrahil leads the remaining defenders of Minas Tirith as they surge out of the city gates to drive back their foes. From the south, Aragorn leads his loyal companions, a contingent of grim-faced Rangers from the north, and a shadowed host of long-dead warriors more deadly than any other force in Middle-earth, to relieve the siege of the White City.

However, even as the forces of Mordor look to be on the back foot at long last, the armies of Evil Men arrive. Rank upon rank of Easterlings, Khandish Men and Haradrim march to war upon the Pelennor, their lumbering war beasts in tow. The arrival of the fearsome War Mûmakil of the Haradrim are the catalyst that will plunge all of those upon the Pelennor into the greatest battle of the Third Age.



Whilst the previous Scenarios break the epic Battle of Pelennor Fields down into a series of bite-size games, each focusing on a particular event, this Scenario tackles the whole battle at once! If you are going to play this game, we suggest gathering a group of friends, plenty of tea and seed cake, and taking the whole weekend to play out the most important battle of the Third Age!

LAYOUT

This Scenario is played on an 8'x6' board. Along the northern board edge are the walls of Minas Tirith, in the centre of which is the Gatehouse. The rest of the battlefield is barren, very befitting of the fields of Pelennor and providing plenty of space for the huge number of models that take part in this battle.

STARTING POSITIONS

The Evil player deploys the Mordor force (except the Witch-king of Angmar) anywhere between 24" and 48" from the northern board edge and at least 24" from both the eastern and western board edges (see map). They then deploy the Easterling and Khand force anywhere between 12" and 24" of the southern board edge and at least 24" from both the eastern and western board edges (see map). The Good player then deploys the Grey Company force anywhere within 6" of the western board edge and at least 24" from both the northern and southern board edges (see map). They then deploy the Rohan force anywhere within 6" of the eastern board edge. The Witch-king of Angmar, Minas Tirith and Harad forces are kept to one side for later in the game.



OBJECTIVES

The Battle of Pelennor Fields is the greatest battle of the Third Age, and has many objectives. This Scenario has five objectives for both sides to fight over. As this Scenario will take a long time, we suggest that you gather your friends and decide amongst you how long to play for (we recommend at least five hours – possibly a whole weekend!) and whichever team has achieved the most objectives by the time the game ends is declared the winner.

Heroes of the West – The Men of the West that fight upon the Pelennor are spurred on by those that have led them into battle. Should their leaders fall, they shall follow suit. There are seven key Heroes of the West upon this battlefield: Aragorn, Legolas, Gimli, Théoden, Éomer, Imrahil and Húrin. If, at the end of the game, there are more of these Heroes left alive than dead, the Good player claims this objective. If there are more of these Heroes dead than alive, the Evil player claims this objective.

Servants of the Dark Lord – The forces of Sauron are commanded by a collection of ruthless individuals who rule through fear and brute force rather than skill. Without these leaders to keep them in line, the forces of darkness will rout if the battle goes ill. There are seven key servants of the Dark Lord upon this battlefield: The Witch-king, Gothmog, the Mûmak War Leader, Suladán, The Golden King, Amdûr and the Khandish King. If, at the end of the game, there are more of these Heroes left alive than dead, the Evil player claims this objective. If there are more of these Heroes dead than alive, the Good player claims this objective.

The Mûmakil – These massive war beasts thunder across the Pelennor. If they cannot be brought down, they will spell doom for the forces of Good. If, at the end of the game, there is one or more Mûmakil left alive, the Evil player claims this objective. If there are no Mûmakil left alive, the Good player claims this objective.

Gates of Minas Tirith – The gates of the White City must not fall. Should Sauron's forces capture them, the city will be overrun. At the end of the game, count the number of each side's models that are within 12" of the gates of Minas Tirith. Whichever side has more models within 12" claims this objective. If the score is the same, the result is a draw.

The Pelennor – Upon the fields of Pelennor there are various points of strategic interest. Holding these will give a significant tactical advantage. There are four Objective markers on the battlefield (see map). Whichever side controls the most of these will claim this objective. A marker is considered to be controlled by whichever side has the most models within 3" of it.

SPECIAL RULES

Charge of the Rohirrim – *The Pelennor is where Théoden, King of Rohan, will forge his legacy, inspiring his men ahead of the most devastating cavalry charge of the Third Age.*

Any **Rohan** model that charged in the Move phase may declare a Heroic Combat in the ensuing Fight phase without spending Might. This may be done by both **Warrior** models and **Hero** models.

Dol Amroth for Gondor! – *As the battle begins, Prince Imrahil leads the warriors of the Fiefdoms out of the gates and into battle.*

At the end of the first Good Move phase, the Good player moves the Gondor force onto the board, via the Gates of Minas Tirith.

Men from the South – *As the battle rages on, the Dark Lord unleashes his followers from the far south, their war beasts brought to lay siege to the White City.*

At the end of the Evil player's fifth Move phase, the Evil player moves the Harad force onto the board, via the southern board edge.

The Witch-king – *Upon hearing the horns of the Rohirrim, the Witch-king of Angmar flies off from the walls of Minas Tirith to combat this new threat.*

At the end of the Evil player's seventh Move phase, the Evil player moves the Witch-king of Angmar onto the board, via the northern board edge.

Designer's Notes: *This Scenario represents the entire Battle of Pelennor Fields and so will take a long time and a lot of models. We suggest gathering a number of players for this Scenario; six is ideal as then a different player can take control of each force. As this Scenario essentially combines several of the other narrative Scenarios listed previously, it is not considered part of the campaign listed on **pages 68-73**.*



PARTICIPANTS

Gondor: Prince Imrahil of Dol Amroth with lance and armoured horse; Forlong the Fat; Duinhir; Húrin the Tall, Warden of the Keys on horse; Ingold, Warden of the Rammas Echor; 12 Knights of Dol Amroth on armoured horse with lance; 12 Axemen of Lossarnach; Blackroot Vale Archers; 24 Warriors of Minas Tirith: 8 with shield, 8 with spear & shield, 8 with bow.

Rohan: Théoden, King of Rohan, with heavy armour, shield and armoured horse; Éomer, Marshal of the Riddermark, with throwing spears, shield and armoured horse; Dernhelm; Gamling, Captain of Rohan, with Royal Standard of Rohan and horse; Déorwine, Chief of the King's Knights, on horse; Elfhelm, Captain of Rohan, on horse; 36 Riders of Rohan.

Grey Company: Aragorn – Strider with Andúril, Flame of the West; Legolas Greenleaf with armour; Gimli, son of Glóin; Elladan & Elrohir with heavy armour; Halbarad with the banner of Arwen Evenstar; 12 Rangers of the North; Angbor the Fearless; The King of the Dead; 2 Heralds of the Dead with Pennant of the Dead; 12 Clansmen of Lamedon; 20 Warriors of the Dead.

Mordor: The Witch-king of Angmar with full Might, Will and Fate, Crown of Morgul, Flail and Fell Beast; Gothmog, Lieutenant of Sauron, with Warg; Gothmog's Enforcer; Goroth, Captain of the Morannon; Guritz, Master of the Reserves; 48 Morannon Orcs: 12 with shield, 12 with spear, 12 with spear & shield, 12 with no additional wargear; 2 Mordor Trolls.

Harad: Suladân the Serpent Lord on horse; The Mûmak War Leader, with 12 Haradrim Warriors in the Howdah (this is an exception to the normal rules for what may be included in the Mûmak War Leader's Howdah); 2 War Mûmaks of Harad each with 12 Haradrim Warriors in the Howdah; The Golden King of Abrakhân; Râza, Fang of the Serpent; 12 Serpent Riders; 12 Haradrim Raiders; 12 Abrakhân Guard; 12 Mahûd Raiders.

Easterlings & Khand: Amdûr, Lord of Blades, on armoured horse; 2 Easterling Captains with shield; Khandish King on Chariot; Khandish Chieftain; 12 Easterling Kataphrakts; 20 Easterling Warriors: 8 with shield, 8 with bow, 4 with pike & shield; 9 Khandish Warriors: 6 with two-handed axe, 3 with bow; 6 Khandish Horsemen; 2 Khandish Charioteers.



THE BLACK GATE

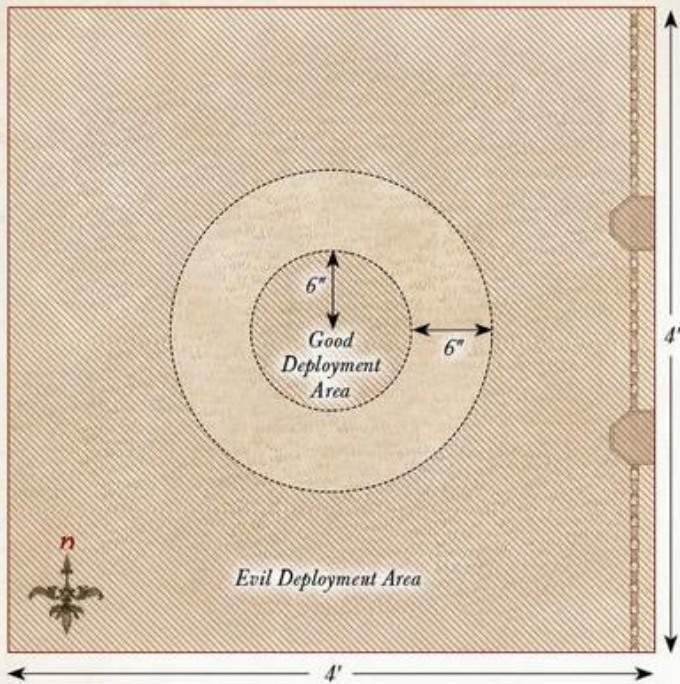
The Battle of Pelennor Fields has ended, and the forces of Sauron have been broken, scattered and sent fleeing back towards the black lands. Yet the Dark Lord is not yet defeated, and in the wake of the battle, the leaders of the Free Peoples of Middle-earth have banded together in order to discuss how best to deal with the threat of Mordor. After much deliberation, it is decided that the best way to aid Frodo as he crosses Mordor is to create a diversion, drawing Sauron's gaze away from the plains of Gorgoroth and onto themselves.

With their plan formed, the forces of Gondor and Rohan march towards the Black Gate of Mordor, and once more to war. Upon their arrival at

the Morannon, the Men of the West are faced with a vast army of Sauron's minions. The bowels of Mordor have spilled out from the Black Gate, forming an army of vicious Morannon Orcs and Mordor Trolls, led by a hulking Troll chieftain and The Mouth of Sauron, a Black Númenórean who has unwaveringly served the Dark Lord for centuries.

Upon seeing the daunting task ahead of them, Aragorn rallies those that follow him to fight harder than they have ever fought. In his eyes, this will not be the day that the realm of Men falls. Following his rousing speech, Aragorn leads those at the Black Gate as they charge headlong into the fray; giving their all in order to give Frodo one final chance to destroy the Ring of Power and put an end to the Dark Lord for good.





LAYOUT

The board represents the barren fields outside the Black Gate. As there is very little terrain outside the Black Gate (Mordor is a wasteland after all), there is not much to place on the board apart from the Black Gate's walls that run along the eastern board edge. The eastern edge of the board within 6" of the centre of the eastern board edge represents the opening for the Black Gate.

STARTING POSITIONS

The Good player deploys all of their models within 6" of the centre of the board. The Evil player then deploys all of their models anywhere on the board more than 6" from any Good models.

OBJECTIVES

The Men of the West are fighting to buy time; not for themselves but for Frodo. If they can hold the Mordor forces at bay for long enough, then Frodo can destroy the Ring.

The game lasts for 15 turns. If, at the end of the fifteenth turn, there are 10 or more Good models left alive, then the Good player is the winner. If there are less than 10 models left alive then the Evil player is the winner. If Aragorn is still alive, the best result the Evil player can achieve is a draw.



SPECIAL RULES

Gandalf's Staff – *Following his encounter with the Witch-king, Gandalf no longer possesses his Wizard's Staff.*

Gandalf does not have his Staff of Power, and therefore does not gain a free point of Will each turn.

Teeming Hordes – *A seemingly endless tide of Orcs is spewed forth from the Black Gate, with more constantly joining the battle.*

Each time a **Mordor Orc** model is slain, keep it to one side. At the end of each Evil move phase, the Evil player may move any models kept aside in this manner onto the board from the Black Gate.

Greatest of the Trolls – *The Troll Chieftain that duels with Aragorn is unlike the others of its race – tougher, more powerful and far more deadly.*

The Mordor Troll Chieftain gains the Fearless special rule and an additional point of Might, Will and Fate.

The Hordes of Mordor – *Countless Orcs streamed out of the Black Gate, and when they fight in numbers, they become even more deadly.*

Mordor Orc models gain a bonus of +1 To Wound in a Duel in which they outnumber their opponent in the Fight. Note that supporting models do not count for either side for the purpose of this rule.

Stand Your Ground – *The Free Peoples must stand as one upon the hill if they are to have any chance of survival.*

Good models may not willingly move more than 12" away from the centre of the board.

PARTICIPANTS

Good: Aragorn – Elessar; Legolas Greenleaf with armour; Gimli, son of Glóin; Gandalf the White; Éomer, Marshal of the Riddermark; Meriadoc, Knight of the Mark; Peregrin, Guard of the Citadel; 24 Warriors of Minas Tirith: 8 with shield, 8 with spear & shield, 8 with bow; 24 Warriors of Rohan: 8 with shield, 8 with throwing spear & shield, 8 with bow.

Evil: Mordor Troll Chieftain; The Mouth of Sauron on armoured horse; 3 Morannon Orc Captains with shield; 48 Morannon Orcs with shield: 12 with shield, 12 with spear, 12 with shield and spear, 12 with no additional wargear.

Designer's Notes: *This Scenario is designed to depict the Black Gate as seen in the movies, and as such the Scenario only contains the characters that can be seen in those scenes. If you would rather play through the Black Gate as portrayed in the books, turn to pages 64-67, where you can find two Scenarios that recreate the event from that perspective.*

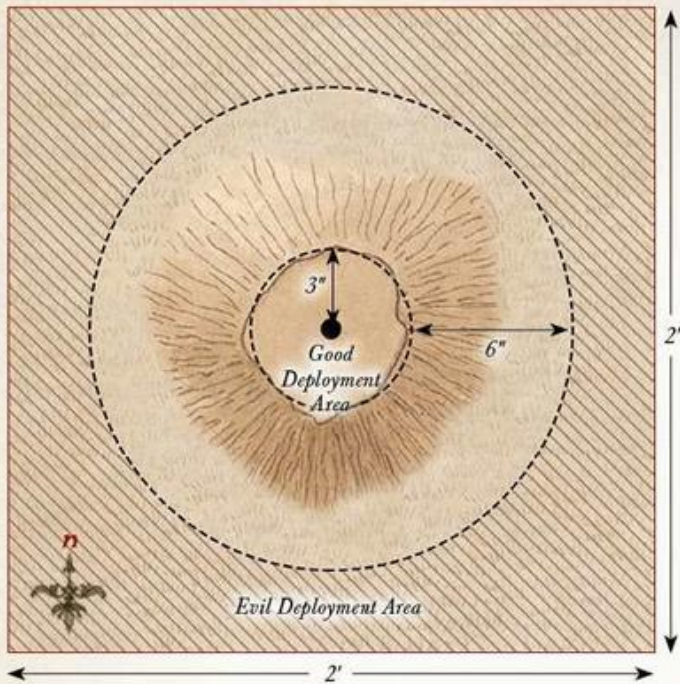
THE BLACK GATE: THE LEFT HILL

As the Black Gate opens, the forces of Sauron pour towards the Captains of the West, traversing the foul-smelling mires that sit between them and their foes. The Captains of the West have split their forces in two, each half deployed on one of two mounds, giving them a small tactical advantage. However, even with their superior position, the forces of the Free Peoples are still outnumbered by nearly ten to one.

To the left is their king, Aragorn, and the banners of Minas Tirith. With the rightful king of Gondor stand his companions Gandalf the White, Legolas and Gimli, the twin sons of Elrond, and as many Men from Minas Tirith as could be spared, with Beregond and Peregrin Took of the Guard of the Citadel within their ranks.

Today, the Men of Minas Tirith and their allies make their final stand, faced by a mindless rabble of Morannon Orcs and the remaining forces of the Haradrim that have survived the Battle of Pelennor Fields. Horribly outnumbered, and with only a small chance of success, Aragorn must lead those who follow him against the hordes of Orcs and Southrons; only by fighting until the bitter end can they hope to buy enough time for Frodo to destroy the Ring.





SPECIAL RULES

Gandalf's Staff – Following his encounter with the Witch-king, Gandalf no longer possesses his Wizard's Staff.

Gandalf does not have his Staff of Power, and therefore does not gain a free point of Will each turn.

Inspiring Heraldry – The sight of the banners of Minas Tirith held aloft in the face of such an enemy is enough to steel the hearts of those around them.

The range of all Good banners is increased by 3".

PARTICIPANTS

Good: Aragorn – Elessar; Legolas Greenleaf with armour; Gimli, son of Glóin; Gandalf the White; Peregrin Took, Guard of the Citadel; Beregon; Elladan & Elrohir; 25 Warriors of Minas Tirith: 8 with shield, 8 with spear & shield, 8 with bow, 1 with banner.

Evil: Mordor Troll Chieftain; 2 Morannon Orc Captains with shield; 2 Haradrim Chieftains; 24 Morannon Orcs: 6 with shield, 6 with spear, 6 with shield & spear, 6 with no additional wargear; 24 Haradrim Warriors: 12 with bow, 12 with spear.

Designer's Notes: If you wish, you can play this Scenario alongside *The Black Gate: The Right Hill*. Details of how to do this can be found **on page 67**.

LAYOUT

The board represents the left hill outside the Black Gate. The area within 3" of the centre of the board represents the hill itself. The rest of the board comprises the barren fields outside the Black Gate.

STARTING POSITIONS

The Good player deploys all of their models on the hill. The Evil player then deploys all of their models anywhere on the board more than 6" away from any Good model.

OBJECTIVES

The Captains of the West are well aware that there is little hope for themselves, yet if they can fight hard enough to draw Sauron's gaze away from the plains of Mordor, they can provide Frodo with the opportunity he needs.

The game lasts until the end of a turn where the Good force has been reduced to less than 25% of its starting numbers. If when this happens the Evil player has less than 50% of their models remaining, then the Good player wins. If the Evil player has more than 50% of their models remaining, the Evil player wins.



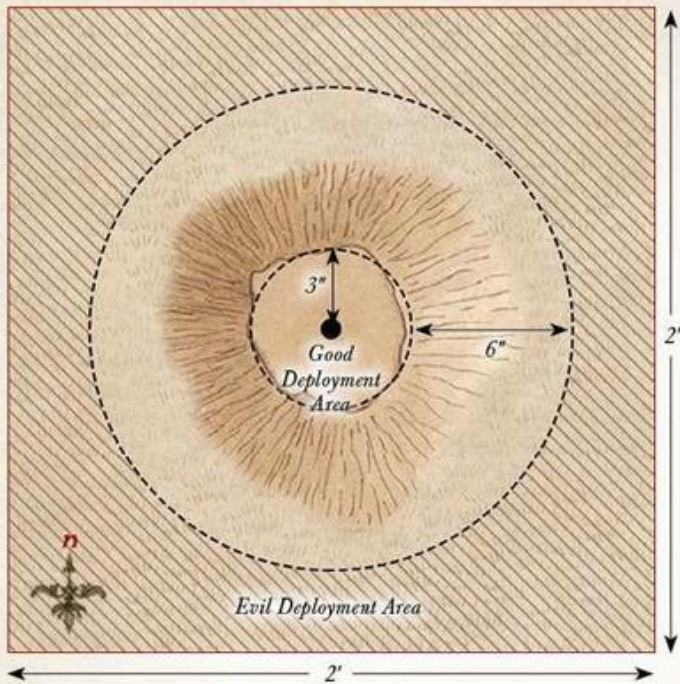
THE BLACK GATE: THE RIGHT HILL

Upon the right hill at the Battle of the Black Gate, the white horse of Rohan and the white swan of Dol Amroth can be seen held aloft. Upon the mound stands Éomer, the new king of Rohan, with as many Rohirrim as he can muster, alongside Prince Imrahil and the Knights of Dol Amroth – an alliance forged upon the Pelennor that must now stand firm against the final threat of Mordor.

As the armies of Mordor and Harad swarm Aragorn and those upon the left hill, another army of Morannon Orcs surges towards those upon the right hill. Alongside their Orcish allies, ranks of highly skilled Easterling warriors march into battle, their thick golden plate gleaming in the waning sunlight. The combined arms of Orcs and Easterlings is one that could easily spell doom for the armies of Rohan and Dol Amroth.

As the battlelines clash, warriors from the kingdoms of Rohan and Dol Amroth must fight side-by-side with one another, keeping alive their newly forged alliance as they fight to the last against the forces of the Dark Lord. If Éomer and Imrahil can lead their followers in their all but impossible task to defeat the armies of Sauron, there may still be a chance for Frodo to reach the fires of Mount Doom before their lives are spent.





SPECIAL RULES

Inspiring Heraldry – *The sight of the banners of Rohan and Dol Amroth held aloft together in the face of such an enemy is enough to steel the hearts of those around them.*

The range of all Good banners is increased by 3".

PARTICIPANTS

Good: Prince Imrahil of Dol Amroth; Éomer, Marshal of the Riddermark; Captain of Dol Amroth; Captain of Rohan with shield; 12 Knights of Dol Amroth: 1 with banner; 13 Warriors of Rohan: 4 with shield, 4 with throwing spears, 4 with bow, 1 with banner.

Evil: 2 Morannon Orc Captains with shield; 2 Easterling Captains with shield; 24 Morannon Orcs: 6 with shield, 6 with spear, 6 with shield & spear, 6 with no additional wargear; 20 Easterling Warriors: 8 with shield, 8 with bow, 4 with pike & shield.

LAYOUT

The board represents the right hill outside the Black Gate. The area within 3" of the centre of the board represents the hill itself. The rest of the board comprises the barren fields outside the Black Gate.

STARTING POSITIONS

The Good player deploys all of their models on the hill. The Evil player then deploys all of their models anywhere on the board more than 6" away from any Good model.

OBJECTIVES

The Captains of the West are well aware that there is little hope for themselves, yet if they can fight hard enough to draw Sauron's gaze away from the plains of Mordor, they can provide Frodo with the opportunity he needs.

The game lasts until the end of a turn where the Good force has been reduced to less than 25% of its starting numbers. If when this happens the Evil player has less than 50% of their models remaining, then the Good player wins. If the Evil player has more than 50% of their models remaining, the Evil player wins.

Designer's Notes: *To play this Scenario alongside The Black Gate: The Left Hill, place the two boards so that the southern board edge from The Black Gate: The Left Hill lines up with the northern board edge of The Black Gate: The Right Hill. This will form one 2'x4' board for the game to be played on. Models must deploy on the board section that they would normally deploy on, but after that they may move anywhere on the whole board if able. In terms of working out who has won the Scenario overall, treat them as two separate Scenarios (in which case it is a good idea to mark out which Morannon Orcs belong to which Scenario). If the Good side wins both Scenarios, then the Good player is the overall winner. If the Evil player wins both Scenarios, then the Evil player is the winner. If both sides win one Scenario each, the game is a draw.*



GONDOR AT WAR CAMPAIGN

Here we present you with the *Gondor at War* campaign, a system for linking your games together in such a way that the results of one game can impact the next, or even one much later on! This will join together the already dynamic *Narrative Play Scenarios* in such a way that it will feel as if you are playing through the scenes directly from the books and the movies.

As you may have already guessed, this supplement focuses on the battles surrounding the realm of Gondor during the time of the War of the Ring. They range from Osgiliath being captured by Orcs and then retaken by Boromir, through to the Battle of Pelennor Fields, before finally reaching its conclusion at the Black Gate, where you can choose to either play that final battle how it is shown in the films, or how it is portrayed in the novels – the choice is yours!

You can play this campaign with as few as two people, though if you wish, different players can take control of different Scenarios, that way you can get a whole gaming group involved. However, it is important to note that you should play the Scenarios in order, as the results of one Scenario may change how a later one plays.

SCENARIO BONUSES

After each Scenario has been completed, it is important to note down which side won, either Good or Evil. This is important as, depending on who was the victor, there may be a bonus or penalty to a certain side in a future Scenario. For example, if the Good side is victorious in *The Battle for Pelargir* Scenario, it will have an impact on the *Docks of Harlond* – a much later Scenario in the campaign. These bonuses reflect the advantages of success and the edge it will give either side in the future.





DEFENCE OF OSGILIATH

Good Victory: In the Retaking of Osgiliath Scenario, the range of the For Gondor! Special rule is increased to 6".

Evil Victory: In the Retaking of Osgiliath Scenario, Evil models gain a bonus of +1 To Wound when making Strikes against either Boromir or Faramir.

RETAKING OF OSGILIATH

Good Victory: In the Fall of Osgiliath Scenario, Faramir may declare a single Heroic Action each turn without expending a point of Might.

Evil Victory: In the Fall of Osgiliath Scenario, Faramir starts the game with only a single point of Might.

THE RANGERS OF ITHILIEN

Good Victory: In the War Beasts from the South Scenario, both War Mûmaks of Harad start the game with 8 Wounds rather than 10 Wounds.

Evil Victory: In the War Beasts from the South Scenario, each time a **Mûmak** model suffers a Wound, roll a D6. On a 6, the Wound is ignored.

RAIDING OF PELARGIR

Good Victory: In The Battle for Pelargir Scenario, the Good player may instead deploy all of their non-**Spirit** models anywhere within the western half of the board, but at least 6" away from any **Corsair** model.

Evil Victory: In The Battle for Pelargir Scenario, the Good player must instead deploy all of their non-**Spirit** models touching the western board edge.

FALL OF OSGILIATH

Good Victory: In The White Rider Scenario, Faramir may call a free Heroic March on the first turn of the game.

Evil Victory: In The White Rider Scenario, all Good models, except for Gandalf, must start the board touching the eastern board edge.

THE WHITE RIDER

Good Victory: In the Atop the Walls Scenario, Gandalf may deploy anywhere on the walls of Minas Tirith.

Evil Victory: In the Faramir's Charge Scenario, all Evil models gain a +1 bonus To Hit when shooting – even when using the Volley Fire special rule.

7

FARAMIR'S CHARGE

Good Victory: In the Charge of the Rohirrim Scenario, Gothmog starts the game with only a single Might point.

Evil Victory: In the Atop the Walls Scenario, the Good player needs to slay 35 models to win the game, rather than 30 models.

8

THE BATTLE FOR PELARGIR

Good Victory: In The Docks of Harlond Scenario, the King of the Dead gains the Harbinger of Evil special rule.

Evil Victory: In The Docks of Harlond Scenario, the Evil player may have an additional 12 Morannon Orcs in their force.

9

ATOP THE WALLS

Good Victory: In The Gate is Breached Scenario, Gandalf gains a bonus of +1 when making a Casting roll.

Evil Victory: In The Gate is Breached Scenario, Gandalf starts the game with only a single point of Might.

10

THE GATE IS BREACHED

Good Victory: In The Streets of Minas Tirith Scenario, Gandalf gains a bonus of +1 when making a Casting roll.

Evil Victory: In The Streets of Minas Tirith Scenario, Gandalf starts the game with only a single point of Might.

11

THE STREETS OF MINAS TIRITH

Good Victory: In the Black Gate Scenario, Pippin may declare a Heroic Combat each turn without expending Might.

Evil Victory: In The Witch-king's Arrival Scenario, Gandalf starts the game with only 17 Power tokens.

12

THE WITCH-KING'S ARRIVAL

Good Victory: In the Denethor's Madness Scenario, Gandalf starts the game with 3 Will points rather than 1.

Evil Victory: In the Death of the King Scenario, the Evil player may add 1 to all rolls when rolling to see if the Witch-king arrives.



CHARGE OF THE ROHIRRIM

13

Good Victory: In the War Beasts from the South Scenario, Éomer may re-roll failed To Hit and To Wound rolls when using a throwing spear.

Evil Victory: In the War Beasts from the South Scenario, at the start of any turn before Priority is rolled, the Evil player may declare that they are seizing Priority – there is no need to roll. This can only be done once.

DENETHOR'S MADNESS

14

Good Victory: In the Black Gate Scenario, Gandalf may re-roll a single D6 when making a Casting roll each time he fails to cast a Magical Power.

Evil Victory: In the Black Gate Scenario, Gandalf starts the game with only a single point of Might.

WAR BEASTS FROM THE SOUTH

15

Good Victory: In The Horse and the Serpent Scenario, Théoden may re-roll failed To Wound rolls.

Evil Victory: In The Horse and the Serpent Scenario, Théoden begins the game with no Fate points remaining.

THE HORSE AND THE SERPENT

16

Good Victory: In the Death of the King Scenario, Théoden gains the Resistant to Magic special rule.

Evil Victory: In the Death of the King Scenario, the Witch-king gains a bonus of +1 to all Casting rolls.

DEATH OF THE KING

17

Good Victory: In the Final Fate of the Witch-king Scenario, the first time that Merry rolls To Wound the Witch-king, he gains a +2 bonus to his roll.

Evil Victory: In the Final Fate of the Witch-king Scenario, the Witch-king is only wounded on a 5+.

FINAL FATE OF THE WITCH-KING

18

Good Victory: In the Black Gate Scenario, Merry may declare a Heroic Combat each turn without expending Might.

Evil Victory: In the Death of Gothmog Scenario, Éowyn starts the game with no Might points remaining.

19

THE RIDE OF THE FIEFDOMS

Good Victory: In The Grief of Éomer Scenario, the Good player may deploy Prince Imrahil, Húrin the Tall and the Knights of Dol Amroth touching the western board edge.

Evil Victory: In The Grief of Éomer Scenario, the Good player's Reinforcements will arrive at the end of the second Good Move phase.

20

THE GRIEF OF ÉOMER

Good Victory: In the Black Gate Scenario, Éomer may declare a Heroic Combat each turn without expending Might.

Evil Victory: In the Black Gate Scenario, Éomer starts the game with only a single point of Might.

21

DEFEND THE GATES

Good Victory: In The Dead Arrive Scenario, each War Mûmak of Harad starts the game with 8 Wounds, rather than 10.

Evil Victory: In The Dead Arrive Scenario, all War Mûmaks of Harad have the Tusk Weapons upgrade.

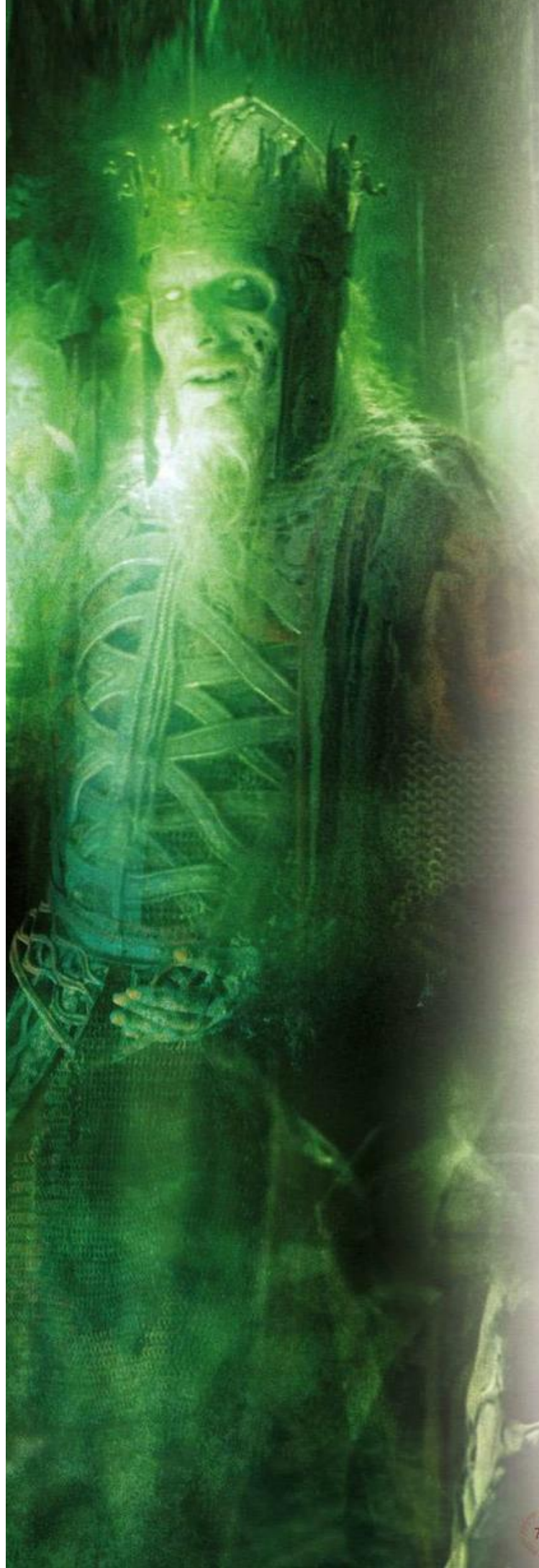
22

THE DOCKS OF HARLOND

Good Victory: In the That Still Only Counts as One! Scenario, Legolas has 7 AP, rather than 6.

Evil Victory: In the Death of Gothmog Scenario, Aragorn and Gimli start the game with only a single point of Might each.





DEATH OF GOTHMOG

Good Victory: In the Black Gate Scenario, the model that slew Gothmog increases their Fight value to 7 for the duration of the Scenario.

Evil Victory: In the Black Gate Scenario, Aragorn starts the game with only a single point of Might.

THAT STILL ONLY COUNTS AS ONE!

Good Victory: In the Black Gate Scenario, Legolas may re-roll failed To Hit rolls when shooting.

Evil Victory: In the Black Gate Scenario, Legolas may not use his Deadly Shot special rule to target a model involved in a Fight.

THE DEAD ARRIVE

Good Victory: In the Black Gate Scenario, at the start of any turn before Priority is rolled, the Good player may declare that they are seizing Priority – there is no need to roll. This can only be done once.

Evil Victory: In the Black Gate Scenario, the Evil player may select any **Hero** model in their force. The chosen **Hero** model may declare a single Heroic Action each turn without reducing their store of Might.

Following The Dead Arrive Scenario, the campaign progresses to The Black Gate. You may have noticed that we provide players with two different ways to play this Scenario, either following the movies or the books. When you get to this stage, simply decide among the players which of these versions you would like to play. Once you have played one version, why not give the other one a try – both are great fun and have their own series of challenges!



Armies

MINAS TIRITH

At the heart of the ancient realm of Gondor lies its capital, the White City of Minas Tirith. For centuries this imposing structure, built into the side of the towering Mount Mindolluin, has been a beacon of hope and a symbol of resistance against the ever-growing power that resides in Mordor.

At the time of the War of the Ring, the lord Denethor rules over the city; the latest in a long line of Stewards of Gondor who have commanded there since the line of kings faltered. Under his rule, the armies of Gondor have fought near-constantly to drive back the growing threat of Sauron's forces.

The ruins of Osgiliath, the former capital of Gondor, still serve as an important battleground, housing a garrison of well-trained men that will fight to hold it at all costs. Further afield in the lands of Ithilien, the Steward's own son Faramir commands bands of Rangers of Gondor as they patrol the wilds, ever in search of intruders in their realm.

Yet even these forces could not halt the relentless advance of the forces of Mordor. Under the cover of night, hordes of Orcs crossed the river in Osgiliath and begun their assault. Hopelessly outnumbered by their foes, the Men of Gondor had no choice but to retreat, and those that did not flee the city with haste were cut down as a sea of Morannon Orcs, under the command of Gothmog, flooded the streets of Osgiliath.

However, while Gondor burns in the fires of war, the city of Minas Tirith has never fallen, and even as the legions of Mordor march upon her gates, behind the walls of the White City the vast standing armies of Minas Tirith man the ramparts. With the Steward's mind broken, it is Gandalf who takes command of these forces, leading the Warriors of Minas Tirith against the invading Orcs in the final defence of their homes. Yet as the Orcs pour over the city walls and through its gates, the true heir of Isildur sails up the Anduin to claim his rightful place upon the throne of Minas Tirith and to lead Gondor in defiance against the Dark Lord.

ARMY COMPOSITION

This army may include: Aragorn, King Elessar; Gandalf the White; Denethor, Steward of Gondor; Boromir, Captain of the White Tower; Faramir, Captain of Gondor; Húrin the Tall, Warden of the Keys; Peregrin Took, Guard of the Citadel; Irolas, Captain of the Guard; Beregond, Guard of the Citadel; Ingold, Warden of the Rammas Echor; Madril, Captain of Ithilien; Damrod, Ranger of Ithilien; Cirion, Lieutenant of Amon Barad; Knights of the White Tower; Captains of Minas Tirith; Kings of Men; Warriors of Minas Tirith; Knights of Minas Tirith; Rangers of Gondor; Citadel Guards; Guards of the Fountain Court; Osgiliath Veterans; Gondor Battlecry Trebuchets and Gondor Avenger Bolt Throwers.

ARMY BONUS

"You are Men of Gondor. Whatever comes through that Gate, you will Stand your Ground!" – Friendly **Gondor** models from this army list increase their Courage value by 1.



STRENGTHS

Impressive Heroes – Many of the Heroes available to Minas Tirith are a force to be reckoned with on the battlefield, and there are plenty to choose from.

High Defence Warriors – Most Warriors in this force have a Defence of 5 or higher, and many also have access to shields, making them a tough nut to crack in a fight.

Access to 3+ Shoot Value – The Rangers of Gondor provide some highly accurate ranged support, allowing you to have a greater chance of causing multiple casualties at range before the fighting starts.

WEAKNESSES

Fight 3 Cavalry – The Knights of Minas Tirith only have a Fight value of 3, meaning that they will only match Orcs in a Fight. However, coupling them with Boromir and the Banner of Minas Tirith will boost their Fight value, allowing them to break through enemy ranks more easily.

Too Much to choose from! – There are so many different options available that it can be hard to decide what to squeeze into your force!

KEY MODELS



ARAGORN, KING ELESSAR

The King of Gondor himself, Aragorn is the ideal leader for a medium- to large-sized Minas Tirith force. With an impressive statline, coupled with three points each of Might, Will and Fate, Aragorn can stand up against even the mightiest of Sauron's minions. The King of Gondor is a Hero of Legend, allowing him to lead up to 18 followers for a truly impressive warband. Yet, what sets Aragorn apart from the rest is his Mighty Hero special rule: this gives Aragorn a 'free' point of Might each turn to spend on whatever he needs to at the time – a rule truly worthy of a king!



WARRIORS OF MINAS TIRITH

At the core of the Minas Tirith army are the Warriors of Minas Tirith. These warriors are clad in heavy armour and will often carry a shield, bringing them up to a Defence value of 6. They also possess the Shieldwall special rule, so whilst they stay in formation they will have an impressive Defence of 7 – perfect for keeping them protected from Strength 4 warriors, such as Morannon Orcs.



MADRIL, CAPTAIN OF ITHILIEN

Whilst Madril's statline may seem a tad underwhelming when compared to the likes of other Heroes of Fortitude, such as Cirion, Ingold or Irolas, it is his special rule that makes Madril worth taking in a Minas Tirith army. Many Scenarios require forces to roll a D6 to see where a warband can be deployed, or where they will enter the board from. Madril's Master of Ambush special rule allows you to alter that roll by either +1 or -1, helping you deploy your forces where they are needed.



GANDALF THE WHITE

With the White Wizard available to them, the forces of Minas Tirith have access to some exceptional magical support. A well-timed Magical Power can be the difference between victory or defeat, and Gandalf is among the very best in Middle-earth. With a huge pool of Magical Powers to cast that can achieve a variety of different effects, the only downside is which of the many options to choose! Not only that, but with a Fight value of 5, 2 Attacks and Glamdring, Gandalf packs a serious punch in combat.





INGOLD, WARDEN OF THE RAMMAS ECHOR65 POINTS
 MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	7	2	2	4	3	1	1

WARGEAR

Heavy armour, sword and shield.

HEROIC ABILITIES

- Heroic Strike
- Heroic Defence

SPECIAL RULES

Shieldwall.

A valiant captain of Minas Tirith, Ingold was placed in charge of guarding the northern road that passed through the Rammas Echor – the encircling wall that protected the White City. It was Ingold who granted Gandalf and Pippin permission to pass through, even though Denethor had ordered that no strangers cross the borders of the Steward’s lands. Yet, as the Battle of Pelennor Fields approached, Ingold and his men were driven from their position by an army from the east – retreating to Minas Tirith to strike out at their enemies when they assailed the walls of the White City.

Resolute Fighter **PASSIVE** – Years of holding the gates of the Rammas Echor has made Ingold a stubborn and resolute fighter, one who will not fall back unless the situation is utterly hopeless.

Ingold, and friendly **Gondor Warrior** models within 3" of Ingold, do not Back Away if they lose a Fight – their opponent must Back Away instead!



IROLAS, CAPTAIN OF THE GUARD65 POINTS
 MAN, GONDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	4	6	2	2	4	3	1	1

WARGEAR

Heavy armour and sword.

HEROIC ABILITIES

- Heroic March
- Heroic Defence

SPECIAL RULES

Bodyguard.

Defend the White City! **ACTIVE** – With a whirl of steel, Irolas is able to deflect what would be a fatal blow to others before plunging his sword into the flesh of his enemies.

The captain of the Citadel Guard, Irolas is a capable warrior who is completely loyal to his lord, Denethor. Atop the walls of Minas Tirith, Irolas exhorts those under his command to fight to their last in defence of the White City. Irolas’ skill with a blade is soon made apparent to those that oppose him, and is likely the last thing many of them will discover.

Irolas may use the Shielding special rule even though he is not armed with a shield. If Irolas elects to shield, and wins the ensuing Fight, he may make a single Strength 4 Strike against one enemy model from the same Fight.



HÚRIN THE TALL, WARDEN OF THE KEYS.....80 POINTS
MAN, GONDOR, INFANTRY, HERO – HERO OF VALOUR

An important officer of the armies of Minas Tirith, Húrin was the Warden of the Keys to the city during the War of the Ring. As his name suggests, Húrin boasted an impressive stature and possessed strength to match. Fighting valiantly at the Battle of the Pelennor, Húrin, along with Imrahil, came to the aid of Éomer following the new king's fit of grief. After the defeat of Sauron, with Denethor dead, Faramir incapacitated in the Houses of Healing, and Aragorn not yet crowned – the rule of Minas Tirith briefly fell to Húrin as the Warden of the Keys.

Mv	F	S	D	A	W	C
6"	5/4+	4	6	2	2	5

M	W	F
3	1	1

SPECIAL RULES

In Defence of the King **ACTIVE** – As Warden of the Keys, it is Húrin's sworn duty to protect the King, or Steward, of Gondor at all costs.

Whilst he is within 3" of either Denethor or Aragorn, King Elessar, Húrin gains the Fearless special rule and may re-roll a single D6 when making a Duel roll.

Line of Command **PASSIVE** – Should Minas Tirith ever be without a ruler, it falls to the Warden of the Keys to command the city until a new Steward or King is in place.

If the leader of your army is a **Gondor Hero** then, whilst Húrin the Tall is alive and on the battlefield, your opponent cannot score Victory Points for slaying the enemy leader.

WARGEAR

Heavy armour and the Warden's Sword.

The Warden's Sword **ACTIVE** – This is a Master Forged hand-and-a-half sword.

HEROIC ABILITIES

- Heroic Resolve
- Heroic Strike
- Heroic Strength

OPTIONS

Horse.....10 points



THE FIEFDOMS

The realm of Gondor encompasses a great many lands and fiefdoms, all of which have sworn an oath to protect Gondor in her times of need, and in turn are themselves protected. Many of the lands in Gondor possess their own standing armies, each trained in the various fighting styles preferred by their people. It is these fiefdoms that Gondor will call upon should her need ever be great enough.

As the Dark Lord's power grew at the close of the Third Age, and war threatened to engulf Minas Tirith, word was sent all across Gondor requesting all loyal men to take up arms and defend the White City from the armies of Mordor that marched upon her gates. From the land of Dol Amroth, Prince Imrahil mustered the famed Swan Knights. The blood of Númenor still flowed through the veins of these noble warriors and there were few within Sauron's armies who were their match with blade or lance. From the land of Lossarnach marched Forlong and an army of Axemen of Lossarnach, whilst from Morthond, Duinhir led the archers of the Blackroot Vale towards the Pelennor.

Yet whilst the armies of Dol Amroth, Lossarnach and the Blackroot Vale marched to war, the Corsairs of Umbar seized the opportunity to raid the coastlines of Gondor and assault the port city of Pelargir. As the Corsairs plundered the city, they were met with fierce resistance from the Clansmen of Lamedon. Under the lead of Angbor, and with help from Aragorn and the Army of the Dead, the forces of Lamedon were able to drive the Corsairs from Pelargir, joining Aragorn as he sailed up the Anduin and towards the Battle of Pelennor Fields.

Even as the forces of Lamedon sail towards war, the defence of the White City is in full swing and the Battle of Pelennor Fields has begun. From the gates of the White City, Prince Imrahil leads the Knights of Dol Amroth and the rest of the defenders of Minas Tirith as they charge into battle upon the Pelennor. Waves of Swan Knights smash through ranks of Orcs, whilst the armies of Lossarnach and the Blackroot Vale stand stalwart and defiant with the men of Minas Tirith and Rohan in defence of the gates of the White City.

ARMY COMPOSITION

This army may include: Prince Imrahil of Dol Amroth; Forlong the Fat; Angbor the Fearless; Duinhir; Captain of Dol Amroth; Knight of Dol Amroth; Men-at-arms of Dol Amroth; Axemen of Lossarnach; Clansmen of Lamedon and Blackroot Vale Archers.

ARMY BONUS

"For the White City!" – Special rules marked with an * affect all models from this army list, not just the ones listed.



STRENGTHS

Heroes that Benefit their Troops – All of the named Heroes in this army provide a significant benefit to their specific Warriors just for being nearby.

High Fight Value Warriors – All of the combat-orientated Warriors in this army are at least Fight value 4, with some being able to get even higher!

Excellent Archery – With a 3+ Shoot value, the Blackroot Vale Archers provide highly accurate ranged support – and can even re-roll To Hit if Duinhir is nearby.

WEAKNESSES

Only Elite Warriors – Elite warriors are expensive, meaning that you will often be outnumbered on the battlefield.

Relies Heavily on the Heroes to Win – The Heroes are the key to victory. If they fall, the army could soon follow.

KEY MODELS



PRINCE IMRAHIL

The lord of Dol Amroth is the heavy-hitter of the Fiefdoms army. With a Fight value of 6, 3 Attacks, 3 Wounds and 3 points each of Might, Will and Fate, Imrahil has a statline to envy. By giving him a horse and a lance, Imrahil can reliably slay almost any foe he charges into. Not only is Prince Imrahil an amazing Hero in combat, but he also acts as a 12" banner and boosts the Fight value of Men of Dol Amroth within 3" as well!



KNIGHTS OF DOL AMROTH

The best fighters in the Fiefdoms army, the Knights of Dol Amroth are good whether on foot or on horseback. With a Fight value of 4 and a Defence of 6, these warriors are hard to beat in a fight and tough to slay even if they are bested. They can also be given horses and lances, allowing them to ride into battle alongside their lord and deliver a hard-hitting charge.



FORLONG THE FAT

The Lord of Lossarnach is a great addition to any Fiefdoms army. Not only does he have a Fight value of 5 and Strength 5, but he also has a mighty 3 Wounds, meaning that he can deliver an impressive attack against his foes as well as take one without being slain. Forlong is also a great support Hero, thanks to his war horn and his ability to allow Axemen of Lossarnach to re-roll 1s To Wound when nearby.



BLACKROOT VALE ARCHERS

Blackroot Vale Archers can re-roll 1s To Hit if Duinhir is nearby, and if they benefit from a Heroic Shoot, they can also re-roll all failed To Wound rolls. The ability to re-roll both To Hit and To Wound makes these archers arguably some of the best missile troops in the game.



ROHAN

To the north of the realm of Gondor is the kingdom of Rohan, the home of the horse-lords. Ever since its founding, the kingdom of Rohan has been a firm ally of Gondor, promising to come to its aid in times of war – a pledge honoured by King Théoden in the closing years of the Third Age.

As the War of the Ring drew ever closer, the kingdom of Rohan was constantly plagued by its foes. Bands of Dunlendings would attack the villages of the Westfold, setting the thatched roofs of the Rohan houses alight, and patrols of Riders of Rohan were ambushed by warbands of Uruk-hai Scouts bearing the symbol of the White Hand, bringing Saruman's treachery to the fore. It was ambushes such as these that led to the battles within Rohan that ultimately saw Théodred, the son of the king, slain upon the Fords of Isen.

Within the halls of Edoras, through the use of his puppet Grima Wormtongue, Saruman poisoned the mind of Théoden and assumed control of Rohan; until Gandalf the White was able to draw Saruman from his lordly host. The threat of Isengard remained though and forced

those within Edoras to be driven back to the fortress of Helm's Deep, where they could weather the storm of the Uruk-hai assault before Gandalf and Éomer delivered victory; yet their period of celebration was to be short-lived.

As the armies of Mordor prepare to assault the city of Minas Tirith, the beacons of Gondor are lit; a call for aid to their allies in the north. Upon the sight of the beacon of Halifirien engulfed in flame, Aragorn confronts the king of Rohan, asking him to ride to the assistance of Gondor. After a short deliberation, Théoden makes the decision to muster the Rohirrim and prepare his forces to ride to Gondor and war. An army of Rohirrim, thousands strong, marches to battle the forces of Mordor upon the fields of Pelennor.

Upon the arrival of the Rohirrim at Pelennor, the sight of the vast hosts of the Dark Lord seems even more hopeless than any had imagined. Yet this army does not deter the King of Rohan, instead he reminds his riders of the importance of an oath sworn and begins the charge himself. Inspired by the bravery shown by their king, the resolve of the Rohirrim is steeled as they begin their thunderous charge towards the hosts of Mordor, and into legend.

ARMY COMPOSITION

This army may include: Théoden, King of Rohan; Théodred, Heir of Rohan; Éomer, Marshal of the Riddermark; Éowyn, Shield Maiden of Rohan; Meriadoc Brandybuck, Knight of the Mark; Dernhelm; Déorwine, Chief of the King's Knights; Erkenbrand, Captain of Rohan; Gamling, Captain of Rohan; Háma, Captain of Rohan; Elfhelm, Captain of Rohan; Grimbold of Grimslade; Eorl the Young; Captains of Rohan; King's Huntsmen; Warriors of Rohan; Riders of Rohan; Rohan Royal Guard; Rohan Outriders and Sons of Eorl.

ADDITIONAL RULES

Riders of Rohan within this army list do not count towards your force's Bow Limit.

ARMY BONUS

"Ride for Ruin and the World's Ending!" – Friendly **Rohan Cavalry** models gain +1 Strength on a turn in which they Charge.



STRENGTHS

Excellent Choice of Heroes – There is a huge number of Heroes available to a Rohan force, so you will always be able to find one that suits your needs on the battlefield.

Hard-hitting Cavalry – With the extra Strength bonus on the Charge, and being relatively cheap compared to other Cavalry, Rohan Cavalry pack a serious punch when they Charge.

Almost every Model can Shoot – Riders of Rohan come with bows as standard, and Warriors of Rohan can have throwing spears. This means that, in theory, should you select the right options, every model in your army can shoot – a huge advantage!

WEAKNESSES

No Fight 6 Heroes – Whilst the Heroes of Rohan are impressive, none are quite at the same level as the greatest heroes of Men, such as Aragorn, Isildur or Prince Imrahil, so don't overstretch them and make sure to pick your fights!

Potentially Outnumbered – Cavalry models are far more expensive than Infantry, and so a Rohan Cavalry army is likely to be outnumbered in most Fights. You will need to keep them charging to achieve victory.

No Spear Support – Warriors of Rohan use their spears as throwing weapons rather than supporting weapons. Whilst extra shooting is a positive, on the other hand, you won't be able to support those already in combat.

KEY MODELS



THÉODEN, KING OF ROHAN

If you plan on having plenty of Riders of Rohan, then Théoden is a must! Not only does he have a good deal of Might to keep your Riders charging, but he also has a 12" Stand Fast! If that wasn't enough, when Riders of Rohan, Rohan Royal Guard and Captains of Rohan Charge within 12" of Théoden, they receive +1 to their Fight value – couple that with the Rohan Army Bonus and Théoden turns normal Cavalry into incredibly hard-hitting units!



RIDERS OF ROHAN

The main Warriors for a Rohan force, Riders of Rohan will make up the bulk of most Rohan armies. Fast and mobile, Riders of Rohan can skirmish around their enemy, waiting for the perfect moment to strike. As all Riders of Rohan come with a bow, whilst they are on the move they can chip away at their foes, making it all the more devastating when they Charge.



GAMLING, CAPTAIN OF ROHAN

At first glance, Gamling may not seem like anything special; he has an average statline and nothing that makes him stand out – until you take into account the Royal Standard of Rohan. Whenever a Rohan Hero within range starts a turn out of Might points, they immediately gain one! This recycling of Might allows a Rohan force to constantly be on the move and keep charging far longer than other armies.



OTHER ROHAN HEROES

Rohan armies have a Hero for everything. Éomer can cut through swathes of enemies, Grimbold can upgrade Warriors of Rohan to be Strength 4, Erkenbrand boosts the Courage of Rohan models, Éowyn provides an excellent and cheap source of Might, and Déorwine provides Théoden with some added protection. The only problem will be choosing which ones to fit into your army!



DERNHELM75 POINTS
WOMAN, ROHAN, CAVALRY, HERO – MINOR HERO

When Merry is told that no rider could bear him upon their steed on the journey to Minas Tirith, the Hobbit believes that he will be unable to fight for those he cares about. However, Merry soon finds himself a place alongside the mysterious Dernhelm, another warrior commanded to stay in Edoras. Although Merry has become aware of Dernhelm’s true identity, it is not until they face the Witch-king of Angmar that Dernhelm reveals herself to be Éowyn, who was desperate to ride to war and prove herself as an equal to the men of Rohan.

Mv	F	S	D	A	W	C	M	W	F
6"	5/4+	3	5	3	2	5	2	2	2

WARGEAR
 Armour, shield, sword and horse.

Note that Dernhelm is, in fact, Éowyn, and that Merry is mounted on her horse alongside her. If your army includes Dernhelm, then it may naturally not also include Éowyn or Merry of any other variety.

OPTIONS
 Throwing spears.....5 points

Dernhelm is a special profile that enables you to use Éowyn and Merry together as depicted in the movies and books, and even allows you to use the rules for Passengers for this pair in your Matched Play games.

HEROIC ABILITIES

- Heroic Resolve
- Heroic Strike
- Heroic Strength

‘Dernhelm’ is Éowyn, Shield Maiden of Rohan with armour and shield, with Meriadoc Brandybuck, Knight of the Mark with shield mounted as a passenger upon her horse. Both will always start mounted and together.

SPECIAL RULES
Expert Rider, Horse Lord.

Whilst mounted, Dernhelm will follow all of the rules provided on these pages rather than the ones presented in Éowyn’s profile; however, should Dernhelm become dismounted, revert to the profile and wargear listed above for Éowyn and use them from this point forwards. Any Wounds suffered, or Might, Will and Fate points spent by Dernhelm will carry over to Éowyn’s profile.

Merry – *When left behind under the orders of Théoden, Merry finds himself a place among the Riders of Rohan alongside Dernhelm.*

Merry follows the rules for Passengers as presented in the main rules manual, with the exception that whilst he remains Dernhelm’s passenger, he may spend his Might points to declare Heroic Actions and affect Dernhelm’s rolls in any of the usual ways. Additionally, whilst Merry is a passenger, Dernhelm also gains the benefits of his Resistant to Magic special rule. If Merry is slain, or dismounts, reduce Dernhelm’s Attacks value to 2.

ELFHELM, CAPTAIN OF ROHAN65 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF FORTITUDE

One of the Captains who accompanied Théodred to the Fords of Isen, Elfhelm is a talented horseman and a worthy captain. His greatest skill-at-arms lies in the way in which he wields a throwing spear. A favoured weapon of the Rohirrim, Elfhelm has acquired absolute mastery over these finely balanced spears, hurling them with merciless accuracy to skewer those in the path of his Eored.

Mv	F	S	D	A	W	C
6"	4/3+	4	6	2	2	4

M	W	F
3	1	1

SPECIAL RULES

Expert Rider, Horse Lord.

Pinpoint Accuracy **ACTIVE** – *Elfhelm's skill with a throwing spear is unrivalled within the ranks of the Rohirrim.*

Elfhelm may re-roll To Hit, To Wound and In The Way rolls when using a throwing spear. Additionally, Elfhelm never suffers the -1 penalty for moving and shooting when using a throwing spear.

WARGEAR

Armour, sword, shield and throwing spears.

HEROIC ABILITIES

- Heroic Accuracy
- Heroic Defence

OPTIONS

Horse.....10 points

DÉORWINE, CHIEF OF THE KING'S KNIGHTS75 POINTS

MAN, ROHAN, INFANTRY, HERO – HERO OF FORTITUDE

A brave man, Déorwine was the Chief of the King's Knights – the bodyguards to the King of Rohan. Riding alongside his liege to the battle of the Pelennor, Déorwine joined his lord in charging fearlessly into the fray, smashing aside all who stood in his path. Unwaveringly loyal, Déorwine is prepared to lay down his life for Théoden.

Mv	F	S	D	A	W	C
6"	5/4+	4	7	2	2	4

M	W	F
3	1	1

SPECIAL RULES

Expert Rider, Bodyguard, Horse Lord.

For Théoden! **ACTIVE** – *Déorwine will go to any lengths to ensure the safety of the King of Rohan.*

If Théoden is Engaged in a Fight within 12" of Déorwine, then Déorwine may call a Heroic Combat without using Might. If the Heroic Combat is successful, then Déorwine must use the following move to join Théoden's combat. If this is not possible then Déorwine must move as close as possible to Théoden.

WARGEAR

Heavy armour, sword and shield.

HEROIC ABILITIES

- Heroic March
- Heroic Strike

OPTIONS

Horse.....10 points



THE DEAD OF DUNHARROW

Centuries ago, before the fall of Sauron, the White Mountains to the north of Gondor were home to a kingdom of Men. As the power of the Dark Lord grew, Isildur came to the Men of the Mountains to gain their allegiance in the fights ahead, and upon the Stone of Erech received their pledge to fight against the forces of Sauron. However, when the time came to take up arms, those who dwelt in the mountains broke their sworn oath. For their betrayal, Isildur cursed the Men of the Mountains to never rest until they fulfilled their oath to the King of Gondor.

Over the coming years the bodies of the Men of the Mountains perished, yet their spirits did not. Instead the spirits of these traitors lingered on for centuries, their physical forms having long since turned to dust until naught remained but a ghostly form stripped of flesh and metal. Rumours of dead men that roamed the mountains began to spread until those from the lands of Gondor and Rohan feared to walk the paths of the mountains.

Yet as the close of the Third Age approached, so too did the Dead of Dunharrow's chance at redemption. Aragorn, the heir of Isildur, entered the paths of the dead with the aim of raising an army to fight alongside him in the battles to come. However, upon hearing Aragorn's demands, the King of the Dead is said to have given a sinister laugh, claiming that only the King of Gondor could command him and that the line of kings had been broken centuries ago – a fact that was to be proven false as Aragorn raised Andúril before the King of the Dead, showing him his true lineage.

Now, as the Battle of Pelennor Fields rages on, Aragorn sails up the river Anduin with perhaps the deadliest army in all of Middle-earth in tow. For the shadow host cares not for the armour and weapons of their foes; though their blades have long since lost their edge, they pass through all physical protection and cut deep into the resolve of their enemies. The Army of the Dead have but one purpose upon the Pelennor – to fulfill the oath they made to the King of Gondor over 3,000 years before, and finally be at peace.

ARMY COMPOSITION

This army may include: The King of the Dead; Heralds of the Dead; Warriors of the Dead and Riders of the Dead.

ADDITIONAL RULES

A Dead of Dunharrow army list is automatically Impossible Allies with any force that doesn't also include Aragorn.

ARMY BONUS

"The Dead do not suffer the Living to pass" – The King of the Dead gains the Harbinger of Evil special rule. Additionally, warbands from this army list that contain eight or more models, do not need a **Hero** to be the Captain of the warband. Instead, one of the **Warrior** models within the warband takes on the role of the warband's Captain for the purpose of deployment.



STRENGTHS

Everything causes Terror – Every single model in this army causes Terror, meaning that enemy models will have to pass a Courage test just to Charge your force!

Blades of the Dead – This special rule allows the Dead to make Strikes against an enemy's Courage value rather than their Defence – very handy against heavily armoured foes or Monsters.

King of the Dead – Essential for the Army of the Dead, just having him on the board will make your opponent think twice before engaging your force, as a single wound caused by the King of the Dead can prove fatal to even the mightiest foes!

WEAKNESSES

Very Limited Might – With only a single point of Might in the entire army, be prepared to be moving second most of the time.

Expensive Warriors – All of the Warriors from the Dead of Dunharrow cost a lot of points, meaning that you will almost always be outnumbered.

No Shooting – No models in the force have access to ranged weaponry. You will have to get straight into the fight in order to win!

KEY MODELS



THE KING OF THE DEAD

The single most important model in a Dead of Dunharrow force, The King of the Dead is absolutely essential to this army. The undead king has an impressive statline, with a Fight value of 5, 2 Attacks and a whopping Defence of 8 – he also possesses the force's only Might point. When benefitting from this force's Army Bonus, the King of the Dead also gains the Harbinger of Evil special rule, making enemies even easier to slay with the Blades of the Dead special rule. Finally, any model that suffers an unsaved Wound from the King of the Dead is instantly slain – making this king one to be feared!



RIDERS OF THE DEAD

The Riders of the Dead add some welcome movement to this army. They possess all of the same benefits as their Infantry counterparts, but with all the added bonuses of being Cavalry. They also have the mounts with the highest Defence in the game, making it hard to shoot their mounts from under them. Riders of the Dead are perfect for a hard-hitting counter-charge and will complement your foot troops. Additionally, they can run off and capture objectives quickly, so it is always worth considering a few of these in your force.

HERALD OF THE DEAD70 POINTS

SPIRIT, INFANTRY, HERO – HERO OF FORTITUDE

Centuries ago, these proud warriors held their king's colours aloft, and stood beside their liege in times of war, giving counsel in the heat of battle. Even now, as their bodies have been reduced to but a ghostly shell of their former selves, and their once proud pennants are in tatters, the Heralds of the Dead still stand with their king in death, honouring the position they once held in life.

Mv	F	S	D	A	W	C
6"	4/4+	4	7	2	2	6

M	W	F
0	3	2

Spectral Walk PASSIVE – *The march of the long dead is not hindered by water features that mortal beings would have to swim across.*

WARGEAR

Armour, sword and Pennant of the Dead.

Pennant of the Dead – Friendly **Spirit** models within 3" of a Pennant of the Dead gain the Resistant to Magic special rule.

OPTIONS

Shield.....5 points

SPECIAL RULES

Blades of the Dead, Terror.

A model with this special rule may move over water features as if they were open ground.

The King's Counsel PASSIVE – *In the years of their life, the Heralds advised their king in times of war, a service they still provide in death.*

If the King of the Dead is within 3" of one or more Heralds of the Dead at the start of any phase, the King of the Dead can spend one of the Herald's Will points to declare a Heroic Action instead of spending one of his own Might points. Heralds of the Dead also benefit from the King of the Dead's The Dead and the Living special rule.

MORDOR



Millennia ago, the Dark Lord Sauron forged the Ruling Ring of Power in order to bind the races of Men, Elves and Dwarves to his will and assert his dominance across Middle-earth. Yet there were some who still resisted and, after many years of war, the Dark Lord was defeated and the Ring of Power was lost.

Yet Sauron endured, for he himself was bound to the One Ring and whilst it remained he persisted. Since his defeat, Sauron's strength has continued to grow and his search for the Ring has never ceased. Though he cannot regain a physical form without the One Ring, his mind is no less potent and those that serve him do so with an unwavering loyalty.

As the Third Age of Middle-earth draws to a close, Sauron has gathered his full strength and has sent it forth to find the Ring and bring destruction upon the Free Peoples of Middle-earth. Bands of Orcs, Evil Men and other foul beings have attacked and besieged the free lands in the name of the Dark Lord, bringing death and ruin wherever they go, and yet the Dark Lord's hammer blow would fall hardest upon the realm of Gondor to the west.

As the legions of the Dark Lord spilled forth from the Black Gate, they marched upon the ruins of Osgiliath, Gondor's last line of defence against the threat of Mordor. Led by the cunning Gothmog and those that followed his orders, the hordes of Orcs that assaulted those within the ruined former capital soon claimed the city for the Dark Lord, and those that had garrisoned Osgiliath were either forced to retreat or were cut down as they tried.

Now, under the cover of black clouds sent forth by the Dark Lord, the armies of Mordor have marched upon the White City of Minas Tirith in order to conquer it in the name of Sauron. With the forces of Evil amassed upon the Fields of Pelennor, the siege of Minas Tirith has begun.

Huge rocks flung from the siege weapons of Mordor rain down upon the city, smashing through buildings and crushing all in their path. Countless Orcs and huge Trolls storm over the walls and through the gates of the city, flooding the streets of Minas Tirith and bringing war directly to the people of Gondor. Without aid from their allies, the city of Minas Tirith will surely fall to the armies of Mordor...

ARMY COMPOSITION

This army may include: The Witch-king of Angmar; Khamûl the Easterling; The Dark Marshal; The Undying; The Shadow Lord; The Tainted; The Knight of Umbar; The Betrayer; The Dwimmerlaik; Ringwraiths; Shelob; Gothmog, Lieutenant of Sauron; Gothmog's Enforcer; The Mouth of Sauron; Goroth, Captain of the Morannon; Shagrat, Captain of Cirith Ungol; Guritz, Master of Reserves; Gorbag, Orc Captain; Grishnákh, Orc Captain; Zagdûsh, Orc Captain; Kardûsh the Firecaller; Orc Captains; Orc Shamans; Orc Taskmasters; Orc Drummers; Morannon Orc Captains; Captains of the Black Guard; Black Guard Drummers; Black Númenórean Marshals; Mordor Uruk-hai Captains; Mordor Troll Chieftains; Great Beasts of

Gorgoroth; Orc Warriors; Orc Trackers; Warg Riders; Morgul Stalkers; Morannon Orcs; Black Guard of Barad-dûr; Black Númenóreans; Morgul Knights; Mordor Uruk-hai; Mordor Trolls; Mordor Siege Bows and Mordor War Catapults.

ARMY BONUS

"Our Enemy is Ready, His full Strength Gathered"

– Whilst you have more models on the board than your opponent, friendly **Mordor Warrior** models gain +1 Courage and may re-roll 1s To Wound when making Strikes.



STRENGTHS

Ringwraiths – Magical Powers are a great way to control the flow of a game, and the Nazgûl are some of the best magic users there are.

Huge Choice of Heroes – There are so many Heroes in the Mordor army to choose from, you'll be able to find one to suit any situation.

Cheap, Effective Warriors – The likes of Mordor Orcs and Morannon Orcs are pretty cheap warriors, meaning that you can get a sizeable force of them on the battlefield.

Plenty of Elite Choices – The Mordor army also has access to some excellent elite choices, such as the Black Guard of Barad-dûr, that can add some extra punch where needed.

WEAKNESSES

Low Courage – Orcs are not exactly the bravest race in Middle-earth, and without a Hero to keep them fighting, they may well flee when the going gets tough.

Too much Choice! – The Mordor army list is huge. With so many different profiles, you will have to make some tough decisions when forming your force.

Unreliable Shooting – Orcs have never been very skilled with a bow, and possess a Shoot value of 5+. Don't expect too much from your archers in a game! Catapults, on the other hand...

KEY MODELS



GOTHMOG

The lieutenant of Sauron is a great choice in any Mordor army. With a solid statline and 3 Might points, Gothmog also makes for a good leader. However, what makes him so great are his special rules. Gothmog has the Master of Battle special rule, which allows him to counter an enemy's Heroic Actions – for free! The cunning Orc also gives friendly Mordor Orcs within 3" the Hatred (**Men**) special rule – this means they can carve their way through forces of Men with ease. If you are playing against a Minas Tirith or Rohan force, you don't want to be without this Orc!



MORANNON ORCS

Though they are slightly more expensive than the more standard Mordor Orcs, Morannon Orcs are stronger and more heavily armoured than their counterparts. With a Strength of 4, Morannon Orcs are great for cutting through enemy heavy armour, and at a starting cost of only 7 points, you can still get plenty of these warriors into your army. Couple them with Gothmog and you have the start of a truly terrifying force.



MORDOR TROLLS

Adding a Mordor Troll is a great way to cause a load of damage to your opponent's army. Not only are they incredibly strong, but they are also very durable, with 3 Wounds and a Defence of 7. Having one of these hulking creatures means that your opponent will have to invest some significant resources in trying to stop it, which will allow the rest of your force to take the fight to them. As with all Monsters, having them carry out a well-timed Brutal Power Attack can turn the tide of battle.



THE WITCH-KING OF ANGMAR

As mentioned earlier, the Ringwraiths are an excellent part of a Mordor army – and the Witch-king is the very best of them. He has a wider range of Heroic Actions and Magical Powers, including Your Staff is Broken (to deal with any pesky Wizards). When equipped with the Crown of Morgul, the lord of the Nazgûl increases his Attacks to 3, and may re-roll a D6 when making Cast and Resist tests, making him one of the most deadly Heroes that the forces of Evil can unleash.



GURITZ, MASTER OF RESERVES.....60 POINTS
ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	4/5+	5	6	2	2	3	3	1	1

WARGEAR

Heavy armour, two-handed pick and sword.

HEROIC ABILITIES

- Heroic March

SPECIAL RULES

Master of Reserves **PASSIVE** – *An Orc with exceptional tactical knowledge, Guritz is able to direct his forces to where they are most needed.*

In Scenarios where you roll for additional forces to arrive (such as those that use the Reinforcements rule), you may modify the Reinforcements roll for Guritz’s warband by +1 or -1. If Guritz is already on the board then all warbands in your army may also modify their Reinforcements roll by +1 or -1. In Scenarios where you roll to see which part of the board your warbands deploy in, you may modify the dice roll by +1 or -1.

Under Gothmog’s command, Guritz is given the task of organising the reserve forces at the Battle of Pelennor Fields, directing Sauron’s mighty army to where it was needed most to crush those of Gondor.
A calculating Orc, Guritz has had plenty of experience in war, having fought in countless battles across the Third Age. It is these skills that Guritz utilised at the ports at the Pelennor, only to have his plans unravelled at the hands of the Three Hunters and the Army of the Dead.



GOTHMOG’S ENFORCER.....60 POINTS
ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	6	2	2	3	1	3	1

WARGEAR

Heavy armour and sword.

HEROIC ABILITIES

- Heroic Defence

SPECIAL RULES

Gothmog’s Right Hand **PASSIVE** – *Gothmog’s Enforcer will often be found somewhere behind the front lines, barking orders given by his commander.*

If Gothmog’s Enforcer is within 3" of Gothmog at the start of a turn, Gothmog may spend one of Gothmog’s Enforcer’s Will points to declare a Heroic Move instead of spending one of his own Might points.

Unlike most Orc Captains in Mordor’s armies, Gothmog’s Enforcer often shies away from a fight and did not claim his position through strength or by vile atrocities committed in the Dark Lord’s name. Instead, it was this Orc’s unwavering loyalty to Gothmog that saw him rise to the post he now holds. Whether his loyalty to Gothmog is out of admiration or, more likely, fear, remains unknown.



ZAGDÛSH, ORC CAPTAIN60 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	4/4+	4	5	3	2	4	3	1	1

WARGEAR

Armour and two swords.

HEROIC ABILITIES

- Heroic Strike
- Heroic Strength

SPECIAL RULES

Reckless Fighter **ACTIVE** – Zagdûsh fights with a frenzy the likes of which rivals even that of the most fearsome Orcs. However, this often leaves him vulnerable to a well-timed attack from those he is fighting.

One of Gothmog's Orc Captains at the Pelennor, it was Zagdûsh that led the assault on Minas Tirith from the siege towers and doubtlessly he was one of the first Orcs that fought their way onto Minas Tirith's walls. A reckless and savage creature, Zagdûsh cares little for his own well-being; his only aim is to slay as many of the defenders of the West in the name of the Dark Lord as possible.

At the start of a Fight involving Zagdûsh, before any dice are rolled, Zagdûsh may choose to decrease his Defence by 1 and increase his Strength by 1. This effect lasts until the end of the Fight.



GOROTH, CAPTAIN OF THE MORANNON80 POINTS

ORC, MORDOR, INFANTRY, HERO – HERO OF FORTITUDE

Mv	F	S	D	A	W	C	M	W	F
6"	5/5+	5	6	2	2	4	3	1	1

WARGEAR

Heavy armour and two-handed mace.

HEROIC ABILITIES

- Heroic Strike

SPECIAL RULES

Burly.

“Come here Maggot!” **ACTIVE** – Goroath treats his fellow Orcs with the utmost disdain, and will not hesitate to push them into the path of a fatal blow if it means that he will get to carry on the fight.

With the gates of the White City breached, the forces of Mordor flooded into Minas Tirith. Leading this assault was Goroath, a hulking beast of an Orc with an unquenchable thirst for blood. Storming through Minas Tirith's ranks, Goroath used his giant mace to swat aside those who stood against him. He is a veteran of countless wars, his survival assured by his willingness to throw his allies into the path of danger in order to save his own battle-scarred skin.

Each time Goroath suffers a Wound that would cause him to be slain after Fate points have been spent, he may roll a D6. On a 2+, Goroath may select a friendly **Mordor Orc** model within 1" and thrust it into harm's way instead of himself. The selected model will suffer the Wound instead of Goroath. Models that suffer a Wound in this way may not benefit from the Fury Magical Power but may use Fate points as normal.

THE SERPENT HORDE



To the south of both Gondor and Mordor are the desert lands of Harad. Within these barren places are the cities and tribes of the Haradrim, a race of Evil Men who have sworn their service to the Dark Lord Sauron. Over many years the Haradrim have waged numerous wars with the people of Gondor, ever seeking to claim their lands and their wealth for their own.

As the Dark Lord's power grew, so too did his command of the Haradrim people, and across the years of the Third Age their raids and assaults upon the realm of Gondor became more frequent and more barbaric. Many were the Gondor patrols that were ambushed as they travelled across their lands, either captured or killed by the Haradrim tribes.

The wealth gained from these raids was enough to see the more influential tribal leaders claim power for themselves, either commanding a whole host of tribes or, if they grasped enough renown and amassed enough wealth, perhaps also a whole city from which they could rule.

As the War of the Ring began, the Dark Lord commanded that the Haradrim tribes march to Mordor and begin the preparations for the wars ahead. However, it was not just the tribes that the Haradrim would bring to Mordor, for the Haradrim ride to war upon the backs of their lumbering war Mûmakil. These enormous beasts stride into the fray, trampling enemies underfoot whilst those within the howdahs rain down a hail of poisoned arrows.

It is upon the fields of Pelennor where the famed war beasts of the Haradrim truly made their mark. No sooner had Théoden led his Riders of Rohan on their charge through the ranks of the Orc hordes the sound of the horns of the Haradrim and the unmistakable thud of the Mûmakils' feet stomping towards the White City heralded the arrival of the forces from the south upon the Pelennor.

Now only the Rohirrim stand in the path of the armies of the South and the walls of Minas Tirith; and if they cannot slow the relentless advance of the fearsome Mûmakil, the White City will be reduced to ruin.

ARMY COMPOSITION

This army may include: Suladân the Serpent Lord; The Betrayer; The Golden King of Abrakhân; Râza, Fang of the Serpent; Hâsharin; Haradrim Kings; Haradrim Chieftains; Haradrim Taskmasters; War Mûmaks of Harad; Haradrim Warriors; Haradrim Raiders; Serpent Guard; Serpent Riders; Watchers of Kârna and Abrakhân Merchant Guard.

ARMY BONUS

The Scorpion's Sting – A Haradrim army may have 50% of its warriors armed with bows. Additionally, all Haradrim Warriors and Raiders may apply the Poisoned Weapons special rule to all of their weapons.



STRENGTHS

Poisoned Weapons – Many Haradrim models have poisoned weapons, allowing them to re-roll To Wound rolls of a 1 with those weapons, increasing their chances of slaying their foes.

Plenty of Elite Choices – There are plenty of elite choices in a Harad force, allowing you to build your army to suit your way of playing. Serpent Riders provide some elite Cavalry, whilst Abrakhân Merchant Guard pack a serious punch in combat.

Up to 50% Bows – The ability to take up to 50% of your warriors with bows all equipped with poisoned arrows is huge, and will dramatically increase your chances of whittling down your opponent's force from range.

WEAKNESSES

Low Defence – The Haradrim don't wear any kind of substantial armour, meaning that they are much easier to wound than other forces – be prepared to lose a few models for the greater cause!

Small Number of Named Heroes – With only a small handful of unique Heroes, a Haradrim force doesn't have the range of characters that other forces do.

KEY MODELS



SULADÂN

The Serpent Lord is an excellent addition to any Serpent Horde force. Suladân is a Hero of Legend which means that he can lead up to 18 followers in his warband, perfect for providing him with plenty of protection as he will most likely be your leader. He also has the Serpent Banner; one which affects friendly models within 6" rather than 3". Couple this with Suladân's 12" Stand Fast! and you have an excellent Hero to support all of your Haradrim in the fight.



MÛMAKIL

The huge war beasts of the Haradrim are a terrifying foe to face. If they get the chance to move first, either with Priority or a Heroic Move, they can trample whole warbands of enemy models in one devastating charge. Putting Tusk Weapons on a Mûmak makes this trample even more reliable, whilst upgrading it to have a Gnarled Hide gives it Defence 8! More than once has an army fallen foul of these mighty beasts.

RÂZA, FANG OF THE SERPENT75 POINTS

MAN, HARADRIM, INFANTRY, HERO – HERO OF FORTITUDE

When Suladân's rise to power began, other ambitious chieftains often sought to dethrone the future Serpent Lord. Whenever such conflict arose, Suladân would call on Râza, his own personal bodyguard. Unshakeably loyal, Râza would be commanded to seek out the enemies of his master and dispatch them in such a way as to make an example of them for their treachery. With Râza under his command, it wasn't long before Suladân's rule was cemented, and Râza would earn the moniker of the Fang of the Serpent.

Mv	F	S	D	A	W	C
6"	4/4+	4	5	3	2	5

M	W	F
3	1	1

SPECIAL RULES

Bane of Kings, Sworn Protector (Suladân).

The Serpent's Weapon **ACTIVE** – *On Suladân's command, Râza will seek out and slay those who have roused his master's ire.*

WARGEAR

Armour and spear.

HEROIC ABILITIES

- Heroic Strike
- Heroic Challenge

At the start of the game, secretly select one **Hero** model in your opponent's force to be Râza's target and write it down. At the start of a Fight where Râza is Engaged with his target (you should then reveal this to your opponent), Râza's Fight value is increased by 2 for the duration of the Fight.

FAR HARAD

Far to the south of Gondor, and even the lands of Harad, lie the arid and harsh desert wastes of Far Harad. The scorching sun that beats down upon the plains of this region, and the fact that water is hard to come by, means that few folk can hope to survive for long in such conditions – and those that do have become a ruthless people out of necessity.

Within the sands of Far Harad live the people known as the Mahûd; a tribal warrior race that has grown accustomed to the harsh surroundings of the desert and its dangers. These people have dwelt in the lands of Far Harad for centuries, and as the Mahûd have spent longer in these lands, they have become savage and more brutal.

For the Mahûd are not a civilised race, instead the measure of those within the tribes is how strong and barbaric they can be, and brutal ritual fights are commonplace. Those that lead them are therefore the strongest and most able fighters, not those born into positions of power and wealth.

In the closing years of the Third Age, many of the Mahûd tribes have spent years waging wars against each other, raiding each other's settlements and slaughtering their people. Each Mahûd king has but one goal, to gain lands and renown through barbaric acts of strength against others that would seek to oppose them. However, it was not long before emissaries from Mordor came to the tribes of Far Harad in order to claim their allegiance in the coming wars. Sauron promised that the kings and tribesmasters would be given the opportunity to gain renown unheard of in the lands of Far Harad by joining his armies and marching upon the White City to see to its destruction.

Upon their fearsome War Mûmakil, the Mahûd tribes stride towards the Pelennor and to war. Their kings lead from the front in order to be the first into battle, showing strength unrivaled by their kin as they slaughter all who oppose them. Yet as they continue their relentless march toward the city of Minas Tirith, the riders of Théoden of Rohan stand in their way, and the charge of the Mahûd and the Rohirrim will leave numerous casualties on both sides.

ARMY COMPOSITION

This army may include: The Mûmak War Leader; Mahûd Kings; Mahûd Tribesmasters; War Mûmaks of Far Harad; Mahûd Warriors; Mahûd Raiders and Half Trolls.

ARMY BONUS

Warrior Pride – Mahûd Warrior models that are within 6" of a friendly Mahûd Hero model that is Engaged in combat automatically pass all Courage tests they are required to make.



STRENGTHS

Strong Heroes – Quite literally. Only the very strongest in a Mahûd tribe can rise to lead, and Mahûd Heroes are all Strength 5.

Mûmakil – Just like the Serpent Horde, the armies of Far Harad have access to these devastating beasts of war.

Blowpipes – Though they only have a short range, blowpipes don't count towards your Bow Limit, so you can have as many as you want!

Warrior Pride – The Far Harad Army Bonus means that if a Hero is in a Fight, their Warriors will stand their ground – very handy with the Mahûd's low Courage values.

WEAKNESSES

Low Courage – With all of the Warriors having a Courage value of 2, Terror-causing enemies and your army breaking can cause major problems; unless you have a Hero in combat nearby, that is.

Short Range Shooting – All Far Harad shooting only has a range of 12", meaning that you can be outshot at range – good job every model can have a blowpipe to compensate!

Only One Named Hero – Named Heroes add a lot of flavour to a force, and Far Harad only has one unique Hero – the Mûmak War Leader; although he can pack a hefty punch!

KEY MODELS



MÛMAK WAR LEADER

Probably the greatest king in the Mahûd tribes, the Mûmak War Leader makes for an excellent leader for a Mahûd force. Although he has a whopping 400 point price tag, that does include his Royal War Mûmak, which comes with a slew of upgrades. The Mûmak War Leader also has a great statline. With Strength 5, 3 Attacks and 3 Wounds, he can go toe-to-toe with some of the best Heroes out there – if he loses his Mûmak, that is. However, his best quality is his Imposing Presence special rule, which can cancel an enemy Heroic Move and allow his own Mûmak to continue to trample through enemy ranks.



HALF TROLLS

These hulking creatures are a great addition to any Far Harad army. They have a statline to rival that of many Heroes, with a Fight value of 5, 2 Attacks, 2 Wounds and the Terror special rule. On top of this, they have a huge Strength of 5, which allows them to cut through enemy Warriors with ease, and do some serious damage to enemy Heroes. However, they only have a Courage value of 2, so make sure that you have some Mahûd Heroes in a nearby Fight if you want them to stick around when the going gets tough!



THE MÛMAK WAR LEADER.....400 POINTS

MAN, MAHÛD, INFANTRY, HERO – HERO OF LEGEND

Of all of the kings and tribesmasters that rule over the tribes of the Mahûd, none is more feared and respected by his own people than the Mûmak War Leader. Amid the constant tribal wars of the Mahûd, the Mûmak War Leader has never tasted defeat, and through his countless victories he has claimed the position of High King of the tribes. There have been many challengers to his throne, yet all have been defeated and dealt with in the most barbaric of ways – with every victory only strengthening the Mûmak War Leader’s claim to power. Upon heeding the call to fight for the Dark Lord, the Mûmak War Leader proudly took up his position upon his mighty beast and headed to war to claim the final great victory that would seal his place in legend.

Mv	F	S	D	A	W	C	M	W	F
6"	5/3+	5	5	3	3	6	3	2	2

WARGEAR

Armour, long-bladed spear and Royal War Mûmak.

Long-bladed spear **ACTIVE** – This unusual weapon can be used as either a spear or a two-handed sword.

Royal War Mûmak **PASSIVE** – The Mûmak War Leader rides into battle upon his Royal War Mûmak. This is a War Mûmak of Far Harad with the Gnarled Hide, Sigils of Defiance and Tusk Weapons upgrades. Additionally, the Royal War Mûmak has a Fight Value of 5 rather than 4. The Mûmak War Leader replaces the Mahûd Beastmaster Chieftain and is placed in the same manner as the Mahûd Beastmaster Chieftain. Additionally, the Mûmak War Leader may include Haradrim Warriors in the Howdah, as if they were from the Far Harad army list, and not lose its Army Bonus.

HEROIC ABILITIES

- Heroic March
- Heroic Strike
- Heroic Strength
- Heroic Challenge

SPECIAL RULES

Imposing Presence **PASSIVE** – *The sight of the High King of the Mahûd upon his Royal War Mûmak can instil doubt in even the most skilled of generals, and a moment’s hesitation can spell their imminent doom.*

Whilst mounted upon his Royal War Mûmak, the first time each turn that an enemy model declares a Heroic Move within 12" of the Mûmak War Leader, roll a D6. On a 4+, the Heroic Move is immediately cancelled and any Might points spent in declaring it are lost. Whilst the Mûmak War Leader is atop his Royal War Mûmak, measure the range of this special rule from the Mûmak’s base.

High King of the Mahûd **PASSIVE** – *The Mûmak War Leader’s reputation is known throughout the wastes of Far Harad, and from atop his Royal War Mûmak he can command vast swathes of the Mahûd army.*

The range of the Mûmak War Leader’s Stand Fast! is 12" rather than 6". Additionally, models from the Mûmak War Leader’s warband may deploy within 12", rather than 6" – even outside the Howdah if they wish. Whilst the Mûmak War Leader is atop his Royal War Mûmak, measure the range of this special rule from the Mûmak’s base.





CORSAIRS OF UMBAR



To the south of Gondor, on the shores of the Great Sea, sits the shadowed city of Umbar, home to the seafaring Corsairs. The city of Umbar does not operate like any other place in Middle-earth; backstreet dealings and faceless rulers control the people, and it is rumoured that the ancient Order of the Hâsharii pull the strings of those in positions of apparent authority.

For centuries the black-sailed ships of the Corsairs of Umbar have ranged the coastline of Gondor, raiding and pillaging settlements as they please. The Corsairs are without mercy; the villages they attack are picked clean of wealth and their people slaughtered or enslaved if they are unable to remain hidden from the Corsairs' wrath. It is not unheard of for numerous ships from the Umbar fleets to attack a larger town or even a city, engaging the armies of Gondor in a vicious and bloody skirmish whilst the Corsairs loot as much of the city as they can before being driven back to their vessels.

The Hâsharii that control the vast city of Umbar have long worshipped Sauron, and so when the Dark Lord called for them to fight for his cause to regain The One Ring, the Hâsharii began guiding their puppet-lords in Umbar towards their new purpose. The number of incursions upon the coasts of Gondor has increased and become even more malicious, for these constant raids served to weaken the kingdom of Gondor against the threat of Mordor. It was even rumoured that Dalamyrr, the Fleetmaster of Umbar, was himself a member of the Hâsharii who had been placed in his position to oversee their orders, and the Dark Lord's will.

At the time of the War of The Ring, the Corsairs of Umbar have let loose the full force of their fleets upon the city of Pelargir. For the city is the final line of defence upon the Anduin before Minas Tirith, and should Pelargir fall, there will be nothing stopping the Corsairs of Umbar from sailing up the river and reaching the fields of Pelennor.

ARMY COMPOSITION

This army may include: Dalamyrr, Fleetmaster of Umbar; The Knight of Umbar; Delgamar, Gatemaster of Umbar; Hâsharin, Corsair Captains; Corsair Bo'suns; Black Númenórean Marshals; Corsairs of Umbar; Corsair Reavers; Corsair Arbalesters and Black Númenóreans.

ARMY BONUS

"The Corsairs are upon us! It is the last Stroke of Doom!" – Corsair models gain the Backstabbers special rule.



STRENGTHS

Hard to Target Heroes – Some of the Corsair Heroes have the Stalk Unseen special rule, making them hard to target from range.

Throwing Weapons – Pretty much all Corsairs have throwing daggers as standard, making them all the more deadly at close range.

All Fight 4 – The constant raids upon the coasts of Gondor have made the Corsairs excellent fighters.

WEAKNESSES

Low Defence – Corsairs don't possess the heavy armour that other armies wear into battle (mainly to reduce the risk from falling overboard), meaning that they are much easier to slay in a fight; so long as you can beat them in a duel, that is!

Risky Warriors – The likes of Corsair Reavers are an interesting prospect. They are a risk that can win you games when things go well, but on the off-chance things go badly, they can be your downfall.

KEY MODELS



DALAMYR

The Fleetmaster of Umbar is a tricky model for your opponent to take down, which makes him an ideal leader for a Corsair force. Whilst he may only have a Defence of 4, he does have 3 Fate points and can never be Trapped when still standing, meaning that he can stick around for a long time. Also, he has the Stalk Unseen special rule, so he can blend into the background and not be targeted by enemy models. With a Fight value of 5 and 3 Attacks, Dalamyr is no slouch in combat either – especially when you factor in his Bane of Kings special rule.



ARBALESTERS

The Corsair Arbalesters are a great addition to any Corsair army, mainly as they come with crossbows as standard. Being able to unleash a whole host of Strength 4 shots upon your opponent is a terrifying prospect for any army to face, especially with their 4+ Shoot value. Whilst they only have a Defence of 3, their pavises give them some extra protection, adding +3 to their Defence when they are hit by a shooting attack and making them very difficult to outshoot on the battlefield.

DELGAMAR, GATEMASTER OF UMBAR.....75 POINTS MAN, CORSAIR, INFANTRY, HERO – HERO OF VALOUR

The highest ranked Corsair Captain under Dalamyr's command, Delgamar has been granted the station of Gatemaster of Umbar. Though this requires him to spend the majority of his time guarding the ports and gateways into the shadowed city, Delgamar still captains his ship on raids up and down the southern coastlines of Gondor. Those under Delgamar's command will follow his every command, for those that disobey the Gatemaster of Umbar will feel the searing pain of the lash of the captain's whip.

Mv	F	S	D	A	W	C
6"	5/3+	4	5	3	2	4

M	W	F
3	1	1

SPECIAL RULES

Ruthless Commander **ACTIVE** – *Delgamar does not suffer those who fail him lightly, even if their failure did not happen to be of their own doing.*

WARGEAR

Armour, sword, whip and throwing daggers.

HEROIC ABILITIES

- Heroic Strength

Friendly **Corsair Warrior** models within 3" of Delgamar may choose to re-roll a single dice during a Duel roll. However, if a **Corsair Warrior** model makes this re-roll and fails to win the Duel roll, they immediately suffer a Strength 2 hit.

LEGENDARY LEGIONS



Over the vast history of Middle-earth, there have been countless wars, battles and skirmishes that have shaped the future of its races and peoples, and all have been fought by heroes and warriors that have given their all for their cause. These collections of warriors have not always been from the same armies, kingdoms, or even races, but nonetheless they fought and died together on the battlefield, forging their name into the great tapestry of Middle-earth's ever-growing story.

A Legendary Legion is a new way of selecting your army for a battle. Each represents those fighting forces that were present at a specific battle or point in time within the history of Middle-earth, either from the books or the movies, by providing a bespoke army list with all of the relevant characters and Heroes as well as a series of special rules to faithfully encapsulate the feel of the moment you are representing on the tabletop.

HOW DO THEY WORK?

A Legendary Legion is a standalone army list that is separate from all of the others presented elsewhere. It will list all of the profiles that can be used when fielding it, as well as any wargear that can be taken by the units and Heroes included. This may mean that a profile that could normally take a certain piece of wargear may not be able to take that piece of wargear in a Legendary Legion if it does not fit the specific theme of the list. Alternatively, some profiles may come with certain wargear already built into their points cost, ensuring that the relevant wargear is always taken. When this is the case, the wargear will be stated in the profile's entry and its points value will have been adjusted accordingly.

A Legendary Legion will often be made up of profiles that would normally not be in the same army list. This is intentional, as it allows players to create a force that is thematic and fits the specific snapshot or moment from the books or movies that the Legendary Legion represents.

When a Legendary Legion lists a profile that can be used in the army list, the profile can be found either in this supplement or in *Armies of The Lord of the Rings*. Additionally, **Hero** models will keep the same Heroic Tier that they are presented with in their specific profile, unless otherwise stated.

All Legendary Legions will have a series of special rules that will help set them apart from the other army lists available. Each special rule will help to add to the character of the army and really add to the feel that you are playing with the force directly out of the books or movies.

Additionally, Legendary Legions will often have a list of restrictions that players must abide by in order to use the army list. This could be anything from making sure that all models are mounted, or having a certain Hero lead the army – anything that gives the army a better feel for the scene it is representing.



As Legendary Legions are meant to represent a specific point in time, there are a few differences between them and the normal army lists found in *Armies of The Lord of the Rings* and *Armies of The Hobbit*.

1) THEY CANNOT ALLY

Legendary Legions focus upon key moments from the books and movies, and as such they will already contain all of the relevant profiles that can be used within the army list. Because of this, they cannot ally with any other army lists under any circumstances.

2) THEY DON'T HAVE AN ARMY BONUS

Whilst other army lists have an Army Bonus to reward players for taking a pure force, Legendary Legions go one step further. Whilst they don't have an Army Bonus as such (mainly as they must always be pure forces by their very nature), they will have a series of additional special rules instead; all of which are listed on the relevant Legendary Legion's page.

3) HERO MODELS CAN LEAD WARRIOR MODELS THEY COULD NOT NORMALLY LEAD

Often, a Legendary Legion will encompass various profiles from multiple different army lists. When building your force using a Legendary Legion, **Hero** models from the list may lead any of the **Warrior** models from the same list – even if they would not normally be able to do so. This allows players to fully build an army that mirrors the scene that the Legendary Legion is trying to replicate.

This supplement includes the first eight Legendary Legions that we are introducing to the game, with each one representing a force that was integral to the battles fought as part of the War of The Ring at the close of the Third Age; either by fighting for Gondor, or marching upon the White City in order bring about its destruction.

Over the next few pages, we will introduce you to these Legendary Legions; providing you with the full list of profiles available to them, as well as all of the additional and special rules that govern how to create forces that accurately and faithfully recreate the scenes that they are derived from.



RANGERS OF ITHILIEN

At the eastern edges of the realm of Gondor, and next to the land of Mordor, lies Ithilien. This once prosperous region has become deserted and overgrown since Minas Ithil fell into the hands of the dreaded Nazgûl. Yet these lands still belong to the kingdom of Gondor, and patrols of warriors are stationed there to keep an ever-watchful eye upon their borders, ensuring that no evil may cross.

At the time of the War of The Ring, it is the Steward's own son, Faramir, that commands the forces of Ithilien; his followers garrisoning the ruins of Osgiliath as one of the last lines of defence against the armies of Mordor. Stout warriors from Minas Tirith, skilled Rangers who have spent years in the wilderness, and hardy Men who have seen many battles within the city of Osgiliath are all under the command of Lord Faramir, and will fight alongside the Steward's son in defence of Gondor to the very last man.

Along with his trusted advisors, Madril and Damrod, Faramir leads bands of Rangers into the wild lands of Ithilien, scouting the thick undergrowth and dense woodland regions ahead and ever on watch for intruders that have made their way into Gondor. Those that do seldom make it far, for Faramir and his Rangers will lay in wait, hiding among the bushes and trees, ready to strike. The first thing intruders will know of the trap they have sprung is the hail of arrows that rains down upon them, inflicting terrible casualties and causing great confusion and panic before the survivors are picked off by their unseen hunters.

As the Third Age draws to a close, the forces of Ithilien and Osgiliath remain under constant threat. The armies of Mordor cross into their lands in tremendous numbers, assaulting the ruined city of Osgiliath with all of their might so as to conquer Gondor's last great bastion against the Dark Lord.



ARMY COMPOSITION

FARAMIR, CAPTAIN OF GONDOR WITH BOW85 points	OSGILIATH VETERANS8 points
• Horse10 points	• Bow1 point
	• Shield1 point
MADRIL, CAPTAIN OF ITHILIEN55 points	• Spear1 point
DAMROD, RANGER OF ITHILIEN25 points	WARRIORS OF MINAS TIRITH7 points
FRODO BAGGINS WITH MITHRIL COAT, STING AND ELVEN CLOAK85 points	• War horn30 points
SAMWISE GAMGEE WITH ELVEN CLOAK45 points	• Banner25 points
SMÉAGOL30 points	• Bow1 point
CAPTAINS OF MINAS TIRITH50 points	• Shield1 point
• Horse10 points	• Spear1 point
• Bow5 points	RANGERS OF GONDOR8 points
• Lance5 points	• Spear1 point
• Shield5 points	

ADDITIONAL RULES

- A Rangers of Ithilien force must always include Faramir, Captain of Gondor, who is always the army's leader.
- Samwise Gamgee can only be included in your force if Frodo Baggins is also included. Sméagol may only be included in your force if both Frodo and Sam are included.
- Frodo, Sam and Sméagol may not lead **Warrior** models in this force.

SPECIAL RULES

Faramir's Rangers – *Faramir often leads Rangers to patrol the borders of their realm and protect it against intruders.*

Rangers of Gondor in warbands lead by Faramir, Madril or Damrod do not count towards this force's Bow Limit.

Captured by Gondor – *Although originally prisoners, Frodo and Sam will fight alongside Faramir if the need arises.*

Frodo, Sam and Sméagol must either be deployed together as one warband, or included as part of Faramir's warband.

Experienced Trackers – *The Rangers under Faramir's command have become experts in traversing the thick undergrowth and forests that surround Ithilien as they track the servants of the Dark Lord that enter Gondor.*

Rangers of Gondor from this army list gain the Woodland Creature special rule.

Designer's Notes: *This Legendary Legion represents the warriors under the command of Faramir both in Ithilien and in Osgiliath. You'll notice that you may take a force of Rangers of Gondor, but only up to a certain point. This is because there were only so many Rangers that patrolled the dense terrain with Faramir, and so there is a limit on the amount you may take before you have to revert to taking warbands from Faramir's garrison in Osgiliath as shown by Faramir's Rangers special rule.*

In the films, Frodo, Sam and Sméagol are captured by Faramir and his Rangers before they are taken to Osgiliath. We have included them in this Legendary Legion so that you may take them alongside your army and faithfully recreate the scenes from the films if you wish. As they are captured together, Frodo, Sam and Sméagol may be deployed as a single warband with Frodo as the warband's captain – however, as they are essentially prisoners, at least for a time, they may not lead Warriors in their warband.

THE GREY COMPANY

The Grey Company is the group of Rangers who travelled south in order to accompany their chieftain, Aragorn, into battle against Mordor. Commanded by Halbarad Dunadan, Aragorn's kinsman, the Rangers who make up the Grey Company are grim-faced and hardy, men that have spent numerous years stalking the wooded terrain of the northern lands, keeping them safe and free from the servants of Sauron that seek to gain a new foothold in that region.

Meeting with Aragorn upon the Fords of Isen, the Grey Company accompanied him on the Paths of the Dead, onto the city of Pelargir where they helped to capture the Corsair fleets and slay their pirate crews. From there, the company sailed up the Anduin to the docks of Harlond, leaping from the bows of the ships and joining the Battle of Pelennor Fields.

Though the Grey Company largely comprised Aragorn's kinsmen from the north, they were not the only ones to make this journey with the heir of Isildur. Aragorn's constant companions, Legolas Greenleaf and Gimli, son of Glóin, made the same journey and fought alongside him. Aragorn's kinsman, Halbarad Dunadan, led the Grey Company to the side of the king, and carried the banner of Arwen Evenstar, made by the Elf-maiden herself. Having accompanied Aragorn on many previous travels, Elladan and Elrohir, the twin sons of Elrond, also rode south with the Grey Company.

Together, the small band of warriors that made up the Grey Company were a fearsome force, comprising some of the greatest fighters of the Third Age and led into battle by none less than the true King of Gondor.



ARMY COMPOSITION

ARAGORN – STRIDER160 points	GIMLI, SON OF GLÓIN100 points
• Armour.....5 points	• Elven cloak.....5 points
• Bow.....5 points	
• Elven cloak.....5 points	
HALBARAD70 points	ELLADAN & ELROHIR160 points for both
• Banner of Arwen Evenstar.....40 points	• Elven bow.....10 points for both
	• Elven cloak.....10 points for both
	• Heavy armour.....10 points for both
LEGOLAS GREENLEAF100 points	RANGER OF THE NORTH30 points
• Armour.....5 points	• Spear.....1 point
• Elven cloak.....5 points	

ADDITIONAL RULES

- A Grey Company force must always include Aragorn – Strider, who is always the army’s leader.
- A Grey Company army is always deployed as a single warband, regardless of the number of models, with Aragorn as the warband’s captain.

SPECIAL RULES

Passing of the Grey Company – *Having arrived at the docks of Harlond together upon the Corsair ships, the Grey Company fight hardest when they fight alongside their kin.*

All models from this army list gain the Woodland Creature special rule, and Rangers of the North may benefit from the Stand Fast! of Aragorn, Legolas, Gimli, Halbarad, and Elladan & Elrohir. Additionally, Rangers of the North increase their Attacks value to 2 whilst they have the **Infantry** keyword.

The Heir of Isildur – *The rightful heir to the throne of Gondor, Aragorn has finally come to fulfill his destiny.*

Aragorn does not have to pay any points for Andúril, Flame of the West, he automatically has this upgrade – it is free.

Designer’s Notes: *This Legendary Legion represents the company that travelled with Aragorn to the Battle of Pelennor Fields as depicted in the book, and is comprised entirely of Hero models. As this is Aragorn’s defining moment, it seemed fitting to allow him to take Andúril, Flame of the West for no additional cost in points, providing a nice bonus for players who wish to recreate the company from the books.*

The Grey Company is largely made up of the grim-faced Rangers of the North, and you may have noticed that they have essentially retained their Army Bonus from the Rangers list, making them rather deadly in a fight! As the Grey Company is so few in number, having Aragorn’s kinsman in the force, carrying the banner of Arwen Evenstar, can be crucial for the army’s success. Not only does it provide a 6" banner, but it also makes all friendly models Fearless – very handy in a tight spot!

THE RETURN OF THE KING

As the Corsair ships pull into the docks of Harlond, jeers and insults are being shouted at the boats by the Orc garrison that have been awaiting the arrival of their allies from Umbar. However, much to the surprise of the Orcs, no Corsairs can be seen. Instead, a single Man, Elf and Dwarf leap from a ship.

As the Orcs scoff at the three foes that now stand against them, Aragorn, Legolas and Gimli begin to charge. As the three hunters sprint towards their Orcish enemies that stand between them and the Battle of Pelennor Fields, Aragorn summons the undead hosts to war.

The sudden appearance of the Army of the Dead catches the forces of Mordor completely unaware, the sight of such a terrifying foe causing the Orcs to freeze in terror as the shadowed legions sweep over them before making their way towards the Pelennor in an effort to drive back the hordes of the Dark Lord.

Upon the fields of Pelennor, and under the command of the heir of Isildur, the deadliest army in all of Middle-earth will be unleashed upon the forces of Sauron, and they will not cease their ghostly assault until they have made safe the city of Minas Tirith and honoured the oath sworn centuries ago, allowing them finally to be at peace.



ARMY COMPOSITION

ARAGORN – STRIDER160 points	HERALD OF THE DEAD70 points
• Elven cloak5 points	• Shield5 points
LEGOLAS GREENLEAF100 points	WARRIOR OF THE DEAD14 points
• Armour5 points	• Banner25 points
• Elven cloak5 points	• Shield1 point
GIMLI, SON OF GLÓIN100 points	• Spear1 point
• Elven cloak5 points	RIDER OF THE DEAD24 points
THE KING OF THE DEAD100 points	

ADDITIONAL RULES

- This army must include both Aragorn – Strider and the King of the Dead. Aragorn is always the army’s leader.
- Aragorn, Legolas and Gimli may all lead Warriors of the Dead and Riders of the Dead in this army list.

SPECIAL RULES

The Heir of Isildur – *The rightful heir to the throne of Gondor, Aragorn has finally come to fulfil his destiny.*

Aragorn does not have to pay any points for Andúril, Flame of the West, he automatically has this upgrade – it is free.

The King of the Dead – *Having been tormented in an undead state for centuries, the King of the Dead can now unleash his fearsome might upon those that oppose him.*

The King of the Dead gains the Harbinger of Evil special rule.

“Fight for Us and Regain your Honour” – *Only by fighting alongside the King of Gondor can the Dead finally find peace, something they will fight all the harder to possess.*

Spirit models from this army list count as being in range of a banner if Aragorn is within 6".

Designer’s Notes: *This particular Legendary Legion represents the force Aragorn brings to the Pelennor Fields in the movies rather than the books, and as such it contains the Three Hunters and the Army of the Dead. The army focuses very much around Aragorn and the King of the Dead as the Dead only venture forth from Dunharrow as a result of the arrival of Aragorn. It also makes sense to include Andúril for free as it was the sword that Aragorn used to best the King of the Dead in their brief duel in the mountain catacombs.*

In the films, the arrival of the Dead signals the end of the Battle of Pelennor Fields as they destroy all manner of Evil things upon entering the battlefield, and this army list makes the Dead a force to be reckoned with. The King of the Dead gains the Harbinger of Evil special rule, which makes it even easier for his long-dead followers to cut through their foes, whilst Aragorn provides all Spirit models with a banner to further increase the chances of them winning Fights.

THE RIDERS OF THÉODEN

As the Battle of Pelennor Fields rages on, things seem hopeless for the forces of Gondor; their gates have been breached, their walls scaled, and now hordes of Orcs have begun flooding the lower levels of the city. Yet, as dawn breaks, from the north the sound of horns can be heard ringing out across the crisp morning air, heralding the arrival of the Riders of Théoden.

As the sun rises over the Pelennor, and the Orcs seek to press their advantage, thousands of Riders of Rohan come into view from over the hill, their spears gleaming in the morning sun. At the helm of the army of the horse lords is Théoden, the King of Rohan, who, before sending his men charging towards the maelstrom of battle, gives a powerful and impassioned speech, enough to turn the most craven hearts into those of fierce and resolute warriors.

Many of Rohan's finest heroes have accompanied their king into battle. Éomer, the king's heir, gallops forth in order to bring death and ruin upon the armies of Sauron. Alongside the king ride his two most loyal protectors; Déorwine, the chief of the King's Knights, and Gamling, who carries the Royal Standard of Rohan aloft, heralding the coming of the king. With his Éored rides the accomplished captain Elfhelm and with him, unbeknownst to any within the Rohan army, the lady Éowyn, disguised as the warrior Dernhelm.

When the Riders of Théoden charge into battle, there are few who can stand against them; the force of their charge will smash aside shieldwalls and scatter those behind them. The sight of such a charge is enough to rally any ally, and rout those that stand against them.



ARMY COMPOSITION

THÉODEN, KING OF ROHAN WITH ARMOURD HORSE,
HEAVY ARMOUR AND SHIELD100 points

ÉOMER, MARSHAL OF THE RIDDERMARK
WITH ARMOURD HORSE AND SHIELD120 points

- Throwing spears.....5 points

DERNHELM75 points

DÉORWINE, CHIEF OF THE KING'S
KNIGHTS WITH HORSE85 points

GAMLING, CAPTAIN OF ROHAN WITH HORSE65 points

- Royal Standard of Rohan50 points

ELFHELM, CAPTAIN OF ROHAN WITH HORSE75 points

CAPTAIN OF ROHAN WITH HORSE55 points

- Bow5 points
- Heavy armour5 points
- Shield5 points
- Throwing spears.....5 points

RIDER OF ROHAN14 points

- War horn30 points
- Banner25 points
- Throwing spears.....2 points

ROHAN ROYAL GUARD ON HORSE15 points

- Banner25 points
- Throwing spear2 points

ADDITIONAL RULES

- A Riders of Théoden force must always include Théoden, King of Rohan (the clue is in the name!), who is always the army's leader.
- Dernhelm may be deployed as part of Elfhelm's warband if you so wish. If you do this, Dernhelm will count as an Independent Hero.

SPECIAL RULES

"Ride for Ruin and the World's Ending!" – Friendly
Rohan Cavalry models gain +1 Strength on a turn in which
they Charge.

"Death!" – *The King of Rohan's battlecry inspired all that
followed him to perform great deeds that would be worthy
of remembrance.*

Once per game, at the start of any Fight phase, so long as
he is alive and on the battlefield, Théoden can declare that
he is using this ability. Every friendly **Rohan Hero** within
12" may declare either a Heroic Combat or Heroic Strike (if
able) without expending Might points to do so.

Designer's Notes: *The Riders of Théoden Legendary Legion represents the charge of the Rohirrim at the Battle of Pelennor Fields, perhaps the most iconic scene in The Lord of the Rings trilogy. Just like the Riders of Rohan in the films, every model in a Riders of Théoden force must be mounted, which is why there are no options for any Infantry models and why every Hero automatically comes with a mount.*

The combination of the Legendary Legion's two special rules means that a charge from this force is as devastating as depicted in the films. With all Rohan models gaining a bonus to their Strength, and each Hero being able to call a free Heroic Combat, the Riders of Théoden can punch a gaping hole into the ranks of their enemies, much like we see in the film.

Players who want to recreate the epic charge of the Rohirrim from The Lord of the Rings: The Return of the King need look no further than the Riders of Théoden Legendary Legion.

THE MEN OF THE WEST

The Battle of Pelennor Fields has been won, the Free Peoples of Middle-earth stand victorious and the armies of the Dark Lord have been driven back to the land of Mordor. However, the war is not yet over, as now thousands of Orcs stand between Frodo and Mount Doom.

In the halls of Minas Tirith, the Captains of the West devise a strategy. By marching upon the Black Gate and luring out the armies of the Dark Lord, the Men of the West will be all but forfeiting their own lives. However, they will provide Frodo with one vital last chance to finally end the power of the Ring once and for all.

Gathering their remaining strength, Aragorn, Éomer and Imrahil lead their armies to the Black Gate to fight one last battle. Warriors from Gondor and Rohan now stand side-by-side as legions of Mordor Orcs pour from the Black Gate. Only by the courage of Men can the day be won.

Together, the armies of Minas Tirith, Rohan and Dol Amroth are a formidable force to face, their combined skill-at-arms enough to challenge the strength of Mordor, and they are led by some of the greatest heroes of the Third Age. Men, Elves, Dwarves, Wizards and Hobbits stand together in the final great battle against the Dark Lord, for the future of all Middle-earth hangs in the balance.



ARMY COMPOSITION

ARAGORN, KING ELESSAR	225 points	CAPTAIN OF MINAS TIRITH	50 points
LEGOLAS GREENLEAF	100 points	• Bow	5 points
• Armour	5 points	• Shield	5 points
GIMLI, SON OF GLÓIN	100 points	CAPTAIN OF ROHAN	45 points
ÉOMER, MARSHAL OF THE RIDDERMARK	100 points	• Bow	5 points
• Shield	5 points	• Heavy armour	5 points
MERIADOC BRANDYBUCK, KNIGHT OF THE MARK	25 points	• Shield	5 points
• Shield	5 points	• Throwing spears	5 points
PEREGRIN TOOK, GUARD OF THE CITADEL	25 points	CAPTAIN OF DOL AMROTH	65 points
GANDALF THE WHITE	220 points	WARRIOR OF MINAS TIRITH	7 points
BEREGOND	30 points	• War horn	30 points
PRINCE IMRAHIL OF DOL AMROTH	140 points	• Banner	25 points
ELLADAN & ELROHIR	160 points for both	• Bow	1 point
• Heavy armour for both	10 points	• Shield	1 point
		• Spear	1 point
		WARRIOR OF ROHAN	6 points
		• War horn	30 points
		• Banner	25 points
		• Throwing spears	2 points
		• Bow	1 point
		• Shield	1 point
		KNIGHT OF DOL AMROTH	11 points
		• War horn	30 points
		• Banner	25 points

ADDITIONAL RULES

- All models in this force must have the **Infantry** keyword. No **Cavalry** models are available.
- Only **Gondor Hero** models may lead **Gondor Warrior** models. Only **Rohan Hero** models may lead **Rohan Warrior** models.
- A Men of the West force must always include Aragorn, King Elessar, who is always the army's leader.

SPECIAL RULES

“This Day We Fight!” – Whilst Aragorn, King Elessar, is alive and on the battlefield, all models from this army list automatically pass all Courage tests that they are required to make.

“For Frodo!” – Once per game, at the start of any Fight phase, so long as he is alive and on the battlefield, Aragorn can declare he is using this ability. Friendly models within 12" increase their Fight value by 1 until the end of the turn.

Designer's Notes: *This Legendary Legion represents the last stand of Men that marched upon the Black Gate under the command of the new King of Gondor. The Battle of the Black Gate was one in which the forces of the Free Peoples were significantly outnumbered, yet managed to hold off their foes for enough time to allow Frodo to destroy the Ring. In both the movies and the books, those present fight on foot so as to form a small area in which to fight in, reducing the effectiveness of the sheer numbers of enemies. Because of this, no models in this force can be mounted – those that are in the films dismount before the fighting starts, which is why they have no options for mounts.*

Many of those present at the battle believe this to be their final hours, a desperate effort simply to provide Frodo with one last chance to defeat the Dark Lord. Because of this, they will give everything they can to give Frodo every opportunity, fighting harder than ever before and giving every last ounce of strength in defiance of Sauron. This is represented in the special rules, allowing them to fight on to the bitter end.

THE ARMY OF GOTHMOG

As the Third Age draws to a close, Sauron sends his vast armies to march upon the kingdom of Gondor and ensure that the race of Men will fall. At the head of the Dark Lord's armies is his lieutenant, Gothmog. This cruel and twisted Orc has fought many wars in the name of the Dark Lord, and bears the scars of his devotion to Sauron's cause.

Though he may no longer be the fearsome and formidable warrior he once was many years ago, Gothmog is still a general without peer in the armies of Mordor; commanding its forces with a ruthless tenacity and a mastery of battle tactics seldom found among those of his race.

Within his grand army, Gothmog has command over all manner of Evil creatures; from legions of Orcs, both the hordes of Mordor Orcs that were the first to the walls of Minas Tirith and the heavily armoured Morannon Orcs that fought upon the Pelennor, to huge hulking Mordor Trolls and a variety of deadly war machines at his disposal.

It is these forces that stormed the ruined city of Osgiliath and claimed it for the Dark Lord before marching upon the city of Minas Tirith. Such is the power of Gothmog's army that it would take the combined might of the Free Peoples of Middle-earth to hope to overcome them.



ARMY COMPOSITION

GOTHMOG, LIEUTENANT OF SAURON130 points	ORC WARRIOR5 points
• Warg.....10 points	• Banner.....25 points
• Shield5 points	• Orc bow1 point
GOROTH, CAPTAIN OF THE MORANNON80 points	• Shield1 point
GURITZ, MASTER OF RESERVES60 points	• Spear1 point
GOTHMOG'S ENFORCER60 points	• Two-handed weapon.....1 point
ZAGDŪSH, ORC CAPTAIN60 points	MORANNON ORC7 points
MORANNON ORC CAPTAIN50 points	• Banner.....25 points
• Shield5 points	• Shield1 point
• Two-handed weapon.....5 points	• Spear1 point
ORC SHAMAN50 points	MORDOR TROLL100 points
• Warg.....10 points	• War drum (Mordor).....30 points
ORC TASKMASTER50 points	MORDOR SIEGE BOW50 points
ORC DRUMMER30 points	• Orc Engineer Captain.....40 points
	• Flaming Ammunition.....15 points
	• Additional Crew.....5 points each
	MORDOR WAR CATAPULT160 points
	• Orc Engineer Captain.....40 points
	• Flaming Ammunition.....15 points
	• Severed Heads.....5 points
	• Additional Crew.....5 points each

ADDITIONAL RULES

- An Army of Gothmog force must always include Gothmog, Lieutenant of Sauron, who is always the army's leader.
- Gothmog counts as a Hero of Legend when part of this Legendary Legion.

SPECIAL RULES

The Destruction of Men – The range of Gothmog's The Age of Men is Over special rule is increased to 12". Additionally, the range of Gothmog's The Time of the Orc has Come special rule is increased to battlefield-wide.

Tyrannical Rule – Friendly **Mordor Orc Hero** models may benefit from Gothmog's Stand Fast!

Designer's Notes: *This Legendary Legion represents the forces commanded by Gothmog at the Battle of Pelennor Fields. As the fields were packed with countless Orcs, we wanted this force to do the same and be a teeming horde similar to the one outside the gates of Minas Tirith. You may notice that there are no Nazgûl present in this force, and this is because, although they were at the Pelennor, they acted more independently rather than as part of the army that was directly under the command of Gothmog – which is what this Legendary Legion represents.*

Gothmog's warriors follow his commands unquestionably – such is his dominance over his fellow Orcs and the fear he instills in them. This has been represented by the fact that Gothmog's Stand Fast! will now affect friendly Hero models, allowing him to command his forces with more certainty. To help represent the hordes of his armies, Gothmog will count as a Hero of Legend when part of this Legendary Legion, allowing him to lead up to 18 followers.

As you might expect, the key to victory with this force lies with its leader, Gothmog. If he can remain alive, then his followers can bring destruction upon their enemies. However, should he be slain, the force is all the more likely to falter and rout.

GRAND ARMY OF THE SOUTH

From the south of the kingdom of Gondor, a vast army of Haradrim and savage Mahûd marches to war upon the Pelennor, called to battle in the name of the Dark Lord. Under normal circumstances, skirmishes and raids between the cities and tribes of the southlands are commonplace, with numerous Haradrim and Mahûd being slaughtered on a regular basis as they constantly battle over lands, riches and to determine who is the stronger leader.

However, Sauron has managed to cease these constant fights and petty squabbles, either through the promise of greater riches or the chance of glory upon the field of battle, and now the Haradrim and Mahûd have united to serve the Dark Lord and march towards Gondor, and war.

From the land of Harad, the Serpent Lord brings his armies to the Pelennor, leading huge numbers of Haradrim Warriors and Haradrim Raiders into battle. At the core of Suladân's forces is his personal Serpent Guard, a group of elite and deadly warriors that coat their weapons in exotic poisons to fell their foes. The Mahûd tribes have been gathered together by the infamous Mûmak War Leader, a Mahûd king of fearsome prowess. Atop his Royal War Mûmak, he leads the tribes and great war beasts of the far south into battle in a bid to seal his own legacy.

The Grand Army of the South is an imposing force to face; the huge Mûmakil cause even the most stalwart warriors to question their bravery. If the Grand Army of the South goes unchallenged, the White City shall surely fall.



ARMY COMPOSITION

<p>SULADÁN THE SERPENT LORD100 points</p> <ul style="list-style-type: none"> • Armoured horse15 points • Bow with poisoned arrows5 points 	<p>SERPENT GUARD8 points</p> <p>SERPENT RIDER13 points</p>
<p>RÁZA, FANG OF THE SERPENT75 points</p>	<p>THE MŪMAK WARLEADER400 points</p>
<p>HARADRIM KING60 points</p> <ul style="list-style-type: none"> • Horse10 points • Bow with poisoned arrows5 points • War spear5 points 	<p>MAHŪD KING70 points</p> <ul style="list-style-type: none"> • War Camel10 points • Blowpipe with poisoned darts5 points • Shield5 points • War spear5 points
<p>HARADRIM CHIEFTAIN50 points</p> <ul style="list-style-type: none"> • Horse10 points • Bow with poisoned arrows5 points 	<p>MAHŪD TRIBESMASTER50 points</p> <ul style="list-style-type: none"> • War camel10 points • Blowpipe with poisoned darts5 points • Shield5 points • War spear5 points
<p>HÁSHARIN80 points</p>	<p>WAR MŪMAK OF FAR HARAD300 points</p> <ul style="list-style-type: none"> • Gnarled Hide30 points • Rocks20 points • Sigils of Defiance20 points • Tusk Weapons20 points • Foul Temperament15 points • Rappelling Lines10 points
<p>WAR MŪMAK OF HARAD275 points</p> <ul style="list-style-type: none"> • Gnarled Hide30 points • Mahûd Beastmaster Chieftain25 points • Rocks20 points • Sigils of Defiance20 points • Tusk Weapons20 points • Foul Temperament15 points • Rappelling Lines10 points 	<p>MAHŪD WARRIOR8 points</p> <ul style="list-style-type: none"> • Banner25 points • Blowpipe with poisoned darts1 point • Spear1 point
<p>HARADRIM TASKMASTER50 points</p>	<p>MAHŪD RAIDER17 points</p> <ul style="list-style-type: none"> • Banner25 points • Blowpipe with poisoned darts1 point • War spear1 point
<p>HARADRIM WARRIOR6 points</p> <ul style="list-style-type: none"> • War horn30 points • Banner25 points • Bow with poisoned arrows1 point • Spear1 point 	<p>HALF TROLL23 points</p> <ul style="list-style-type: none"> • Two-handed club1 point
<p>HARADRIM RAIDER11 points</p> <ul style="list-style-type: none"> • Banner25 points • Bow with poisoned arrows1 point • War spear1 point 	



ADDITIONAL RULES

- A Grand Army of the South force must always include either Suladân the Serpent Lord or the Mûmak War Leader (it may have both if you wish).
- Only **Mahûd Hero** models may lead **Mahûd Warrior** models.
- At least 50% of the models in a Grand Army of the South force must have the **Haradrim** keyword.
- Your force must include at least one **Mûmak** model.

SPECIAL RULES

Hail of Poisoned Arrows – *The tribes of the Haradrim are known to coat the tips of their arrows with vile and exotic toxins, and loose dark clouds of these lethal missiles towards the ranks of their foes in battle.*

A Grand Army of the South force may have 50% of its **Warrior** models armed with bows.

The Making of a King – *The leaders of the south will stop at nothing to further their claim to rule, challenging the generals of opposing armies to a fight to the death.*

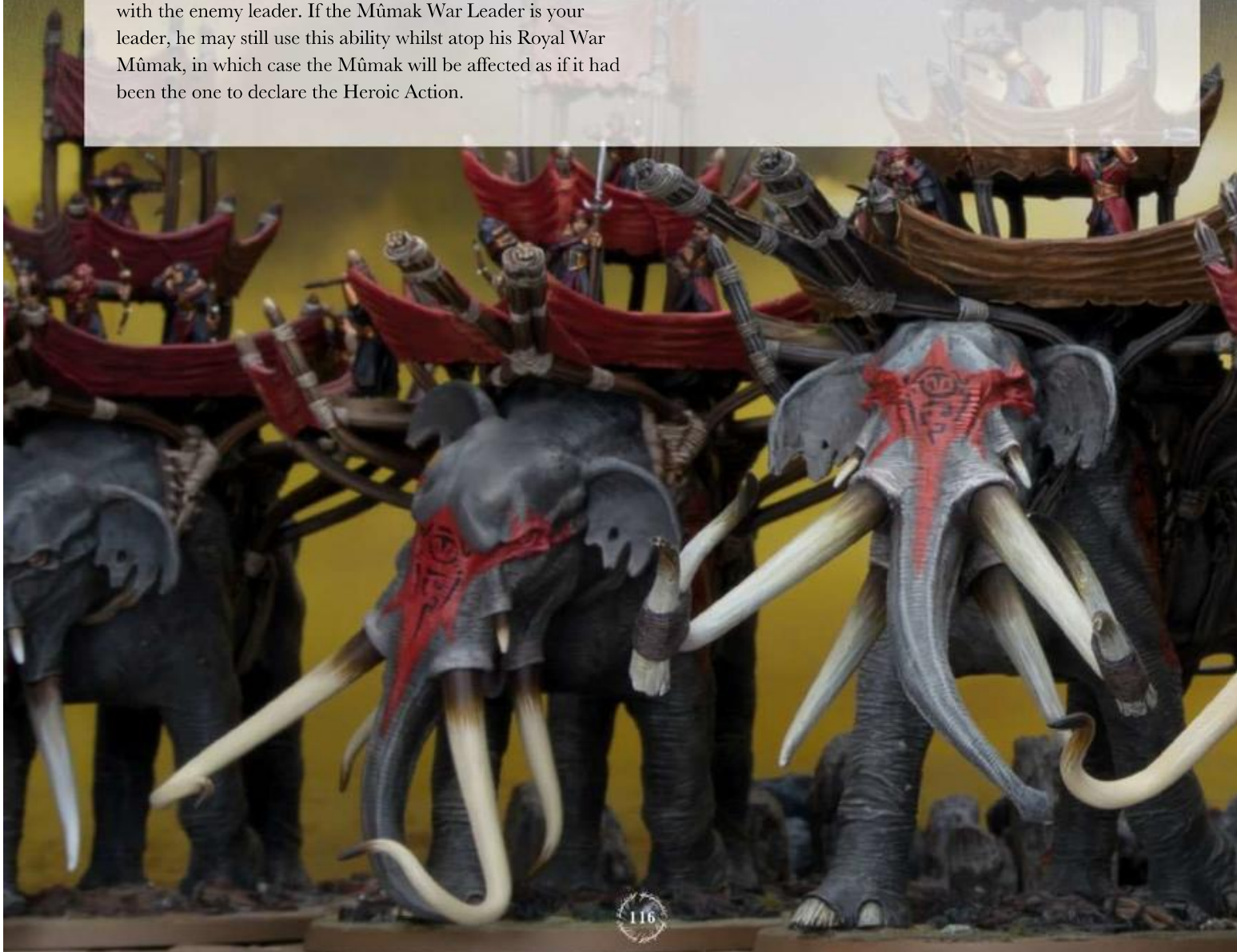
Your army's leader may declare a free Heroic Action at the start of any Fight phase in which they are Engaged in combat with the enemy leader. If the Mûmak War Leader is your leader, he may still use this ability whilst atop his Royal War Mûmak, in which case the Mûmak will be affected as if it had been the one to declare the Heroic Action.

War Beasts for the South – *The sight of the gigantic Mûmakil sends a chill down the spine of all those at Pelennor, filling their hearts with dread and doubt.*

All **Mûmak** models in your force gain the Harbinger of Evil special rule.

Warrior Pride – *The Mahûd are a violent people, spurred on by their leaders' ferocity in battle.*

Mahûd Warrior models that are within 6" of a friendly **Mahûd Hero** model that is Engaged in combat automatically pass all Courage tests they are required to make.



Designer's Notes: *This Legendary Legion represents the mass of Evil Men from the Southern lands that Sauron sent to take the city of Minas Tirith. Legions of Haradrim rode to war alongside the ferocious warriors that made up the Mahûd tribes, all seeking glory and battle upon the Pelennor.*

Both the Haradrim and the Mahûd are at constant internal war, with tribes frequently raiding other tribes' lands; yet under the banners of their leaders they have managed to put aside their differences for a greater cause. For this reason, a Grand Army of the South force must always contain one of these primary leaders – either the Serpent Lord Suladân or the Mûmak War Leader.

The Grand Army of the South has its arrival upon the Pelennor heralded by the coming of their great war beasts – the Mûmakil. These massive creatures are by far the most iconic parts of this army, and no force from the south is complete without one. A Grand Army of the South force must always include at least one Mûmak, either from Harad, Far Harad or the one ridden by the Mûmak War Leader himself – and with the added bonus of Harbinger of Evil, you'd never want to leave home without one (or more)!



THE BLACK GATE OPENS

The Battle of Pelennor Fields is over, the forces of Mordor have been driven back to the dark lands, and now the Captains of the West march upon Mordor. Yet even as they do, the forces of Sauron are regrouping. Legions of Orcs now traverse the plains of Mordor as they march to the Black Gate to confront this foe that dares to challenge the Dark Lord so openly.

As the Black Gate opens, the Mouth of Sauron, an emissary of the Dark Lord himself, rides out to greet the Captains of the West before the full force of Mordor is unleashed upon them. From the bowels of the Dark Lands, vast legions of Orcs lurch into battle, driven by the implacable will of their master. The Orcs are accompanied by the bellowed war cries of the huge and heavily armoured Trolls that stride into battle alongside them, each armed with a massive weapon capable of splitting an enemy warrior in two.

At the head of this army, Sauron has deployed some of his deadliest generals, all of whom now fight as the last line of defence between the dark tower of Barad-dûr, where the Dark Lord resides, and the host of the heroes of the West. The Mouth of Sauron is a mysterious being, a Black Númenórean who has served Sauron for centuries. He possesses a knowledge of malign and potent sorcery, no doubt provided by the Dark Lord himself, and uses these dark magics to sow terror and doubt amongst the ranks of the enemies of his master.

Also at the head of the forces at the Black Gate is a hulking Troll Chieftain, larger and more vicious than any of its kind, and more than capable of besting even the mightiest heroes of the Free Peoples of Middle-earth. With such a beast at the helm of the forces of Mordor, it would take a hero with a stout heart and unflinching resolve to stand against it.



ARMY COMPOSITION

THE MOUTH OF SAURON	70 points	ORC WARRIOR	5 points
• Armoured horse	15 points	• Banner	25 points
MORDOR TROLL CHIEFTAIN	140 points	• Orc bow	1 point
MORANNON ORC CAPTAIN	50 points	• Shield	1 point
• Shield	5 points	• Spear	1 point
• Two-handed weapon	5 points	• Two-handed weapon	1 point
ORC CAPTAIN	40 points	MORANNON ORC	7 points
• Warg	10 points	• Banner	25 points
• Orc bow	5 points	• Shield	1 point
• Shield	5 points	• Spear	1 point
		MORDOR TROLL	100 points
		• War drum (Mordor)	30 points

ADDITIONAL RULES

- A Black Gate Opens force must include a Mordor Troll Chieftain. This Mordor Troll Chieftain is counted as being a Hero of Valour and must be the force's leader. Additional Mordor Troll Chieftains remain as normal.

SPECIAL RULES

Greatest of the Trolls – *The Troll Chieftain that duels with Aragorn is unlike the others of its race – tougher, more powerful and far more deadly.*

The Mordor Troll Chieftain that is your leader gains the Fearless special rule and an additional point of Might, Will and Fate.

The Hordes of Mordor – *Countless Orcs streamed out of the Black Gate, and when they fight in numbers, they become even more ferocious.*

Mordor Orc models gain a bonus of +1 To Wound in a Duel in which they outnumber their opponent in the Fight. Note that supporting models do not count for either side for the purpose of this rule.

Designer's Notes: *This Legendary Legion represents the forces sent forth by the Dark Lord from the Black Gate in his final attempt to break the Free Peoples of Middle-earth. It is formed of countless Orcs and fearsome heroes, all of which pose a real threat to the Captains of the West and their armies. Although the Nazgûl were present at the Black Gate, they did not march with the army when the gates opened, and acted independently from the rest of the force that was there, not so much leading them but aiding them when they eventually joined the battle. It is for these reasons that the Nazgûl are not included in this Legendary Legion.*

In the film, Aragorn is confronted by a Mordor Troll Chieftain that seems more than a match for the King of Gondor. In fact, the hulking beast could have beaten Isildur's Heir had Frodo not destroyed the Ring when he did. To give the King of Gondor a worthy adversary, we have decided that a Black Gate Opens force must include a Mordor Troll Chieftain. However, this Troll is a much more deadly foe than a regular Troll Chieftain, as it gains an additional point of Might, Will and Fate!

MINAS TIRITH



Gandalf the White & Peregrin Took, Guard of the Citadel



Aragorn, King Elessar



Irolas, Captain of the Guard



Ingold, Warden of the Rammas Echor



Faramir, Captain of Gondor



Denethor, Steward of Gondor



Boromir, Captain of the White Tower



Húrin the Tall, Warden of the Keys



Minas Tirith Command

FIEFDOMS



*Prince Imrahil
of Dol Amroth*



Forlong the Fat



Angbor the Fearless



Duinhir



Knight of Dol Amroth



Dol Amroth Command



Knights of Dol Amroth



Blackroot Vale Archer



Axeman of Lossarnach



Clansman of Lamedon

ARMY OF THE DEAD



King of the Dead



Rider of the Dead



Warriors of the Dead



ROHAN



Théoden, King of Rohan



Éomer, Marshal of the Riddermark



Dernhelm



Rohan Hornblower



Captain of Rohan



Grimbold of Grimslade



Rohan Royal Guard



Captain of Rohan



Rohan Royal Guard



Gamling, Captain of Rohan

MORDOR



Witch-king of Angmar on Fell Beast



The Mouth of Sauron



Shelob



Gothmog, Lieutenant of Sauron



Goroth, Captain of the Morannon



Gothmog's Enforcer



Guritz, Master of Reserves



Zagdûsh, Orc Captain



Mordor Troll Chieftain



Mordor Troll



Morannon Orcs



Warg Riders

THE SERPENT HORDE



Suladân the Serpent Lord



Haradrim Command



Haradrim Warriors



Serpent Riders



Golden King of Abrakhân

CORSAIRS OF UMBAR



*Dalamyr,
Fleetmaster of Umbar*



Corsair Captain



Corsair Bo'sun



Corsair Arbalester



Corsairs of Umbar





“Now come the days of the king. May they be blessed.”

- Gandalf the White, The Lord of the Rings: The Return of the King



FORLINDON

GULF OF LUNE

HARLINDON

THE SHIRE

MINHIRIATH

EREDWAITH

ANGMAR

ICE BAY

HILLS OF EVENDIM

LAKE EVENDIM

WREATH HILLS

SOUTH DOWNS

DUNLAND

SWANFLEET RIVER

ADORN RIVER

Table des Matières

CONTENTS	5
INTRODUCTION	7
HISTORY OF GONDOR	9
SCENARIOS	13
Defence of Osgiliath	16
Retaking of Osgiliath	20
Ambush in Ithilien	24
Raiding of Pelargir	28
Fall of Osgiliath	32
The White Rider	36
Faramir's Charge	40
The Battle for Pelargir	44
Atop the Walls	48
The Gate is Breached	52
The Streets of Minas Tirith	56
The Witch-king's Arrival	60
Charge of the Rohirrim	64
Denethor's Madness	68
War Beasts from the South	72
The Horse and The Serpent	76
Death of the King	80
Final Fate of The Witch-king	84
The Ride of The Fiefdoms	88
The Grief of Éomer	92
Defend the Gate	96
The Docks of Harland	100