

പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം.

പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം.

പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം.



the fall of gondolin

Based on the Works of J. R. R. Tolkien

പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം. പ്രകാശനം ചെയ്ത പുസ്തകം.

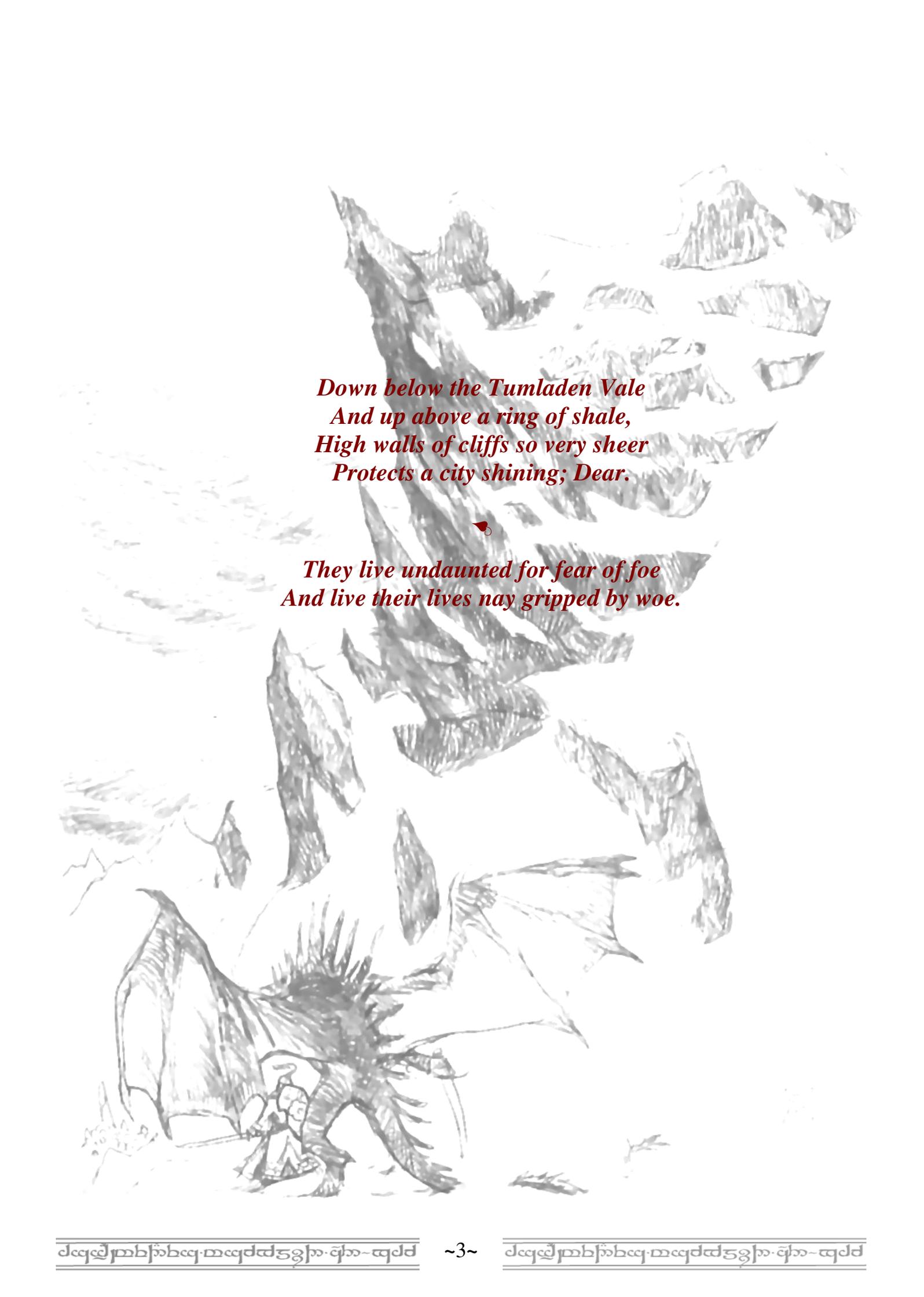




'Come ye of the Hammer of Wrath and we will smite them for their evil.'



'...and they went into battle to the music of flutes.'



*Down below the Tumladen Vale
And up above a ring of shale,
High walls of cliffs so very sheer
Protects a city shining; Dear.*

*They live undaunted for fear of foe
And live their lives nay gripped by woe.*

contents

Foreword	5	<i>Act 3; The Battle for Gondolin</i>	38
Map of Gondolin	6	- The Square of the King.....	39
History of Gondolin.....	7	- Pressing Tides.....	41
City Fight Rules.....	10	- Turgons Last Stand.....	43
Special Rules	11	<i>Act 4; The Fleeing Gondolindrim</i>	45
The Gondolindrim	12	- Earendils Fate.....	46
- Folk of the King.....	14	- Duel on the Peak.....	48
- Eagles.....	14	- The Wrath of Throndor.....	50
- Lords & Captains.....	15	Terrain Projects.....	52
- Turgon.....	16	- Statues.....	52
- Tuor.....	16	- Fountains	53
- Voronwë.....	16	- Elven buildings.....	54
- Idril	17	Miniatures.....	55
Earendil.....	17	- Simple Projects.....	55
The Hoards of Morgoth.....	18	- More Complex Projects.....	56
- Folk of the Mole.....	18	<i>Appendix</i>	57
- Greater Orcs.....	18	- Turgon Comes Forth.....	58
- Othrod, Lord of the Orcs.....	19	- Escaping Slavery.....	60
- Lug.....	19	Summary of Profiles.....	62
- Maeglin	20		
- Salgant.....	20		
- Dragons.....	21		
- Balrog Warrior.....	22		
- Gothmog, Lord of the Balrogs.....	22		
Playing the Game.....	23		
<i>Act 1; Fall of the Wall and the</i>			
<i>Treachery of Maeglin</i>	24		
- North Gate.....	25		
- Ambush in the Street.....	27		
- Maeglins Treachery.....	29		
<i>Act 2; Tales of Valour</i>	31		
- Glorfindels Glory.....	32		
- The Mighty Hammers Fall.....	34		
- Protect the Child.....	36		



gondolin

The Founding of Gondolin

Turgon, the King of Gondolin, was son of Fingolfin and younger brother to Fingon. He ruled in the land of Nevrast for some time until the day when Ulmo led him to the valley known as Tumladen, concealed within the mighty encircling mountains. Here, the magnificent beauty that had been carved many a year ago bewildered him. Turgon desired to build a hidden city upon the small hill that lay in the middle of the valley - Amon Gwareth.

Fifty-two years in the making, the city stood as a hidden pinnacle of might and home to many of the Noldor and Sindar that traveled from Nevrast. Turgon named the city Ondolinde- 'The Rock of the Music of Water' for the fountains and springs from Amon Gwareth ran like a beautiful music which echoed in the valley of Tumladen; yet the Sindar dubbed the city Gondolin 'The Hidden Rock' of which its foundations were based. The city was nearly as great as that of Tirion - the city of the elves of Aman...

The Surrounding Land

Gondolin was set in a secret valley among the Echoriath; the Encircling Mountains. The southernmost of these mountains were named the Crissaegrim, for this is where the eagles of Manwë dwelt. The valley was named the Vale of Tumladen, and in its centre stood a flat-topped hill called Amon Gwareth, or the Hill of Watch, which rose 400 feet from the valley floor. The sides of the hill were steep and almost impossible to climb, especially towards the north.

Ulmo Prophecy

Ulmo was a Valar - the Lord of the waters. He loved the Noldor and protected them from the shadows of the North. Very rarely did Ulmo appear in front of the elves and less so in front of men! It was Ulmo who suggested to Turgon to move his people from the land of Nevrast and seek refuge by building a city concealed from Morgoth's eyes. Once built Ulmo foretold to Turgon:

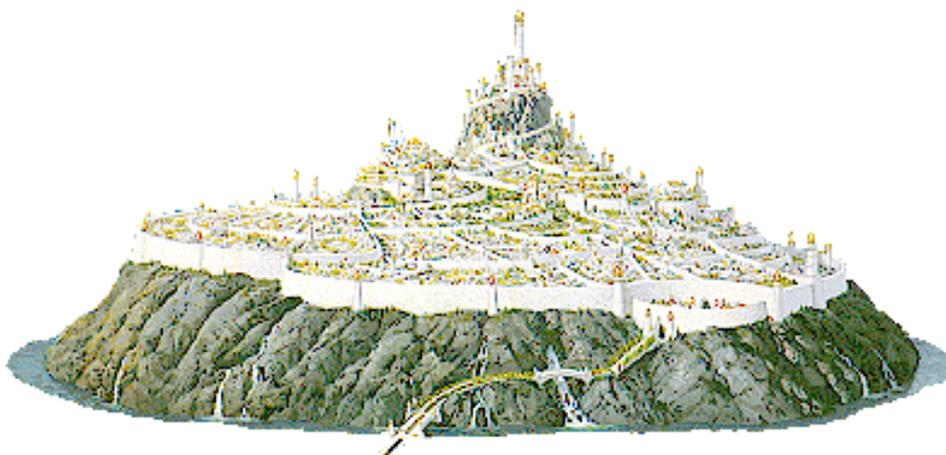
'Remember that the true hope of the Noldor lieth in the West and cometh from the Sea. When Peril is nigh one shall come from Nevrast to warn thee...'

The Hidden Way

The only way to reach Gondolin on foot was to locate the Hidden Way, a tunnel in the Echoriath that was protected by Ulmo so that only those of the Gondolin could find it. The tunnel was originally excavated by the river that flowed out of the Vale of Tumladen. It was eventually enlarged slightly by the Gondolindrim so that the Elves could pass through it. At the end of the tunnel, but still underground, lay the first of the Seven Gates of Gondolin.

The City of Gondolin

The city was built of stone and was filled with houses, fountains and paved streets. It was dominated by the Tower of Turgon that rose 400 feet above the city in the central square in front of the palace. The streets of Gondolin were wide and paved with marble and many gardens produced a splendid colour. The fountains were plentiful not only in the squares but in houses and courtyards. The fountain in the King's Square was the greatest of all.



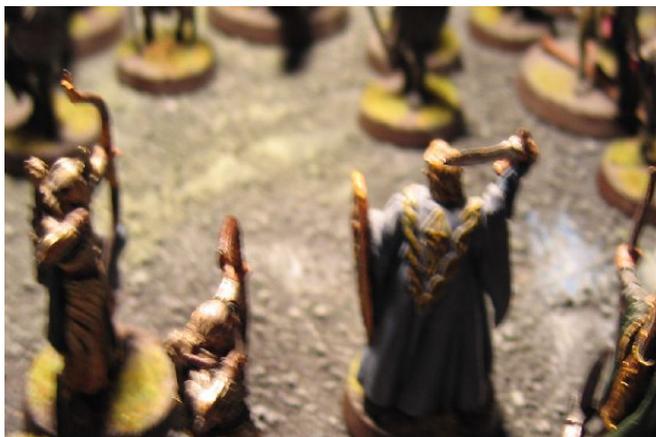
Turgon and the Men of Hador

Years passed and Gondolin prospered. To prevent its location being revealed a law was passed that saw no one leave Gondolin once they had dwelt there.

Time came to pass and either by chance, or by will of Ulmo, two men, Hurin and Huor of the Hador became separated from their people. The eagles of Manwë took them up and flew them to the safe haven of Gondolin. Here Turgon took pity on them and for a time they stayed in Gondolin and became mighty.

Alas the time came when Hurin and Huor wished to dwell amongst their own people and to become mighty leaders of men. Turgon wished against this, not only for the law he made but because he also loved Hurin and Huor as his own. Yet Hurin convinced Turgon they would leave as they came, for they knew not the secrets of the hidden passage. To this Turgon agreed and pledged they would meet again.

And to this they held for it was during Nirnaeth Arnoediad, the Battle of Unnumbered Tears, when they drew swords together. Turgon came forth to join the free peoples battle Morgoth's shadow.



The men of Hador were surrounded until Turgon and his people cut a path through the hoards and there did they meet again; but for the last time. For despite the renewed hope of Turgon's arrival, the shadow was too great. Hurin told Turgon to leave them and to return to the hidden city whilst it still stood. Huor was slain, and Hurin was taken to Morgoth; Fingon, high lord of the Noldor, was slain by Gothmog lord of the Balrogs. Turgon was named king and last hope of the Noldor.

The History of Maeglin

The tale of Maeglin is that of woe, for it was he who unveiled the location of Gondolin to Morgoth; betraying his fellow king and kinsmen.

Legend has it that Aredhel, sister to King Turgon, departed from Gondolin to search Middle Earth as her people once did; much to Turgon's disapproval. On her travels she entered the region of Nan Dungortheb where she later married Eöl, the dark elf.

Twenty years had passed and there had been no sighting of Aredhel much to the grief of the King. Yet one day Aredhel returned with a son she named Maeglin. Turgon was delighted with the return of his sister and his nephew, and Maeglin accepted Turgon as his lord.

Alas, Eöl wanted not to worship Turgon and had forbid Aredhel to return to Gondolin. When he discovered she had disobeyed his order, Eöl followed them in secret. When the guardians of the gate caught him he demanded his son. Eöl was brought before Turgon, yet he would not bow to him. He refused to accept Turgon as his lord and ordered the release of his son. Maeglin chose to stay at his mother's side. In anger, Eöl hurled a poisoned tipped spear towards his disloyal son. Out of love, Aredhel jumped before Maeglin and took the poisonous tip for herself.

For his actions Eöl was sentenced to death and he was cast over the fair walls - his body breaking on the cliff face of Caragdûr. Despite their best efforts none of the healers were able to revive Aredhel from the deadly poison and she too died.

Turgon accepted Maeglin, the innocent bystander in all that had happened, and offered him a place in the city where in time he was to grow wise in council. His great love lay in delving deep within the mines in discovering precious stones but most of all for Turgon's own daughter - Idril.

city fight rules

CORE RULES

The following are extra rules used to represent conflicts that take place on city battlefields. As you can imagine, a city can prove a very small and confusing battlefield compared to an open battlefield. These rules are classed as house rules and may not apply if a player disagrees with them.

To play the Fall of Gondolin you need to own a copy of the latest 'Lord of the Rings Battle Strategy Game' rulebook. The game follows the basic rule structure included in the rulebook.

Terrain

Buildings

Buildings cannot be entered, unless otherwise stated, by any model- good or evil. We presume that all doors are locked or barricaded to prevent them being looted by the enemy. This rule is to simplify battles and to make objectives fair.

If by any chance buildings are targeted as siege targets they are classed as 'fortress towers'. If a building is destroyed replace with a suitable ruined terrain piece. All models inside (if the chance arises) and all those 3" away from buildings are automatically slain- heroes being able to use fate to recover lost wounds as usual.

Ruins

Ruins can be represented by various methods. The best way is to make a terrain piece. However, for the less adventurous gamer, they can easily be represented by placing plastic ruined wall sections from the boxed sets. Four corner pieces are enough to form the basic outline of the ruin.

The area within the ruin consists of fallen masonry, piles of rubble etc. This makes the area quite difficult to move through so is classed as difficult terrain. In all scenarios, all ruins are classed as difficult terrain thus a models movement is halved whilst they move through the area.

Models positioned in ruins count as being behind an obstacle, making these areas perfect cover from shooting. When shooting at models in ruins an 'in-the-way' test must be passed before rolling to hit.

Fighting in a ruin can be quite dangerous also, as warriors become trapped easily or trip over bits of masonry. When fighting in difficult terrain the loser rolls a D6. If the result is 4 or more the player can move the model back 1" as usual. If the result is a 1, 2 or 3 the model is trapped and attacks are doubled. Heroes may use might to adjust this role if necessary. Large creatures such as dragons and balrogs may not enter ruins, or other areas of difficult terrain, due to their sheer size.

Hiding

If a player wishes they may place models inside ruins or difficult terrain and declare them as being hidden, providing there isn't an enemy within 6" that has a line of sight of them.

Hidden models may not be charged or shot at unless revealed. Models will automatically reveal their hiding places if they move or shoot. The enemy can also reveal hidden models by successfully rolling a 6+ (for every 5 enemy models within 6" of the hidden model(s)) at the start of the movement phase. Once one model has been 'revealed' he effectively gives away his companions hiding places, thus all hidden models surrounding him are also revealed!

Apart from being safe from harm, hiding also brings about two other advantages; Surprise Volley and Ambushing.

Surprise Volley

If hidden models are armed with ranged weapons the controlling player may declare a 'Surprise Volley', firing upon groups of warriors unaware of their presence (until they are pierced by several arrows!). This works in the same way as heroic shooting, without the use of might. Therefore all hidden models may fire at any enemy models within range at any point of the priority phase. This in turn reveals their position and they are no longer classed as being hidden.

Ambushing

Hidden models may charge upon their enemy who are unaware of their presence. This can prove quite advantageous to the attacker as they can catch their enemies unprepared. To represent this, all hidden warriors are given a heroic charge and fight without the expense of any might points. This, of course, reveals their position.



The elves of the Heavenly Arch prepare to unleash deadly volley

special rules

NEW EQUIPMENT

Slave Driver- +35pts (evil side only)

Orcs are cruel and have no remorse for others of the same kin. They often use whips to drive warriors into battle. For 35pts a warrior may be upgraded to a slave driver and given a whip. Slave Drivers use the same stats for orc warriors with a shooting value of 4+ instead of 5+. They fight with either daggers or the whip itself; they may not use any other forms of wargear apart from armour. During the movement phase a slave driver may choose to hit a fellow warrior with the whip. If successfully hit, all warriors within 3" around him gain an extra 2" movement. There is a slight disadvantage to wielding a whip, as there is a risk of fatally wounding the victim. The whip acts as a strength 1 throwing weapon with a range of 1". This hit must be inflicted upon an orc or goblin warrior- not heroes (non-would dare mess with the captains of Morgoth!).



"Move it you maggots!"

Musicians- +35pts

Warriors, both good and evil, can spread courage throughout the ranks by playing music, be it on the flute, harp, orc horn etc. Warriors may be upgraded to a musician for 35pts. Musicians fight as if using daggers; they may not take any other form of wargear apart from armour. All warriors and heroes within 6" of a musician receive +1 to their courage value and +1 to the result on the dice when determining who has won a fight. However, if a musician is engaged in combat none of these bonuses may be gained as the warrior is more intent on defending himself rather than play his instrument!



The elves of the Fountain fight with a newly found courage

NEW WEAPONS

Slings

A sling is a small leather strap that can be used to project stones at such a velocity they are able to bring down warriors. The sling uses the same rules as throwing weapons with the exception that they have a range of 10".

Armour

A suit of chain mail armour that offers some protection against enemy blows. Armour gives the model +1 to their defence characteristics

Heavy Armour

Only a select few wear heavy armour to war. It consists of many interlocking steel plates giving greater protection to the wearer than simple chain mail. This gives the model +2 to their defence characteristics

Hammers

Hammers are very heavy wielding weapons and tend to smash foes causing much damage! The hammers can be used as a single-handed weapon; this gives -1 to the dice to determine a fight but gives +1 to the dice rolled to wound. Hammers may also be used with both hands wielding in huge arcs. This doubles the penalty and advantages it would use it in a single hand; giving -2 to a fight dice but 2+ when rolling to wound!

EXTRA RULE

Fearful Wrath

Desperate times call for desperate measures. When fighting a foe that has caused so much pain and suffering a wrath sometimes awakes inside warriors that can cause enemy warriors to cower in fear. The Elves of the Stricken Anvil for example (as you will come to learn) fight with a bitter wrath against all those who serve Morgoth, as they were once enslaved to his will before they were rescued.

In gaming terms this is represented by an extra rule known as 'Fearful Wrath'. In a fight containing one or more models with the 'Fearful Wrath' rule, all enemy combatants must take a courage test. Warriors who pass the courage test fight as normal. If the test is failed the warriors automatically lose the fight. If all those in the fight fail the courage test the fight is automatically won. This rule affects balrogs, dragons and *even* those that are 'fearless' (i.e. those that don't need to take courage tests)

the gondolindrim

The term Gondolindrim is a collective name given to the elves that live in the city of Gondolin. These elves form the 12 houses of the Gondolindrim; they were known as the *Elves of the King, the Swallow, the Heavenly Arch, the Pillar, the Tower of Snow, the Tree, the Golden Flower, the Fountain, the Harp, the Hammers of Wrath, the Wing* and finally those of the Mole. Alas, those of the Mole betrayed their King Turgon and instead fought for the host of Morgoth. Each house was made up of a mighty battalion of highly skilled warriors, all bearing different skills in arms

The Gondolindrim (Elves of Gondolin)

F	S	D	A	W	C	Points: 6
5/3+	3	3	1	1	5	

Above is the base profile for an elf. This is basic profile will change depending on what equipment they carry and which house they belong to. Each of the Houses of Gondolin offer skills in different martial areas be it archery, close quarters or stealth etc. whilst some posses a unique skill or characteristic. The Houses are explained in more detail on the following pages.

Wargear

<i>Elven Knife</i>	<i>Free</i>
<i>Elf Blade</i>	<i>1pt</i>
<i>Hammer</i>	<i>2pts</i>
<i>Elf Bow</i>	<i>2pts</i>
<i>Sling</i>	<i>1pt</i>
<i>Spear</i>	<i>1pt</i>
<i>Shield</i>	<i>1pt</i>
<i>Armour</i>	<i>1pt</i>
<i>Heavy Armour</i>	<i>2pts</i>
<i>Musician Upgrade</i>	<i>35pts</i>
<i>Banner</i>	<i>35pts*</i>



*one per house

Note on choosing different houses: When choosing the participants write down the house the model comes from and what equipment you have given them. As you'll notice, equipment is specific to each of the houses. The rules for the equipment types can be found in the main rulebook, whereas rules for the new weapons (hammers, slings etc.) and upgrades (musicians) can be found on page 11. Certain houses have special traits- such as the *Elves of the Tree* ability to hide (elven cloak rules). Any additional rules/traits have their cost in brackets besides their name.

Example; say you wanted to purchase an elf of the *Hammers of Wrath*. Firstly, the standard cost for an elf is 6pts. The *Hammers of Wrath* may be armed with a shield (1pt), heavy armour (2pts) and a hammer (2pts) - lets say we want all three options. This increases the cost up from 6pts to 11pts. In addition, the *Hammers of Wrath* follow the special rule 'Fearful Wrath' costing 1pt. Therefore, the total cost for an elf of the *Hammers of Wrath* with a shield costs 12pts.

The Houses;

Folk of the Swallow/Heavenly Arch (+1pt)



These were a collection of Gondolin's finest archers that aligned themselves along the battlements. Those of the Swallow were arrayed in white and blue with wings about their helms whereas those of the Heavenly Arch wore a multitude of colours.

Equipment: armour, elven knife, elven bow

Special Rule: No longer need to roll for 'in-the-way' test and may shoot into combat always hitting the enemy

Folk of the Pillar/Tower of Snow



Little was spoken of the elves of the Pillar and the Tower of Snow save that their lord was Penlod and that they were renowned for their bravery.

Equipment: armour, spear/elven blade, Shield

Special Rule: As they are prepared to stand to the last man the elves of the Pillar/Tower of Snow need not roll for courage tests if a force is below 50%

Folk of the Tree (+1pt)



As their name suggests their raiment was of green. The Folk of the Tree are fast, stealthy and cunning. They have the ability to hide even within the streets of Gondolin and prefer the use of slings over bows.

Equipment: elven knife, sling/elven bow, shield

Special Rule: follow the rules for elven cloaks and may climb or pass through difficult terrain as if it were open.

Folk of the Golden Flower (+1pt)



Their armour glistened like the rays of the sun; their shields and nicely crafted weapons were forged of glistening gold. Most viscous and fearless were the Folk of the Golden Flower as their lord Glorfindel.

Equipment: spear/elven blade, shield, heavy armour

Special Rule: receive +2 their fight value, therefore they have a fight value of 7/- rather than 5/- (8/- instead of 6/- for heroes)

Folk of the Fountain/Harp



Both the Folk of the Fountain and those of the Harp both fought with great swords of pale silver encrusted with diamonds; the music of flutes playing behind their backs.

Equipment: elven blade, heavy armour, musician upgrade

Special Rule: if within range of a musician Elves of the Fountain/Harp receive +2 to their courage rather than the normal 1

Folk of the Wing



The Elves loyal to Tuor who wore helms with emblems of swan wings, the sign of their most beloved lord. They have sworn to give their lives for the protection of Tuor and his family.

Equipment: heavy armour, shield, spear, elven bow

Special Rule: If Earendil, Idril or Tuor are on the board the Folk of the Wing are classed as bodyguards.

Hammers of Wrath (+ 1pt)



Famed in the tales of Noldor as being the best of the smiths, the Folk of the Hammer of Wrath charge into battle fully armoured with their great maces and hammers. Indeed they are so terrifying even the most fearless of enemies fear them.

Equipment: hammer, heavy armour, shields

Special Rule: The Hammers of Wrath are enraged with bitter hatred towards their foes. In gaming terms the Hammers of Wrath are classed as having the 'Fearful Wrath' special rule (see page 11)

Folk of the Mole



Fallen under the treachery of Maeglin, either through fear or some form of dark magic, they fight against their fellow people under the leadership of Maeglin their leader; armed with cruel axes, black shields and moleskin helms.

Equipment: axe (hand weapon), armour, shields, bows

Special Rule: the Folk of the Mole are loyal to their lord Maeglin and so do whatever he orders. As Maeglin betrays Turgon to Morgoth, Maeglin (thus his people) fight on the evil side.

The Folk of the King



Under their great banners bearing the emblems of the moon, the sun and the scarlet heart, arrayed in colours of white, red and gold, the Folk of the King, noblest and skilled of all the houses of Gondolindrim, fight on in honour of the King Turgon himself.

F	S	D	A	W	C	Points Value:	20
6/-	4	8	2	1	6		

The Folk of the King come equipped with heavy armour, shield and a spear.

Special Rules:

Bodyguard; The folk of the King are guardians of the King, they pledge their lives for his protection. They must serve and protect a nominated hero on the board, be it Turgon or any other. Whilst the nominated hero remains on the board, all Folk of the King pass all courage tests needed, otherwise they go back to the normal courage rolling rules.

Eagles of Thronдор



For years the Eagles have lived in the Encircling Mountains under the reign of King Thronдор caring little about the orcs of the hills that roam the mountains. Yet when darkness falls the Eagle's witness the plight of the sons of the Noldor and valiantly fly to the aid of their friends.

F	S	D	A	W	C	Points Value:	45
8/-	5	8	2	2	6		

Eagles do not have any equipment, instead they attack with their beaks and talons which count as normal hand weapons

Special Rules:

Fly - Eagles can move 12"/28cm, flying over any obstacle as they effortlessly glide over them. Eagles attack by swooping down on their enemies giving them the 'monstrous mount' rules.

LORDS OF THE GONDOLINDRIM

King Turgon



King Turgon was a great ruler under the first age of the sun and the last ruler of the Noldor before Gil-Galad took his place.

Turgon ruled over the kingdom of Gondolin and was much loved by his people. Much is told of the friendship with Hurin and Huor and the valor he showed during the 'Battle of Unnumbered Tears'. Yet the story of King Turgon is of woe - for though he fought with honour during the great siege he fell along with his tower.

Points Value: 160

Might : 3

Will : 3

Fate : 2

F	S	D	A	W	C
7/-	4	8	3	3	7

Equipment

Turgon comes equipped with Glamdring (hand weapon), heavy armour and a shield.

Special Rules.

Glamdring; The famous sword forged within the walls of Gondolin, and famously retrieved from a trolls lair by Gandalf many years later. This blade is fabled to have cloven many an orc helm during the Battle of Unnumbered Tears. During any scenario after this battle, when Turgon is armed with Glamdring he is classed as 'terrifying' to all orcs.

'Great is the Fall of Gondolin!'; Turgon is willing to do anything for his city and its people, even whilst his towers fall around him. Turgon always passes any courage test needed.

High King of the Noldor; Such is Turgon's awesome presence that the courage of even the most faint hearted may be renewed in the direst of times! To represent this Turgon acts like a banner himself.

Tuor



Tuor, son of Huor, came to Gondolin with the message of Ulmo the valar, lord of the seas, to fight against Morgoth's shadow.

Turgon rejected this proposal, as he did not wish to send his people to war, yet he welcomed Tuor into the city. Forever since,

Tuor has dwelt within it's fair walls and has grown in strength leading his people; the Folk of the Wing. Having married Turgon's daughter Idril, they had a child together whom they named Earendil,

Points Value: 120

Might : 3

Will : 3

Fate : 3

F	S	D	A	W	C
6/-	4	5	3	3	6

Equipment

Tuor comes equipped with single-handed sword and armour. He may be equipped with the following for the additional costs;

Dramborleg.....20pts

Heavy Armour.....10pts

Elven Cloak.....10pts

Special Rules.

Dramborleg; The most famous axe forged within the very walls of Gondolin and given as a gift from Turgon himself. Tuor wields it as if it were a hand weapon. The blade of Dramborleg is fabled to 'cleave all armour'. He receives +1 when rolling to wound - without penalty.

The Voice of Ulmo; Ulmo, lord of the waters, set upon Tuor his mighty voice that stirs many of the Gondolindrim. To represent his mighty voice of command Tuor's heroic actions are extended to 12" rather than the normal 6".

Voronwë

A mariner of Gondolin, sent to Aman by order of King Turgon to find a passage to Aman and call upon the aid of the Valar against Morgoth. He failed in his task and was washed ashore in Nevrast where he encountered Tuor whom he led back to the city as a messenger of Ulmo.

Points Value: 70

Might : 2

Will : 2

Fate : 1

F	S	D	A	W	C
6/-	4	6	2	2	6

Equipment

Voronwë is equipped an elven blade and elven armour

Idril



Points Value: 75
 Might : 2
 Will : 4
 Fate : 2

F	S	D	A	W	C
5/-	3	5	2	2	6

The fair daughter of Turgon, wife of Tuor and mother of Earendil. Idril is a fair elven maiden whose beauty has melted many hearts, save just Tuors! The city rejoiced in their marriage and the king was delighted, yet there was another who loved Idril; his love so great he went on to betray the cities location to Morgoth

Equipment

Idril comes equipped with an elven blade, armour and the Elessar

Special Rules.

The Elessar; Forged by the jewel smith Enderhil, the Elessar was a green jewel set upon a golden chain. It was said to contain the light of the sun and that those who looked upon it were healed from all hurts, as it would show things from their youth and when all things were good. Heroes in base contact with Idril, including Idril herself, are given +1 fate without exceeding their original starting value.

Earendil



Points Value: 0
 Might : 0
 Will : 0
 Fate : 2

F	S	D	A	W	C
2/-	1	4	1	1	3

Son of both Idril and Tuor, Earendil is a small half elven boy of the age of seven. He is small and weak as any normal child so may not prove himself, as of yet...

Equipment

Earendil is equipped with a small coat of mail and carries a small dagger

Special Rules.

Child; Earendil costs no points; he is free. However, he may only be apart of the force if accompanied by his mother Idril unless otherwise stated. Earendil is but a small child. Therefore he must stay within 3" of his mother Idril at all times. He cannot charge anyone yet may fight back any models that attack him. He has a movement of 5".

the hoards of morgoth

The first Dark Lord to exist in Middle Earth, his reign so great that even his own servants feared speak his name in an ill manner. Morgoth was a supreme enemy who dwelt in the Northern reaches of the world. He summoned many fell spirits to aid him, namely the Balrog, he bred orcs in the mockery of elves and he had the allegiance of great Dragons that poured flames from out their bellies. For many an age wars were fought between the Dark Lord Morgoth and the Elves, and many an Elven Kingdom fell to his dark hand.

Note on choosing other troops;

What follows is a list of warriors and heroes that are collectively known as 'the Hoards of Morgoth'. Any of the following may be selected if playing point matches, the rules for each can be found in the main rule manual;

Characters;

Orc Captain
 (Moria) Goblin Captain
 Orc Shaman
 (Moria) Goblin Shaman
 Easterling Captain
 Wild Man Chieftain
 (Mordor) Troll Chieftain

Warriors;

(Moria) Goblin Warrior
 Orc Warrior
 Cave Troll
 (Mordor) Troll
 Warg Rider
 Wild Man (of Dunland)
 Easterling Warriors

Warriors

Elves of the Mole (Traitor Elves)



F	S	D	A	W	C	Points Value:	10
5/3+	3	5	1	1	6		

Equipment

The Elves of the Mole come equipped with hand weapons and elven armour. They may be equipped with the following for the additional costs;

Shield.....1pt
 Elven Bow2pts

Special Rules

Loyalty; the Elves of the Mole are prepared to listen to the poisonous words of their master and turn against their own people, fighting for Morgoth's side of evil. However, they only benefit from Maeglin's heroic actions and stand fast rolls.

The Elves of the Mole, the 12th house to make up the city of Gondolin. Wearing moleskin caps as their only emblem, and once famed for their love of mining and precious stone. They fell under the treachery of Maeglin and fight against their fellow people.

Greater Orcs

F	S	D	A	W	C	Points Value:	12
5/5+	4	5	1	1	4		

Equipment

Greater Orcs are equipped with a hand weapon and heavy armour. They may also purchase the following;

Shield.....1pt
 Orc Bow1pt

These are the most elite of Morgoth's orc breeds- before Sauruman's own creation of the Uruk Hai. They have skill to rival those of the elves and the strength of wild beasts! Though they are small in number they are still feared amongst the armies of the free peoples- and rightly so...

Dragons

Dragons; mighty reptilian creatures who are ranked among the most feared of the servants of the Dark Lord.

Among them there are many breeds, those who could breath fire, some with very hard scales and others with huge wings gifting them the power of flight! Many of these serpents were slain in the sacking of Gondolin, yet some endured...



The more powerful of the two fundamental divisions of dragon-kind, who, as the name suggests, were able to breathe fire. During the Fall of Gondolin these dragon kinds had no wings but instead crawled upon their bellies.



Those of dragon-kind who did not have the ability to make fire. They were used by Morgoth in the wars of the First Age. Even though they could not breathe fire they had, instead, great strength and mighty armour of iron scales.

Note on choosing Dragons; *There are two main types of Dragon that fight as part of Morgoths Hoards; the Fire Drake or the Cold Drake. Both are equal in points each having different strengths and weaknesses. Both types follow the Dragon Rules.*

Dragon Rules;

Claws- Dragons attack using their claws as single-handed weapons.

Movement- Dragons have a movement of 6"/14cm - they may not fly.

Terror- Fire Drakes count as 'Terrifying' to all Good models.

Huge Beast – using its size and weight to knock down its foes in combat. If a dragon wins a fight it knocks all models to the ground - including mounts.

Fire Drake

F	S	D	A	W	C	Points Value:	250
8/4+	6	8	2	5	6		

Special Rules:

Fire breathing Dragon- The Fire Drake is able to engulf their enemies in flames before even getting close to combat! The dragon is moved in a single direction and fires a single strength 6 blast (using the rules for throwing weapons) at each model it touches with its base, engulfing both good and evil models alike. Models that suffer a wound are automatically slain no matter how many wounds they have, yet fate may be used to recover lost wounds and might may be used to influence fate dice rolls as normal. If all heroes/warriors engulfed by the flames are slain the dragon may continue its move up to 62 by may not use this ability again until the next turn

Cold Drake

F	S	D	A	W	C	Points Value:	250
8/-	6	9	3	5	6		

Special Rules:

The Dragon Spell – Range 12"/28cm. Dice score to use 4+. The dragon may stare into their victim's eyes employing a horrific power that even the bravest of beings fail to overcome. The spell reduces the characters courage by a single point for the rest of the game and in addition they stand frozen to the spot as if the power Transfix had been cast upon them! Only the passing of a courage test, or the slaying of the beast will snap them out of the dragons trance; otherwise the victim will remain to loose courage points and will still suffer from the Transfix spell for the rest of the game! Heroes who are classed as fearless are still affected by such a spell; for very few forget the stare of the dragon.

Note: dragons do not have will as such but they may attempt to cast their spell once per turn using a single d6

Balrog of Morgoth

F	S	D	A	W	C
8/4+	9	9	4	5	6

Points Value: 250



The Balrogs of Morgoth are the most feared daemons- felled spirits who serve Morgoth with a furious passion. They stay behind the hoards of orcs with their whips of flame, driving them on into battle torturing those who do not obey their lord's commands.

Note: You may have noticed that the Balrogs stats have changed from the original rulebook. This is just unique with 'The Fall of Gondolin' game. The balrog Gandalf fights uses the same rules in all other rulebooks, as we presume that the balrog the dwarves awoken in the dark has grown in age, and in strength.

Special Rules

Darts of Fire; The balrog may summon a huge flaming, spear like object to hurl at the enemy. This uses the same rules as a crossbow but with the strength of 10. This means it may be directed towards an enemy warrior/hero, or a siege target.

Fiery Whip; With its long fiery whip, the balrog may drive on the hoards of morgoth with great wrath! It allows the balrog to wield a whip (see special rules on page 10) but with a distance of 3" and strength of 5.

Terror; Even the most courageous of elven lords fear the terrific beast. See rules on attempting to charge a terrifying creature.

Will; The balrog is a magical creature and is able to shrug off the effects of all but the most potent sorcery. Instead of expending will to resist magical attacks, the Balrogs always resist with the number of wounds they have left

Gothmog, Lord of the Balrogs



Points Value: 500

Might : 1+ per turn

Will : As wounds per roll

Fate : 1+ per turn

F	S	D	A	W	C
10/4+	8	10	5	10(5)	7

Special Rules

Darts of Fire. The Gothmog may summon a huge flaming, spear like object to hurl at the enemy. This uses the same penalties of a bow, the range of a normal bow, with the strength of 10. This means it may be directed towards an enemy warrior/hero, or a siege target.

Terror. Even the most courageous of elven lords fear the terrific beast. See rules on attempting to charge a terrifying creature.

Will. Gothmog is a magical creature and is able to shrug off the effects of all but the most potent sorcery. Instead of expending will to resist magical attacks so will always resist with the number of wounds they have left

Mastery. All evil warriors will pass courage tests, so long there is Gothmog is there to lead them on.

Mortally Wounded; During the 'Battle of Unnumbered Tears' Gothmog was mortally wounded by Turgon's brother Fingon so much so that he bares them even to Gondolin. This is represented by the fact that in any scenario after the 'Battle of Unnumbered Tears' Gothmog has half the number of wounds he should normally have, i.e. 5.

Gothmog, greatest of the Balrogs, High-captain of Angband and son of Morgoth! He fought in the Dagor-nuin-Giliath (where he mortally wounded Fëanor) and the Nirnaeth Arnoediad (where he slew High King Fingon). He met his doom in the Fall of Gondolin, where he fought Ecthelion of the Fountain in the Square of the King, though Ecthelion also fell in that combat!

playing the game

The Fall of Gondolin can be played in many different forms to suit your needs. Scenarios can be played as 'one offs'; each scenario can be played within 40 minutes or less - ideal for a quick game. Even if you don't own all the models listed you can always adapt the scenario by using the points match option. (You don't even have to use the historic participants! Why not use some of the scenarios in a campaign for the defense of Osgilliath.)

The Campaign

For the campaign there are 12 scenarios in total. This may seem a lot to follow but reading through this page will help you get your head round how to set up and play the campaign.

What you need

Along with the basics; dice, ruler, opponent etc. you will need some form of 'city' terrain; buildings, fountains, statues, ruins, wall etc. The end of this supplement contains several terrain projects to help build such a collection of terrain (which may easily be used in other games as well as the Fall of Gondolin)

You'll need a fairly large miniature collection to play with and against. A basic force for the evil side will consist 500pts of Mordor along with a dragon or balrog model (possibly even both!)

The goodside can be made up of all the variants of elves available in the Games Workshop collection. The end of this supplement gives you alternative miniatures, conversions and paint schemes to make up some of the different houses of elves that make up the Gondolindrim.

Finally, if it helps, print off the summary of all the profiles that you need to use so you can easily make references to stats and special rules.

The Campaign Layout

The campaign is based on a battle that takes place in one long enduring night! However- to play all the scenarios in one go can be pretty daunting. The campaign is split into chapters, or 'acts', each detailing a different slice of the action. An 'act' consists of three scenarios which in some cases are linked together. There are four acts altogether, totaling 12 scenarios, so the 'acts' provide a 'breathing space' ideal if you decide to play the campaign over a couple of days.

Campaign Notes

Record sheets come in handy when playing a campaign. Make sure to implement these record sheets or make notes on the number of survivors as well as the amount of Might, Will and Fate points heroes have left to spare. Heroes may be used straight after one scenario - without gaining any chance to rest and recover lost wounds. The number of survivors may also be important for subsequent scenarios. Take note of the 'Fall of Gondolin' boxes in each scenario as they tell you of any special campaign rules or special things to note down.



Rog and his men face the endless onslaught

Winning the Campaign

Whilst playing the campaign points may be awarded for the following;

- Major Victory3pts
- Victory2pts
- Draw1pt

1pt is awarded to the evil player for slaying Tuor, Turgon, Idril or successfully capturing Earendil (at the end of a scenario). Similarly, the good player receives 1pt for slaying a dragon or balrog during any scenario.

The player with the most points at the end of the campaign is the overall winner- even though Gondolin has fallen!

Taking it Further...

Veteran gamers could even take up the ultimate challenge of playing a map campaign- setting up sides of 800pts for the good side and 1200pts for the evil side - using point matches to play an alternative campaign; effectively rewriting the tale. Perhaps there is still the chance Gondolin could still stand...?

ACT 1

THE NORTH GATE

Under rule of Turgon the Gondolindrim gathered their arms. Aligned atop of the walls were those of the houses of the Swallow and the Heavenly Arch; their arrows poised, fingers trembling at the string awaiting the order. Down below behind the walls Rog, Lord of the Hammers of Wrath, mustered his troops, swearing an oath never to back down; 'Stand to the end!'. Galdor gave counsels to his men to hide within the buildings and ready themselves to pounce on the unaware! Looking below I saw the hoards as if they were tides of a black sea below pouring towards the wall. The women locked themselves in their houses with their children. We were silent. Our hearts raced. Gothmog called the charge; I wondered if I were to see the end of this battle, and if so- would it be a happy one?

Description

Morgoth's hoards have come forth in all their darksome glory. With numerous orcs, great beasts and siege engines they batter the walls in hope to create a breach for their troops to pour through. Behind the gate the lords of the Tree, the Swallow, the Heavenly Arch and the Hammers of Wrath rally round their men to await the onslaught that is soon to commence. Can they hold the defences?

Participants

Gondolindrim:

Rog, Lord of the Hammers of Wrath
(heavy armour and a hammer)

Galdor, Lord of the Elves of the Tree
(elven bow, spear and shield)

Duilin, Lord of the Elves of the Swallow
(armour, elven bow and an elven blade)

9 Elves of the Tree
(slings, 1 banner)

9 Elves of the Hammer
(heavy armour, hammers, 4 with shields, 1 banner)

8 Elves of the Swallow and Heavenly Arch
(armour and elven bows)

Cubeleg (see avenger stats) with 3 crew*

GRAND SIEGE

The following battle depicts a siege on a city or fortress. To play as a points match you could always flip the rolls of good and evil to represent the siege of Angband, Morgoth's own fortress! The defender consists of 500pts the attacker have 750pts, there must be at least 2 heroes in either force and only 1/3 of the force may be bow armed as usual. To make the game more interesting you could use siege rules using rules for catapults found in the Siege of Gondor supplement.

Hoards of Morgoth:

Othrod, Lord of the Orcs
(sword and shield)

2 Orc captains
(swords and shields)

Balrog/Cold Drake/Fire Drake (choose one)

34 Orcs with swords and shields
(8 with swords and shields, 8 with spears, 8 with orc bows, 2 with banners, whips or one of each)

20 Goblins
(10 with bows, 10 with swords and shields)

2 Catapults with 3 crew*

A maximum of 2 siege towers may be taken.

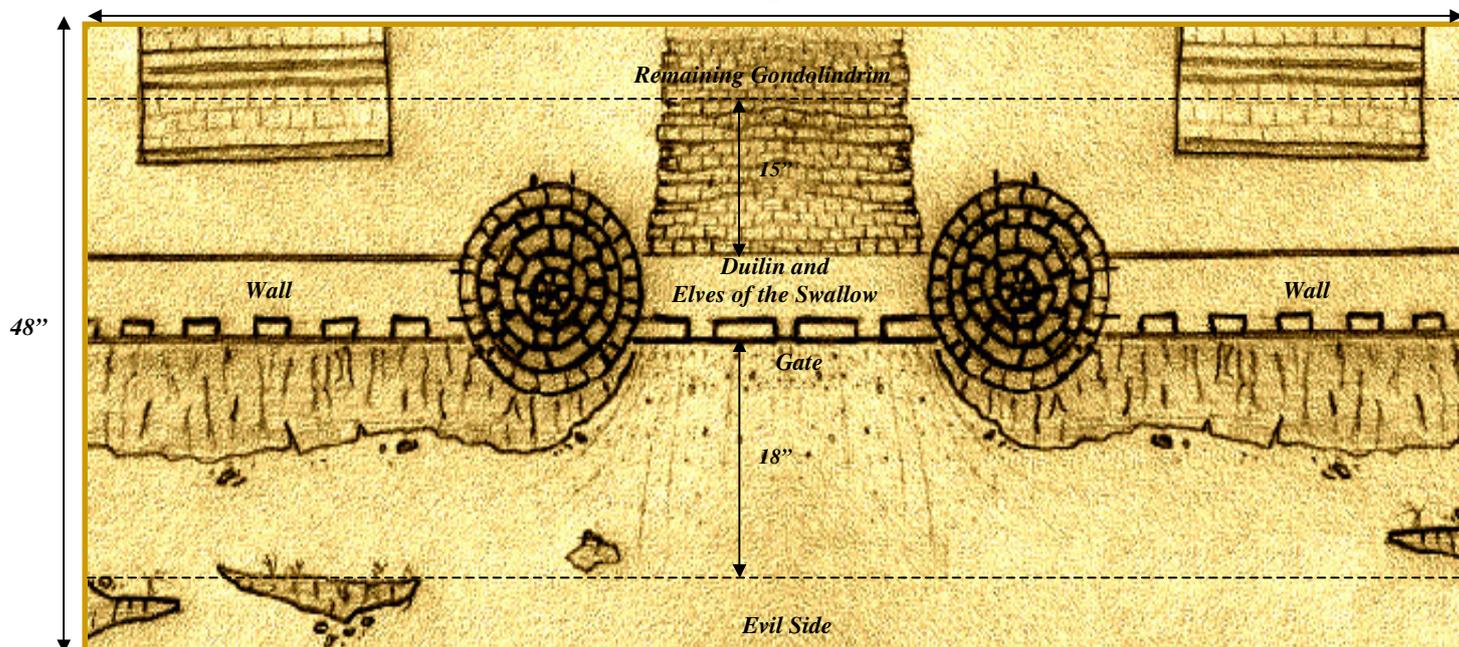
**if playing with siege rules*

Set up & Layout

The battle is fought over a large stretch of wall that runs the length of the board with a gateway in the middle. On the evil board edge there are a few rocks and jagged cliff faces that make up Caragdur. Beyond the wall are a few elven buildings to represent the streets of Gondolin. Note that these may not be occupied during this scenario.

If cubeleg is being used in the participants it may be deployed atop the gateway.

The evil player sets up 18" away from the wall, as shown on the map. The Folk of the Swallow with their lord, Duilin, set up along the wall whilst Rog, Galdor and their remaining troops begin 15" behind the wall – ready to take on anything that comes.



Objectives

Good:

Prevent the evil player achieving their victory

Major victory if no evil models make to the opposite side of the wall by the end of turn 10

Evil:

Within 10 turns; evil player must have 10 or more models on the opposite side of the wall (those that are fleeing or positioned on top of the wall do not count as making it into the city)

Major victory if more than 20 models achieve this objective

Special Rules

Elven Walls; The huge elven walls are so well built they are virtually indestructible. Only a hole may be formed at the base of the wall to enable warriors to pass through, they are not likely to crumble. The walls may not be scaled by the goblins.

The North Gate; The gate is classed as a fortress gate and may be breached as normal either by a shot from a catapult or even a flaming spear from a balrog etc

THE FALL OF GONDOLIN

If playing as part of the Fall of Gondolin campaign, note any heroes that have been slain. If they appear again in subsequent scenarios they are replaced with a captain from their house unless otherwise stated.

The result of this battle affects the Set-up & Layout for 'The Mighty Hammers Fall' in act 2.

Finally, any surviving elven warriors may be used in the 'Square of the King' in act 3, unless otherwise stated.



Elves of the Heavenly Arch line the walls of Gondolin

...but the stoutest were in dread in seeing those dragons of fire and those serpents of bronze and iron that fare already about the hill of the city;

- 'Book of Lost tales Part II'

ACT 1

AMBUSH IN THE STREETS

The wall shuddered and below us. The sea of orcs flooded the streets of Gondolin, despite Rogs mighty efforts to keep them at bay and the great gates burnt under the flame of a drake. Meanwhile Tuor rallied together those willing to aid him defend the north. Alas, Salgant had been sent to delay him, for his master Maeglin desired to slay Earendil and keep Idril for his own. Learning of their peril, Tuor led his men to his own dwellings to save his loved ones. Yet Maeglin's corruption stopped not just at himself, for he turned his own people, the Folk of the Mole, upon their fellow kinsmen also. "Slay those who prevent us to our goal!" ordered Tuor. "They serve not Turgon but the darkness its self, so to the darkness we shall send them!"

Description

Having sent some of his guards to lead his wife and child to the safety of the Way of Escape, Tuor and the remnants of his folk march into battle. Now Maeglin reveals his bitterness and seeks Idril's heart and Earendil's death! The Folk of the Mole, loyal to their lord, turn to face those of the Folk of the Wing to delay their progress. Can Tuor and his men make it to the other side before it is much too late?

Participants

Gondolindrim :

Tuor
(*Dramboleg, heavy armour, elven cloak*)
16 Elves of the Wing with elven bows
(*heavy armour, 8 with elven bows, 8 with spears and shields*)

Hoards of Morgoth:

Salgant
(*horse, armour and a hand weapon*)
1 Orc captain
(*sword and shield*)
12 Elves of the Mole with
(*6 with elven bows, 6 with swords and shields*)
10 Orcs
(*5 with orc bows, 5 with swords and shields*)

AMBUSH!

To play with other participants we suggest that you have uneven points worth, 300 for good and 200 for evil. A maximum of 2 heroes may be given for either side. No monsters, siege weapons or banners may be taken as part of the force (remember this is a small ambush)

Set up & Layout

The battle takes place on a 48" by 36" board. Buildings and ruins must be placed to form the streets of Gondolin. These buildings may be used to hide in, therefore may be deployed in to start with. The streets must form a 'T-Junction' similar to that on the map. Note where the barriers have been placed down, these being in the form of walls or barricades. These must be placed down to slow the progress of the good side.

The force of the Gondolindrim starts on one table edge. 6 of the Folk of the Mole, begin anywhere on the table and may be hidden to start the game if the evil player so wishes. The remainder of the evil side start on the opposite side of the board to the Folk of the Wing (see map). The orcs enter the table via another street on the roll of 4+ once the game starts

Objectives

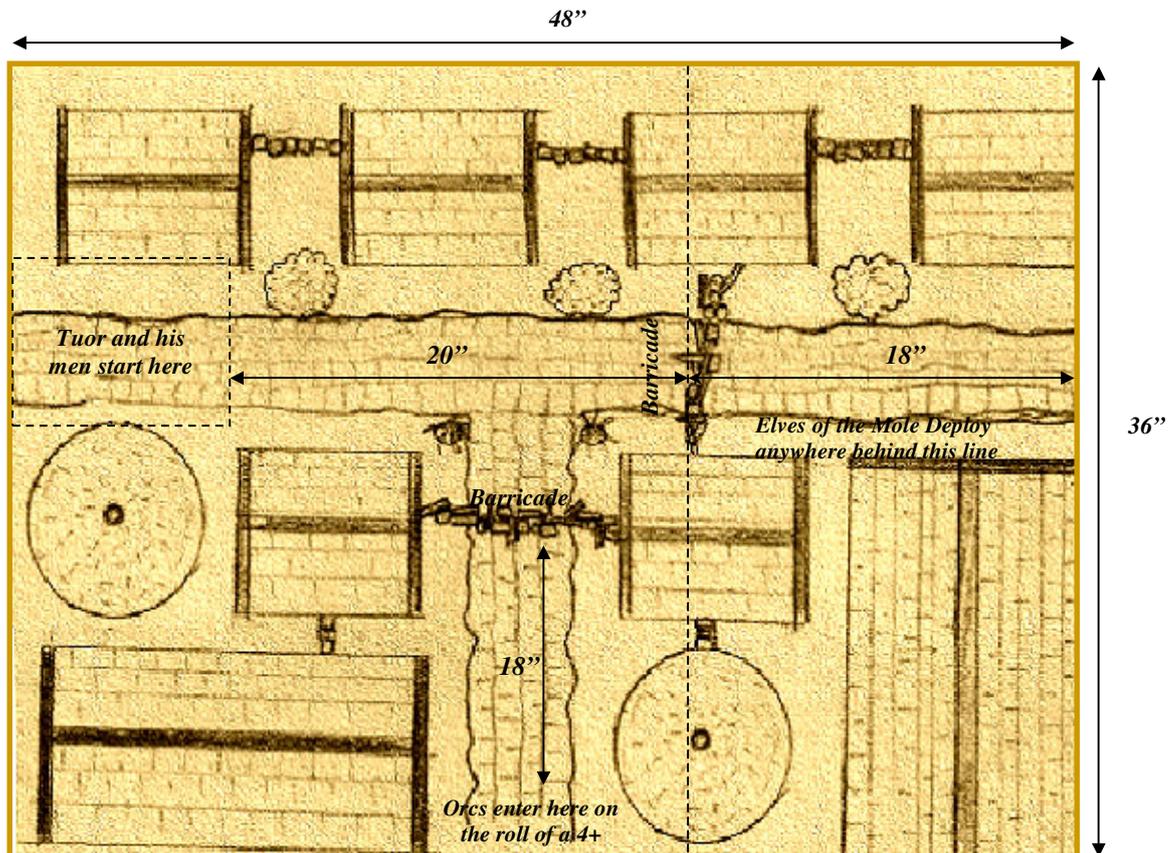
Good:

At least 4 of the Elves of the Wing and Tuor must escape the opposite side of the table within 10 turns.

Evil:

Must prevent Gondolindrim objective.





Special Rules

Elven Buildings; The elven buildings may be used to act as cover. Any warrior is able to occupy a building. Bow armed warriors may shoot from windows at targets below, however, to exchange fire at warriors shooting from the building the 'in-the-way' test to hit the target is 6+ rather than the normal 4+. Warriors may attempt to enter a building occupied by the enemy but in order to do so they must break down the door as normal- see the Siege of Gondor for more details. Doors on elven buildings count as 'Heavy Doors'

'Know, my husband, my heart misgives me, for doubt of Maeglin, and I fear that he will bring an ill on this fair realm...'

-Idril tells Tuor of her dreams of foresight
 'Book of Lost tales Part II'

THE FALL OF GONDOLIN

The Folk of the Mole are attempting to delay Tuor and his men for as long as possible in order to give time for their lord Maeglin to escape the city with his wife Idril! Those that survive the onslaught in this scenario are added to the participants of the next scenario 'The Treachery of Maeglin'. Tuor uses the stats he has at the end of this scenario, so if he has expended 2 fate points he starts with 1 fate point in the next scenario etc.

ACT 1

MAEGLINS TREACHERY

Whilst his folk delayed Tuor in the streets, Maeglin sought the house of Tuor, slaying the guards who protected Idril and Earendil. His purpose was a selfish one- for in return of his great deed of locating the hidden kingdom to Morgoth, turning his kinsmen against the true, he would be rewarded the throne of Gondolin and the hand of Idril. To achieve this he was to drag Idril by the hair and Earendil by the waist before casting him into the fires below the walls. Such a wicked plan was this, never was there in all the history of the Earth a tale of such lust and desire for power that one committed such deeds! But even when Maeglin dragged Idril by the hair ready to fulfil his plan, he underestimated Tuors might and love for both his family and the King; a few men could not delay Tuor for long...

Description

The treachery of Maeglin and his folk is now apparent. As the king's guards try desperately to get Idril and Earendil to safety a band of orcs gather in the street, ready to ambush them under the command of the Elven Lord. What's more, Maeglin and a few from his house are on the trail of Idril and her helpless son. For in his heart, Maeglin seeks the fair Idril at his side, but he must slay the only heir to the throne if he is to live as king. So he sets forth to drag both Earendil and Idril to the battlements to cast Earendil into the fires and to claim Idril as his own. Yet help is at hand, for not far away is Tuor and a band of his men...

Participants

Gondolindrim :

Tuor
(*Dramboleag, heavy armour, elven cloak*)
Voronwe
Idril
Earendil
5 Elves of the King
(*heavy armour, spears and shields*)
8 Elves of the Wing
(*heavy armour, 4 with elven bows, 4 with spears and shields*)

Hoads of Morgoth:

Maeglin
Orc captain
(*sword and shield*)
12 Folk of the Mole
(*4 with elven bows, 8 with swords and shields*)
24 Orcs
(*8 with orc bows, 8 with spear, 8 with swords and shields*)
Cave Troll
(*troll hammer and chain*)

'TAKE THEM AWAY!'

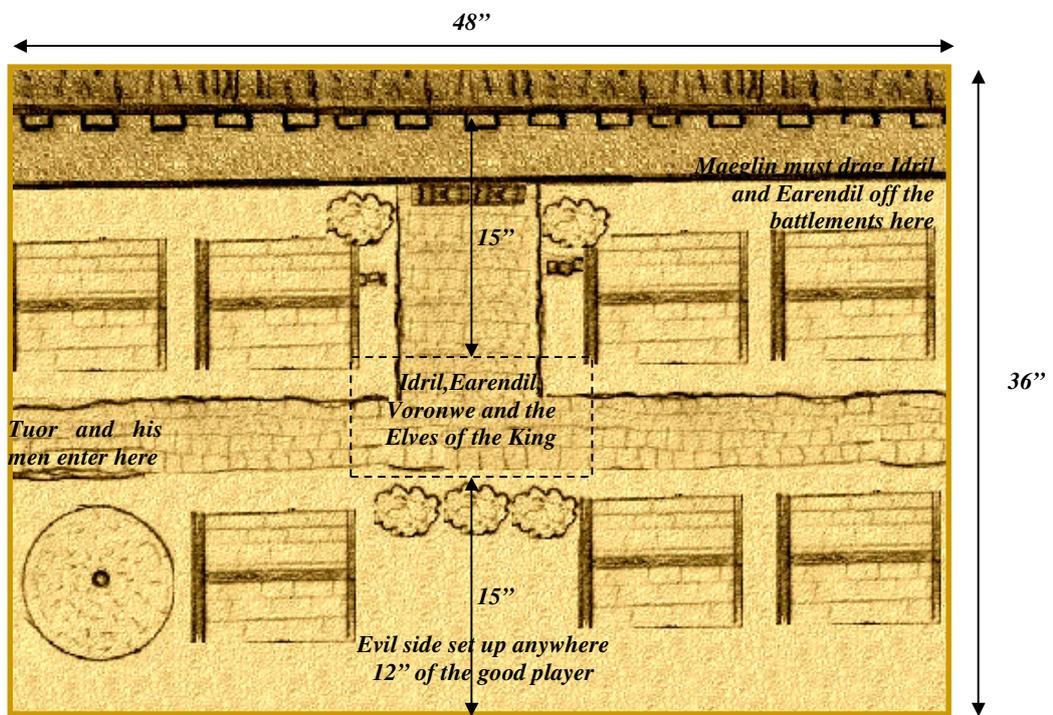
Both sides are balanced forces of about 500 points on either side. Only 1/3 of troops may be bow armed or similar. The good side needs at least three heroes, the cheapest acting as a captive. The evil play must have at least one hero that costs more than the captive (these models are represented by Maeglin, Idril and Earendil in the special rules section). The good force splits into thirds, one third acting as the guard for the captive. The other two thirds of the good force follow the rules for Tuor and his men. No monsters, siege weapons or banners may be taken as part of the force.

Set up & Layout

The battle takes place on a 48" by 36" board. Buildings and ruins must be placed to form the streets of Gondolin as shown on the map. These buildings may be used to hide in, therefore may be deployed in to start with. A wall must run along the topside of the table forming the battlements.

The good player sets up Idril, Earendil, Voronwe and the Elves of the King in the centre of the 'T-junction' as shown on the map. Maeglin and his followers are then placed anywhere on the board out of sight of the good models- hiding to unleash their deadly ambush.

Tuor and his men enter on a dice roll, see the special rules for more details.



Objectives

Good:

Tuor and his men must save Idril and Earendil by either slaying Maeglin or taking them to safety (see map).

Evil:

Maeglin must capture and drag both Idril and Earendil to their objective point (see map and special rules)

Draw:

If Idril is slain yet Earendil is saved then it is classed as a draw.

Special Rules

Tuor and his men; If playing as a 'one off' use the participants suggested but noting that Tuor is badly wounded and begins the game with no fate points and only 2 wounds. However, if playing as a campaign use the survivors of the previous scenario 'Ambush in the Streets' using the stats that Tuor has at the end of the game. If Tuor is slain we presume he was knocked out cold and dragged on by one of his surviving guard. In the next scenario he maintains the same points of might, will and fate (if any) but starts with only a single wound.

If the good player achieved their victory in the 'Ambush in the Streets' Tuor and his men enter on the roll of a 4+ at the end of every turn. If delayed more than 12 turns they arrive on a 5+ after every turn. Newly arrived models may not charge, shoot or perform any actions when they arrive.

Idril and Earendil; Both Idril and Earendil are moved by the good player unless no good models are within 3" of them. Otherwise they must take a courage test before moving. If there are more evil models surrounding them they are classed as being 'captured'.

The evil player can move them only if Maeglin is in base-to-base contact with both Idril and Earendil. However, they will not be forced to move without a fight! On a 3+ Maeglin may move them at full speed (using his movement) by dragging Idril by the hair, and holding Earendil around the waist. When moving in this way Maeglin cannot force his prisoners to take out any actions such as climbing a wall etc.

On the roll of 1 or 2 they make a struggle to escape. In this case instead of moving there is a fight between Idril, Earendil and Maeglin.

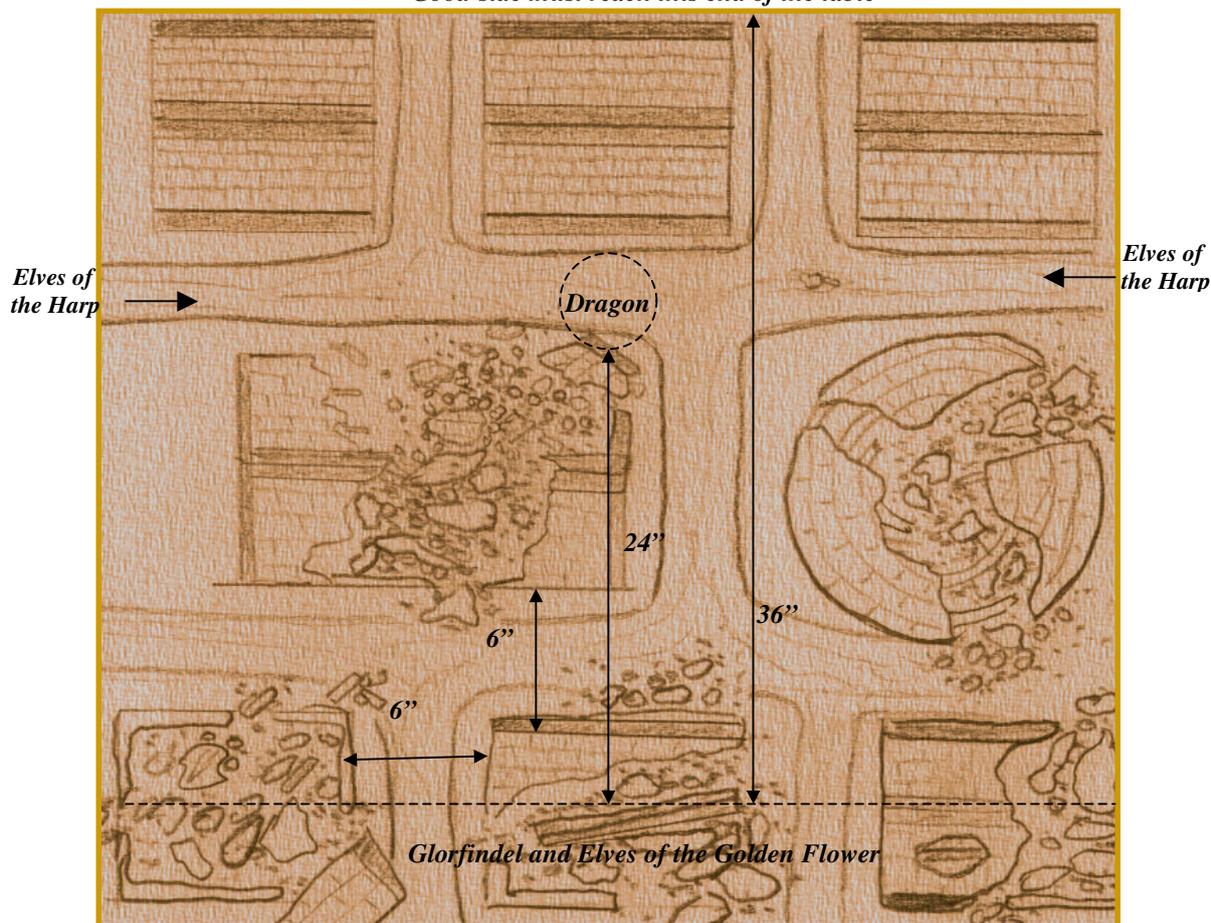
If Idril and Earendil win the fight they may strike him as normal. If Maeglin wins the fight he doesn't strike them but instead gains control over both of them by force.

Evil models may attack Idril or Earendil as normal but risk losing the objective.

- and thereupon Tuor was upon him and his wrath was terrible to see.

-Tuor confronts Maeglin on the battlements
'Book of Lost tales Part II'

Good-side must reach this end of the table



Objectives

Good;

Glorfindel and any 5 elves must escape off the opposite side of the board.

Major victory if the objective above is met and if the dragon is slain

Evil;

Must prevent the Good objective

Major victory if *all* good models are slain

Draw;

If the good objective is not met but the dragon is slain

Special Rules

Salgant's People; The Elves of the Harp were delayed by their lord, Salgant. Therefore the folk of the Harp enter at the start of turn 4 where indicated on the map.

'The orcs are lurking...'; the other three groups of orcs are hidden in three of the five sets of ruins. To represent this 5 markers are placed down, 3 indicating where there are orcs are hidden (or busy ravaging the building!) Therefore it is only the evil player that knows where the orcs are hiding leaving the good player to take his chances.

The hidden models may *only* reveal themselves if a good model is within 3" of the ruin. If there are no orcs in the ruin the good player may move through it as normal. The ruins count as difficult terrain so movement through them is halved. The dragon may not enter the ruins.

THE FALL OF GONDOLIN

Any survivors of this battle may be added to the participants of the scenario- 'The Square of the King'. If Glorfindel is slain he is replaced with a captain. Note; that the surviving numbers are added to those stated in the participants and *do not* act as the number of participants for the battle.

ACT 2

THE MIGHTY HAMMERS FALL

Then Rog of the Hammer of Wrath called in a great voice, “Who now shall fear the Balrogs for all their terror? See before us the accursed ones who have tormented the children of the Noldoli and now set a fire at our backs with their shooting. Come ye of the Hammer of Wrath and we will smite them for their evil.” Then with all their might, Rog and his men smote all before them. And so they forced back the black sea through the Golden Gate into the plains below. Alas, there did they perish, hewing to the last, until iron and flame overcame them. Their efforts were not all vain, for it is sung that each of the Hammer of Wrath took seven foemen to pay for his own...

Description

The forces of Morgoth have breached the city, Gondolindrim make a valiant stand against the hoards, yet it is not enough. For valiant and skilled as they are, they do not stand a chance against the enemy numbers. Rog, the Lord of the Hammers of Wrath, and the remaining few of his kin charge with sparks of wrath in their eyes, pushing the enemy back in order to buy as much time as they can, knowing that none will survive the tale to tell.

Participants

Gondolindrim :

Rog, Lord of the Hammers of Wrath
(heavy armour and a hammer)
2 Captains of the Hammers of Wrath
(heavy armour and hammers)
8 Elves of the Hammers of Wrath
(heavy armour, hammers, 4 with shields)

Hoads of Morgoth:

Balrog of Morgoth
Orc Captain
(sword and shield)
25 orcs
(8 swords and shields, 8 bows, 8 spears, 1 banner or whip)

Set up & Layout

The battle takes place on a small 2ft x 2ft board with a gateway in the centre of the board. The gateway must be no larger than 8” wide. Note; it may be useful to be armed with markers to represent large models, such as the balrog as, due to the model’s sheer size, it is rather cumbersome to place in a gateway!

The good side set up 6” away from the gateway, the evil side set up all models 12” away. The balrog enters the battle at the start of turn 4.

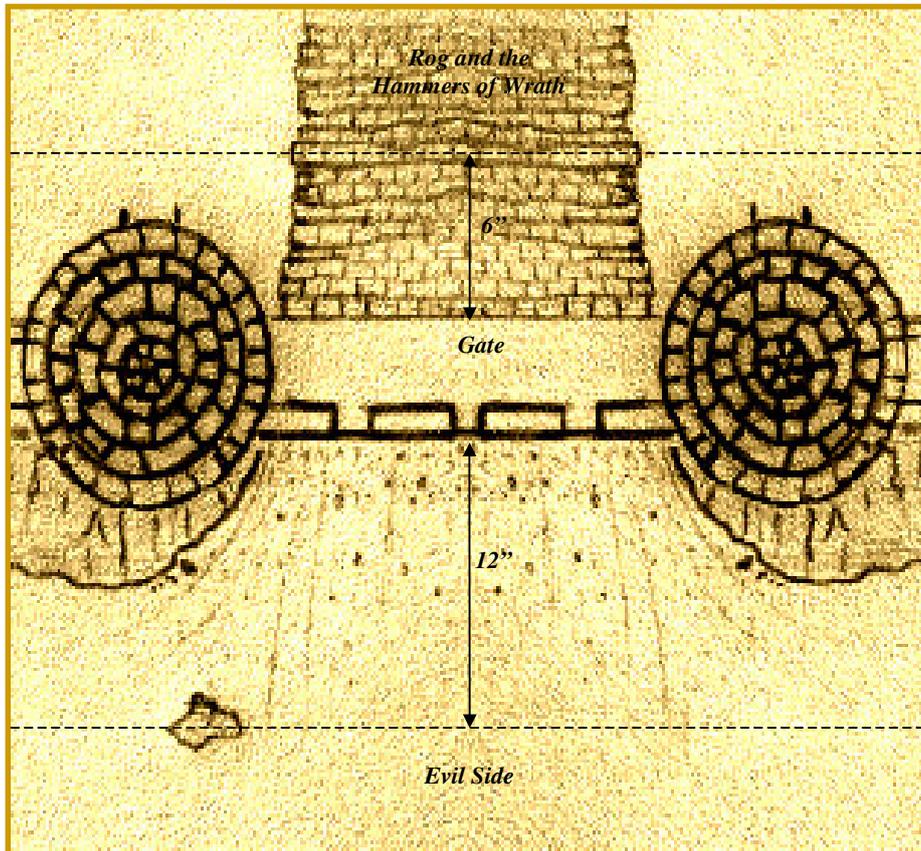
If playing as part of a campaign the results of the first scenario ‘The North Gate’ affects the setup for this scenario- see the ‘Fall of Gondolin’ box for details



Rog and his men push the forces back into the valley

FIGHT TO THE END!

This scenario depicts a group of warriors sacrificing all they have to push back the enemy with no hope of survival. This scenario can be reenacted with different participants- it could be used as an alternative to the ‘Theoden Rides Out’ scenario. The good side (or the defender) must have half the points value as the evil side (or the attacker), ideally 250pts vs 500pts. Each side must have at least 1 hero and neither side may take bow armed warriors or similar, with the exception of throwing weapons.



Objectives

Good and Evil;

After 12 turns the player with the most models on their opposite side of the gateway wins the game

Major victory if all warriors are on the opposite side of their wall or if all the good side are slain before the game ends.

Draw;

If there are equal numbers on either side of the wall

Special Rules

To the Death! The Hammers of Wrath are willing to lay down their lives to smite those whom they have hated for centuries, turning their fear into sheer hatred. So strong is this that they no longer need take courage tests, even if they are charging the balrog!

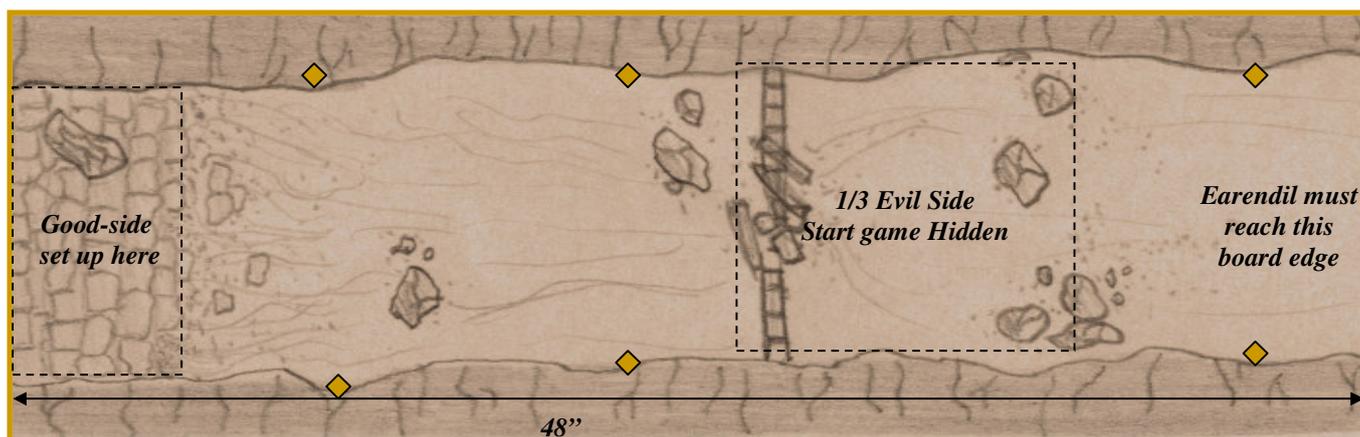
THE FALL OF GONDOLIN

If playing as part of the campaign if the good player wins set up as show above. However, if the evil player won, the good side set up 12” away rather than 6”. If the result was a major victory to the evil side they start with priority.

The outcome of this battle does not have an overall effect of any other scenario. However, after this scenario no warriors, or heroes, of the Hammers of Wrath may be used in subsequent scenarios.

‘Who now shall fear the Balrogs for all their terror?’

- Rog to his fellow kinsmen
‘Book of Lost tales Part II’



Cave openings = 

Objectives

Good;

Earendil must be brought to safety by being escorted to the opposite side of the board

Major victory if all heroes survive and if they manage to reduce the opposing force to below 25% strength

Evil;

Capture Earendil and take him through one of the openings in the tunnel wall

Major victory if Earendil is captured and if a good hero is slain

Draw;

If Earendil survives the evil player may force a draw by killing a hero

Special Rules

Grim Darkness; The vision inside these tunnels is low therefore sight for all good models is reduced to 10". Those creatures that are adapted to the dark conditions (goblins and cave trolls etc.) may see up to 15" in the darkness.

Evil side entrances; Morgoths hoards have taken Maeglins advice and have gone to the tunnel in order to fortify it. To represent this the evil player may choose any 3 of the 6 openings shown on the map, using suitable markers to reveal to the other. Each opening may be revealed once the good player is within 3" of the opening or at any time on the roll of a 6+. Newly arrived models may charge and fight as normal.

Capture the child! The evil side need only to capture the child, not to kill him...yet! All they have to do is inflict a single wound to knock him cold so that he may be carried away. Any evil model carrying him moves at half the rate he normally could move. If by any chance the good side manage to retrieve him they may also carry him or attempt to revive him – spending a whole turn in base contact. Once revived he may continue to move as normal.

ACT 3

The Battle for Gondolin



'The battle turned sour- the hoards took the defenses in the north, spreading like a wild fire ever since the wall fell. Like many around me I feared for my life. I had seen many terrors that night, greater than my image of the hells of Morgoth that no being should ever see in their lifetime. Morgoth's shadow had come to Gondolin. Tuor gathered us all to him and he spoke with such power and authority that are hearts were lifted. 'Great is the victory of the Noldoli!' Such a false hope was this...'

ACT 3

THE SQUARE OF THE KING

All together now were the all the houses of Gondolin, save those of the Hammers who fought to their end, those of the King who were left in reserve and of course those traitors who served Maeglin. The city was a horrific sight; what were once tall towers of marble with foundations of unshakable rock were torn to piles of rubble.

Tuor dragged Ecthelion towards the fountain and healed him with its waters. Now those still able to fight formed a battalion and barricaded the Square of the King. Then Tuor stood up stirred the scattered folk with his mighty voice and all cried out 'For Turgon! Elbereth Gilthoniel!' And through the arches they came...

Description

The battle is nearly all but lost; Gondolin is surely to be fall to the hands of Morgoth! However, the courage of the Noldor is not faint; for the remaining few surviving warriors gather round in order to take a last stand before Turgon's palace. With the end in is sight, Gothmog gathers all the dragons and balrogs to pushes on the orcs into what will prove the largest and bloodiest fight Gondolin will see within her fair walls.

Participants

Gondolindrim :

Tuor
(heavy armour and Dramboleag)
Ecthelion, Lord of the Fountain
(armour and an elven blade)
Galdor, Lord of the Tree
(elven bow, spear)
Glorfindel, Lord of the Golden Flower
(heavy armour and an elven blade)
Egalmoth, Lord of the Swallow
(armour and an elven blade)
6 Elves of the Wing
(heavy armour, elven blades and shields)
6 Elves of the Fountain
(armour, elven blades)
6 Elves of the Golden Flower
(heavy armour, spears and shields)
6 Elves of the Tree
(slings, spear)
6 Elves of the Swallow
(armour, elven bows)
6 Elves of the Harp
(armour, 5 elven blades, 1 musician)

Hoads of Morgoth:

Gothmog, Lord of the Balrogs
Fire Drake
Othrod, Lord of the orcs
(sword and shield)
10 Great Orcs
(swords and shields)
30 orcs
(10 swords and shields, 8 bows, 10 spears, either 2 banners 2 whips or one of each)

Set up & Layout

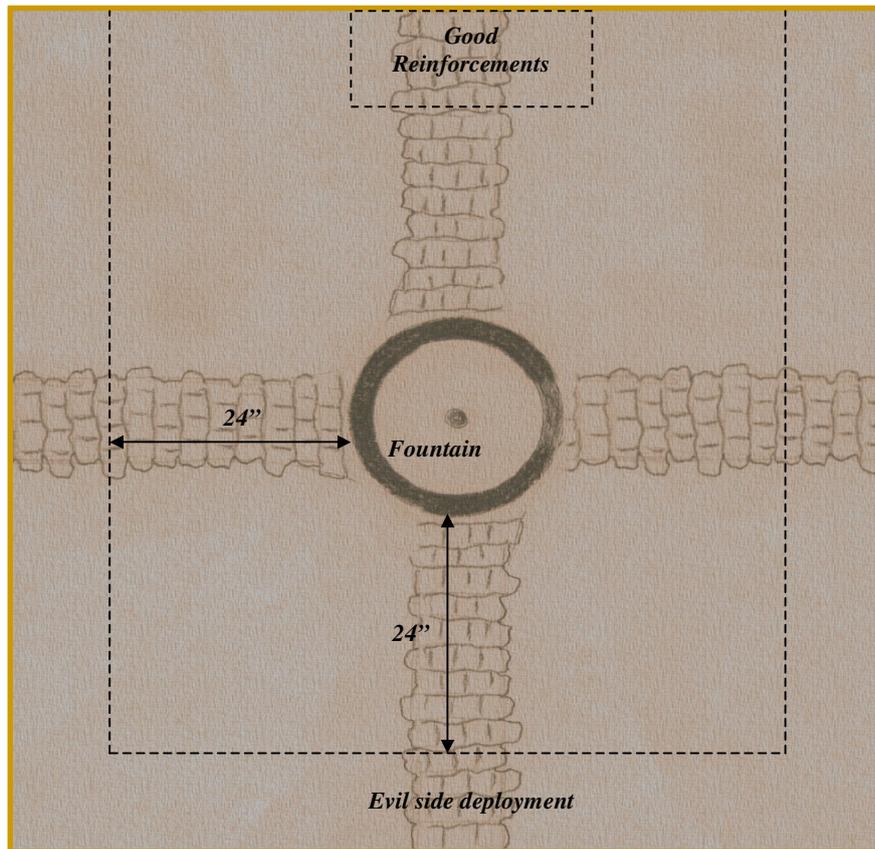
The battle takes place on a 48"/112cm square board in the centre of which should be a fountain. Unlike the previous scenarios, this layout will prove quite large and open as it is the 'Square of the King' that lies in front of the palace of Turgon. Four roads lead from the edges of the board to the centre.

The good player splits his force into two. Glorfindel along with the Elves of the Golden Flower and Elves of the Harp enter at the start of turn 2 where it is market 'good reinforcements'. The remaining Gondolindrim set up anywhere around the fountain being at least 6" away from the evil side deployment area.

The evil player sets up their entire force 24" away from the fountain in the centre of the board (measuring from the side of the fountain) with the exception of Gothmog - see special rules.

TO THE LAST MAN STANDING!

The forces are to have an equal amount of points, agreed by both players, with a limit of 1/3 (33%) consisting of heroes, the evil player being limited to a maximum of 2 dragons/balrogs (remember, Gothmog is both a character and a monster!)



Objectives

The objective for both sides is to battle it out until either;

- 4 good heroes are slain (victory for the evil player)
- Gothmog is slain (victory for the good player)
- until a force is reduced to below 25% of their starting points value.

Special Rules

The Fountain; As in the story, Tuor refreshes himself and Ecthelion at the fountain. The fountains are swelling with the power of Ulmo, lord of the waters; and they are said to have healing qualities. Thus, both Tuor and Ecthelion have all their stats refreshed, i.e. full might, will, fate and wounds. Heroes have a chance to refresh themselves to starting strength by spending a whole turn next to the fountain. Spending a turn near the fountain refreshes the character to full health, restoring all wounds, might, will and fate, unless charged by an enemy (this may only be used once per battle for each hero).

Gothmog; Gothmog enters from the southern end of the board. Gothmog enters on the roll of a 4+ when 5 turns have passed.

Wounded in battle; Ecthelion is in a dire state. His arm was mortally wounded by a balrog in a previous engagement. This is represented by the fact that he fights as if using a dagger - even when he uses his weapon as a single-handed weapon. This also means he may *not* use his elven blade with both hands. Ecthelion is also mortified by the destruction caused by Morgoth's hoards thus he follows the 'Fearful Wrath' rules (see page 11) for this scenario only.

THE FALL OF GONDOLIN

If playing the campaign the good player may add any surviving elven warriors from the previous scenarios to the existing participants listed with the exception of the Hammers of Wrath or the Folk of the King. Each house has a maximum of 10, therefore if 5 Elves of the Tree have survived only four may be added to the participants.

Heroes begin with whatever stats they have recorded from any of the previous scenario, unless otherwise stated. If a Lord has been slain they may be replaced with a captain.

All survivors of this scenario are used in the next scenario- 'Pressing Tides'

ACT 3
PRESSING TIDES

The battle in the square was a bitter struggle as good attempted to overcome the darkness. Alas, due to the smoke and confusion none could tell friend from foe. Amidst the confusion Gothmog himself was slain but at the cost of Ecthlion's life, despite all odds. For Ecthlion's sword arm had been broken in another conflict, yet he managed to push back his foe with all his might- piercing his belly with the point of his helm, casting him into the waters of the fountain! With the loss of another lord and the scalding heat that bellowed from the fountain, we ran towards Turgon's tower- the evil tides pressing towards us. Then at last a horn was blown that lifted our hearts. Turgon was ahead in great splendor and his folk were with him, and they charged passed us to meet the hoards on our backs. And for a small while there was hope that Gondolin could yet stand...

Description

After the bitter battle in the Square of the King, despite the numbers slain, the Gondolindrim flee. The hoards of evil press on their backs picking off the weary warriors that lack behind the fleeing Gondolindrim. Now their only hope for survival is for Turgon to come forth and battle the pressing tides for the second time- but will the result end like the first?

Participants

Gondolindrim :

Turgon

(heavy armour, shield and Glamdring)

Tuor

(heavy armour and Dramboleg)

Galdor, Lord of the Tree

(elven bow, spear)

Glorfindel, Lord of the Golden Flower

(heavy armour and an elven blade)

Egalmoth, Lord of the Swallow

(armour and an elven blade)

10 Elves of the King

(heavy armour, spears blades and shields)

4 Elves of the Wing

(heavy armour, elven blades and shields)

4 Elves of the Fountain

(armour, 4 elven blades)

4 Elves of the Golden Flower

(heavy armour, spears and shields)

4 Elves of the Tree

(slings, spear)

4 Elves of the Swallow and Heavenly Arch

(armour, elven bows)

4 Elves of the Harp

(armour, 3 elven blades 1 musician)

Hoards of Morgoth:

Fire Drake

Lug, the slave driver

(swords and shields)

25 orcs

(8 swords and shields, 8 bows, 8 spears, 1 banner /or whip)

Set up & Layout

The battle takes place before the Tower of the King. A path runs through the center of the board with ruins on either side. At the end of the path lies the entrance of the Tower of the King where the gold and silver trees, Glingal and Belthil, stand.

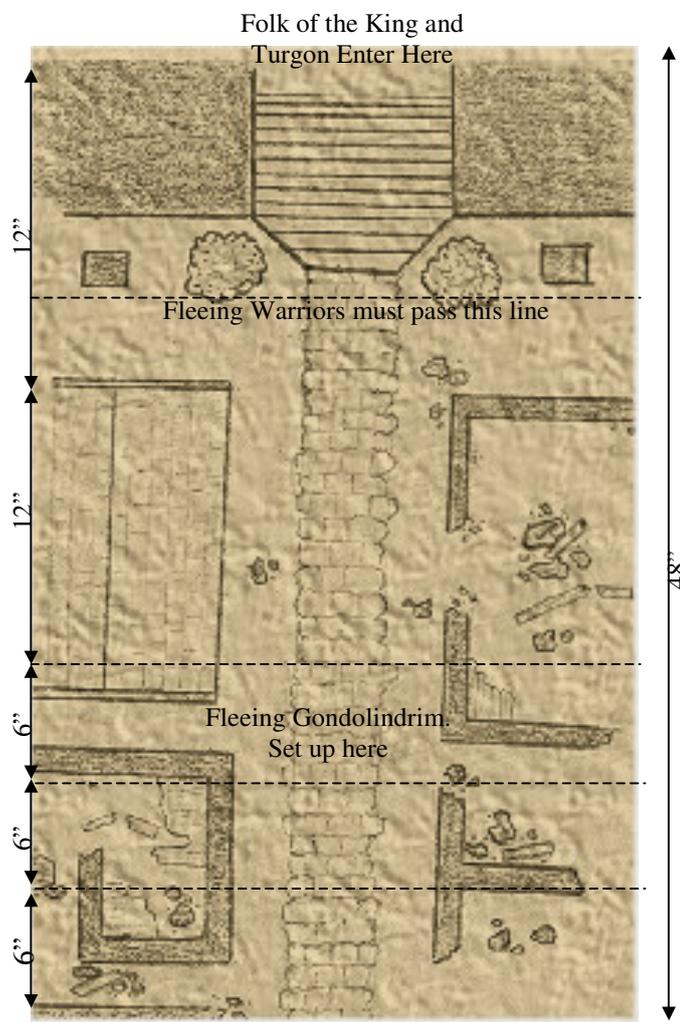
The good side is split into two separate forces. The Folk of the King along with Turgon begin inside the Tower of the King. The remaining force begins 12" away from the evil table edge.

The evil side starts 6" from the southern table edge. The only exception to this is the monster that enters the board on the role of a 4+ at the start of the movement phase.

RETREAT!

This scenario can be used to reenact a group of warriors retreating from a large battle with the enemy attempting to run them down.

Both forces are of the same size with the exception that 1/2 of the good force is used to represent the fleeing warriors. Both forces must have at least one hero- the good hero being apart of the relief force. Only 1/3 of the force may be armed bows.



Objectives

Gondolindrim:

At least 50% of the fleeing Gondolindrim must reach the Tower of the King

Major victory if all evil models are slain

Hoads of Morgoth:

Must slay more than 50% of the fleeing Gondolindrim before they reach the Tower of the King

Major victory if Turgon is slain

Special Rules

'Flee!'; The fleeing warriors must always move towards their objective. They may not charge or shoot enemies, as they are too intent in saving their own lives! This rule does not apply to heroes. Heroes may also use heroic actions to override this rule for normal warriors. If charged by an enemy warrior, fleeing warriors are able to fight back as normal.

24"

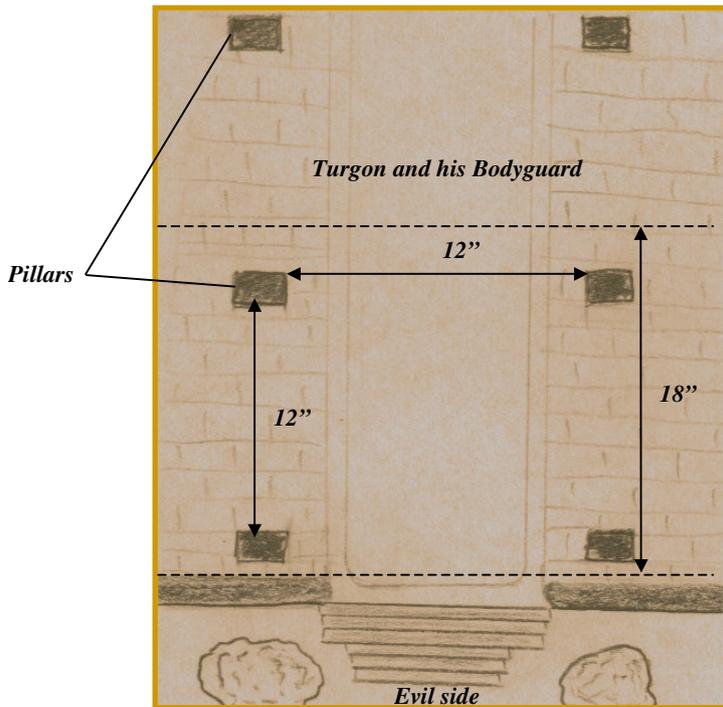
THE FALL OF GONDOLIN

All of the remaining warriors and heroes from *'The Square of the King'* scenario may be used instead of those listed - if playing as part of a campaign.

Heroes use the stats they had at the end of previous scenario. If heroes were been slain they are replaced with captains from their house, with the exception of Tuor who starts the battle with only 1 wound and any might, will and fate points he had in the previous battle.

'Gondolin stands yet, and Ulmo will not suffer it to perish!'

- Tuor to his fellow kinsmen
'Book of Lost tales Part II'



Turgon makes a last stand in his tower

Special Rules

The Tower of the King; The grand tower has six huge pillars that hold up the rest of the tower to an amazing height of 400ft. With this in mind the evil side can collapse the entire tower, killing everyone in it, by destroying some of these pillars. The pillars count as having defence 50 (meaning only creatures with strength 6 or more may cause damage to them) with 2 batter points. For the tower to collapse the evil side must destroy at least 3 of the supporting pillars. Once 3 pillars have been destroyed, at the start of each turn, on the roll of a 6+ the tower collapses and the game ends. The chance of the tower collapsing may be increased if more pillars are destroyed. For every further pillar that is destroyed -1 is deducted for the dice score for the tower to collapse. So therefore is you destroy a 4th pillar it increases from 6+ to only needing 5+ and so on.

THE FALL OF GONDOLIN

Despite the battle before the Tower, the King and his men have had time to recover. Turgon begins the game with full might, will and fate points but remains with the number of wounds he had at the end of the previous scenario. If Turgon was slain he is given a single wound but he does not replenish his might, will and fate points.

Any Elves of the King who survived the onslaught of the previous scenario may be added to the participants of this scenario.

ACT 4 EARENDIL'S FATE

The burning city lay behind our backs- the valley was silent save for the burning of the city and the screaming of those who stayed to fight. Idril wept at Tuor's side, not just for the fall of her home and her father but now her son Earendil was lost from the main column. Thinking all was lost Tuor led, what were now his people, across the plain to safety- having led them through the Secret Way. Now their path lay towards the mountains, away from the danger but after it was uncertain- for where was safe from Morgoth's Wrath? Having made our way into the low mountain mists we saw before us a small band of elves- one with a small child on his shoulders! A strange cavalry of orcs riding wild wargs as horses surrounded them. Tuor leapt forward and gathered those still able to fight to decide his son's fate.

Description

In an attempt to save his son, Tuor and some surviving warriors of Gondolin march forward to join with a band of Elves fighting off a hoard of warg riders. Can Tuor and his fellow people save Earendil from the attack, or will his fate be of that of Gondolin?

Participants

Gondolindrim:

Tuor

(heavy armour and Drambole)

6 Elves of the Fountain

(armour, elven blades and 1 musician)

5 Elves of the Pillar

(armour elven blades/spears and shields)

5 Elves of the Swallow and Heavenly Arch

(armour and elven bows)

Hendor, Captain of the Elves of the Wing

(Bow, spear and shield)

6 Elves of the Wing

(armour elven blades/spears and shields)

Earendil

Hoads of Morgoth:

2 Orc captains

(wargs, swords and shields)

12 warg riders

(swords, 6 shields, 6 bows)

Set up & Layout

The battle takes place on the plain of Tumladen. The board should be a simple grassy expanse with few rocks and trees scattered about- with no real forest areas being distinguished (for much of the forest had been removed so that enemies could be spotted far off from the towers of the city!) The only distinct feature should be a fairly large hill that lies in the center of the board. This is where Earendil, Hendor and 6 Folk of the Wing set up at the beginning of the scenario.

Tuor and the Gondolindrim begin 12" away from Earendil.

The evil side set up 3 warg riders (none of which may be captains) anywhere 6" from Earendil and also 12" away from the rest of the good force. The remaining evil models set up 18" away from Earendil.

SAVE HIM!

This scenario can be played to represent a rescue mission using alternative participants. The good side is made up of 500pts. The good side must consist of at least 3 heroes - the cheapest playing the role of Earendil. A maximum of 200pts may be spent on the warriors taking the place of Hendor and his men. The evil side is made of 350pts and may only consist of 2 heroes - note the special rule 'Relentless Attack' still applies. Only 1/3 of either force may be bow armed or similar.



Hendor and Earendil surrounded by a strange cavalry

ACT 4 THE DUEL ON THE PEAK

Our road took us to the high peaks of Cirith Thoronath; the Eagle Cleft. Many had not seen anything beyond Gondolin's fair walls; the land was new to some eyes. Legolas Greenleaf of the Tree took the head of the column with Galdor and Glorfindel at his side. Now the path became narrow and an early sun began to rise- reminding us of the blood that had been spilt defending the city in vain! But Morgoth's treachery did not halt at overthrowing Gondolin, for he sought the end of its people. Unseen, even from the eyes of young Legolas, orcs of the mountain scuttled out of caves and blocked our road. Rocks fell from above and a Balrog leapt before us also, the ground shaking ere he stood. And behind the column yet more orcs and wolves threatened the survival of the Gondolindrim! Despite Morgoth's trap, Glorfindel's courage had not escaped him and what was to follow would be remembered in songs and tales through all the ages of Middle Earth...

Description

The Gondolindrim have walked into a trap on the perilous road of Cirith Thoronath. In front of the column, escaping the city, a small band of orcs and a balrog block the advance. Glorfindel steps forward and prepares for the battle that could ultimately be his last - in this age anyway...

The evil player set up the goblins on one board edge - opposite the good player. The balrog enters from this edge at the start of turn 2.

The good side sets up all his models anywhere 18" from their table edge.

Participants

Gondolindrim :

Glorfindel

4 Elves of the Golden Flower
(heavy armour, swords and shields)

4 Elves of the Swallow/Heavenly Arch
(heavy armour, 5 with elven bows)

Hords of Morgoth:

Balrog

12 Goblins
(6 with orc bows, 6 with spears)

Objectives

Good:

Must slay the balrog - preventing it attacking the column of refugees

Evil:

Move the balrog off the opposite board edge

Draw;

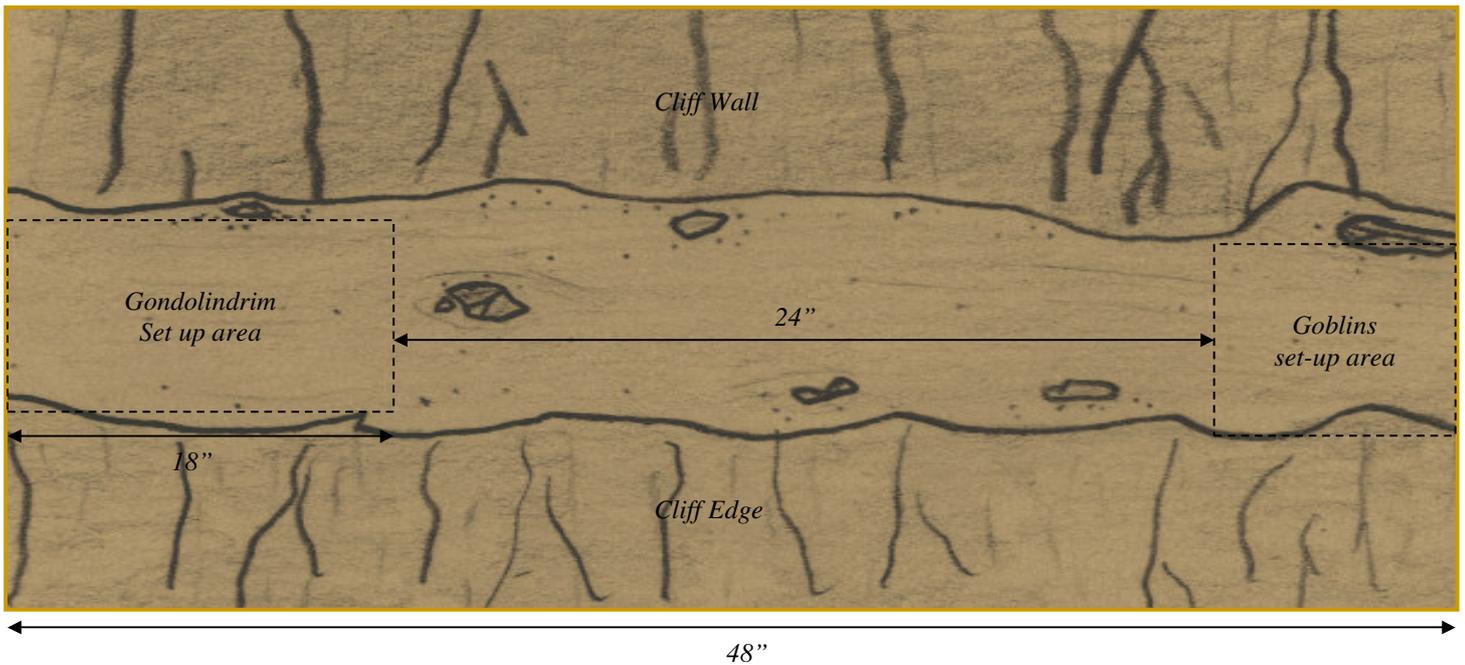
If both Glorfindel and the balrog are slain

Set up & Layout

The battle takes place on a 48" by 6" board, representing the road in the mountains - Cirith Thoronath. The board area must be marked by some means- making sure there is a distinguishable cliff wall and edge; as these play an important role in the scenario.

Many are the songs that have been sung of the duel of Glorfindel with the balrog upon a pinnacle of rock in that high place;

- 'The Silmarillion'



Special Rules

Perilous road of Cirith Thoronath; Fighting on the mountain pass is very dangerous, even for the most experienced of warriors. The icy conditions and unstable rock increases the risk of falling to the deep chasm below- a very perilous battlefield!

If a model is forced to move within 1" (or less) of the cliff face the warrior/hero must roll a dice to see if he retains his footing. On the roll of a 4+ the model is able to maintain it's footing and stay on the cliff-taking any hits as normal (if trapped these hits are doubled). If the result is 1-3 the he falls to his death. Models with multiple wounds are automatically slain however, they may use might points to adjust the result of this dice roll.

There are a few exceptions to this rule. Elves are light and nimble fighters receiving +1 to the result they roll. Large monsters such as dragons, balrogs and trolls are large and cumbersome compared to normal warriors thus they receive -1 to the result. Finally, eagles (and any other flying models) ignore this rule as they have the ability to fly!



Glorfindel and the balrog

THE FALL OF GONDOLIN

If playing as part of the Fall of Gondolin campaign, you may choose to replace the participants with any 8 of the surviving Gondolindrim to accompany Glorfindel (with the exception of the Elves of the King and the Hammers of Wrath). If Glorfindel was slain in the previous scenario he is replaced with a captain. Glorfindel starts with the same number of wounds he had during the last scenario but has replenished his store of might, will and fate as we imagine he has had at least some time to recover.

ACT 4

THE WRATH OF THRONDOR

With an almighty scream the balrog fell into the chasm below, dragging Glorfindel along with him. The orcs stood shaken at the loss of their captain but stood firm, for their numbers were greater. In front of the column Galdor bravely lead the last few warriors to help defeat the ambush - but alas, they were orcs of the mountains and they knew well the terrain and used it to their advantage! They sprang from holes, cracks and crevasses in endless number - Galdor's troop became whittled down to barely a handful. But through the darkness, when all hope had faded Thronдор arose from his kingdom in the mountains and came swiftly to their aid with many eagles, sending the orcs into the abyss, shrieking as they fell...

Description

With the fall of Glorfindel and the Balrog there is feeling of hope and despair. But before they can grieve the loss of their lord the ambush of orcs ahead is still at large. A small group of able warriors move forward with Tuor in aid of Galdor and his band of men. Alas the enemies out number them three to one; their only hope remains with the lord of the skies...

Participants

Gondolindrim :

Galdor

(elven blade, elven bow, sling)

Tuor

(heavy armour and Dramborleg)

4 Elves of the Swallow

(heavy armour, elven bows)

4 Elves of the Tree

(slings, elven bows)

4 Elves of the Wing

(heavy amour, elven blades, shields)

3 Eagles of Thronдор

Hoard of Morgoth:

3 Goblin Captains

(swords and shields)

Cave Troll

(troll chain)

24 goblins

(8 swords and shields, 8 bows, 8 spears)

Set up & Layout

The battle takes place on a 48" by 6" board, representing the road in the mountains - Cirith Thoronath. The board area must be marked by some means- making sure there is a distinguishable cliff wall and edge; as these play an important role in the scenario.

The good side set up Galdor and the Elves of the Tree in the middle of the board. The remaining models are then placed in 18" away.

The eagles do not start the game on the board but enter at the end of turn 4 (see the special rules)

The evil player must split his force into 3 groups (each group consisting of 12 warriors and a captain - the cave troll entering with the last group.) Having established the groups the evil player then sets up the first on the Northern table edge.

The other two groups enter in the subsequent turns (see the special rules)

Objectives

Good;

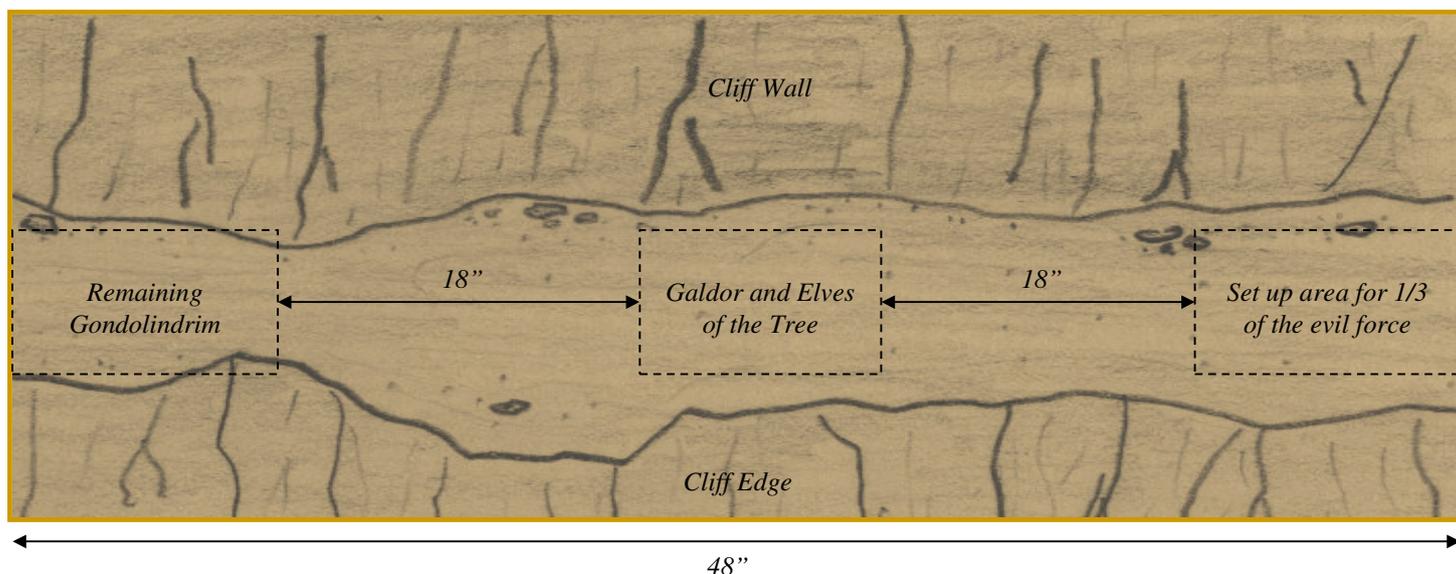
Must slay or rout the entire evil side

Evil;

Must break through the enemy lines by escaping from the southern board edge with 10 or more models

THE PERILOUS MOUNTAIN PASS

For point match purposes each side has a fairly small force of about 400pts each. Each force must come with at least one hero and only 1/3 (33%) of the force may be bow armed. If eagles are not used they are replaced with reinforcements of a similar cost that enter at the end of turn 4.



Special Rules

Goblins of the Mountain; Morgoth has planned for the Gondolindrim to flee into the mountains pass, fortifying it with many of his foul-hearted goblins. They are so small and sneaky that they are able to hide in even the smallest cracks and crevasses using the element of surprise on their foes. To represent this in gaming terms the remaining goblin groups enter at different areas of the board.

At the end of turn 2 the evil player chooses one group and rolls a 1d6 for each models he wishes to deploy (rolling for the captain separately). On the result of 1-2 the models set up anywhere 6" away from good models, their bases touching the cliff face. On the result of a 3-4 the models set up anywhere 6" away from good models their models touching the cliff edge. On the result of a 5-6 the models set up on the north table edge. This process is repeated until the end of turn 3 for the final group to enter. Note; the cave troll is too large to act conspicuously and therefore deploys on the north table edge at the end of turn three.

'The eagles are coming!' Thrandor has seen the orc attack and acts swiftly by sending some of his kin to aid the children of the Noldor. At the end of turn 4, and at the end of subsequent turns, the good player may place a single eagle anywhere 6" away from an enemy model. This represents the eagles swooping down unexpectedly on their unwelcome guests to the mountains.

Perilous road of Cirith Thoronath; Fighting on the mountain pass is very dangerous, even for the most experienced of warriors. The icy conditions and unstable rock increases the risk of falling to the deep chasm below- a very perilous battlefield!

If a model is forced to move within 1" (or less) of the cliff face the warrior/hero must roll a dice to see if he retains his footing. On the roll of a 4+ the model is able to maintain it's footing and stay on the cliff-taking any hits as normal (if trapped these hits are doubled). If the result is 1-3 the he falls to his death. Models with multiple wounds are automatically slain however, they may use might points to adjust the result of this dice roll.

There are a few exceptions to this rule. Elves are light and nimble fighters receiving +1 to the result they roll. Large monsters such as dragons, balrogs and trolls are large and cumbersome compared to normal warriors thus they receive -1 to the result. Finally, eagles (and any other flying models) ignore this rule as they have the ability to fly!

THE FALL OF GONDOLIN

If playing as part of the Fall of Gondolin campaign, with the exception of the eagles, you may replace the participants with any 12 warriors with any of the surviving Gondolindrim from any of the scenarios (with the exception of the Elves of the King and the Hammers of Wrath). If Galdor was slain in a previous scenario he is replaced with a captain.

terrain project

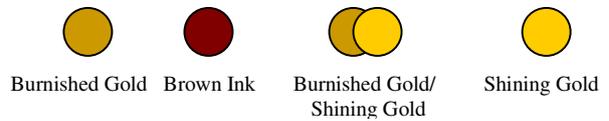
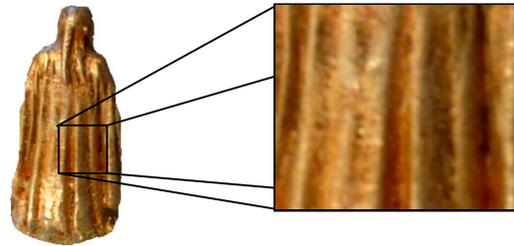
Gondolin is a fair elven city decorated with many statues, fountains, trees and shrubs. The following pages show you ideas on how to add a little depth to city type terrain

This statue is made up of several squares of foam core board with a used film canister acting as a stand for the statue.



STATUE

A model of Celeborn in a static pose gives an ideal statue piece but you may replace it with another suitable model



Undercoat the chosen model black followed by burnished gold. Use brown ink to add some depth, and dry brush with the final lighter colours to give a shiny appearance- remember that Gondolin is a fair city of the elves so statues such as this would rarely tarnish.

STONE



Codex Grey Fortress Grey Fortress Grey/Skull White

Undercoat with skull white followed by a layer of codex grey. Dry brush the entire stonework fortress grey followed by a lighter highlight of fortress grey mixed with skull white. The stone work of Gondolin is made up mainly of marble so is best painted with lighter greys

DETAILS

Add tufts of static grass, flock, possibly even flowers around the base of the statue- despite living in a city of stone the elves of Gondolin would have decorated the streets with such vegetation as reminders of the outside world they love.

POTTING PLANTS

The Gondolindrim bring elements of nature into the city of stone by the introduction of trees, shrubs and plants. Trees and shrubs are available from the Games Workshop and model railway shops for a small price. Large trees stand well on their own, whereas smaller shrubs are usually placed in large pots. These can be made using green stuff as demonstrated below;



Its time to get out those green fingers!

Simply roll a ball of green stuff and add a rim to the top. Paint with a layer of Scab Red paint.



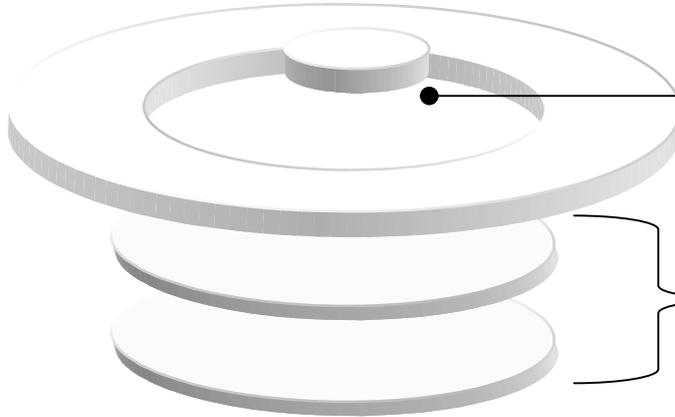
FOUNTAINS

Gondolin is famous for its fountains, the water being forced up by the springs of the rock upon which it is built. There are several fountains found in Gondolin, the largest and most famous being before Kings Palace in the Square of the King. What follows is a very simple guide on making such a stunning centrepiece for a board.

Note; no measurements have been given- fountains come in all shapes and sizes so we have left it entirely up to you to choose a suitable size.



The centrepiece of the fountain can be anything from a statue, urn or ornament. Here we have used the mirror from the Celeborn and Giladriel blister pack.



The top section of the fountain is made of a fairly large circle of foam core board with a hole cut out of the centre. A smaller disc is cut from this to place in the centre of the fountain.

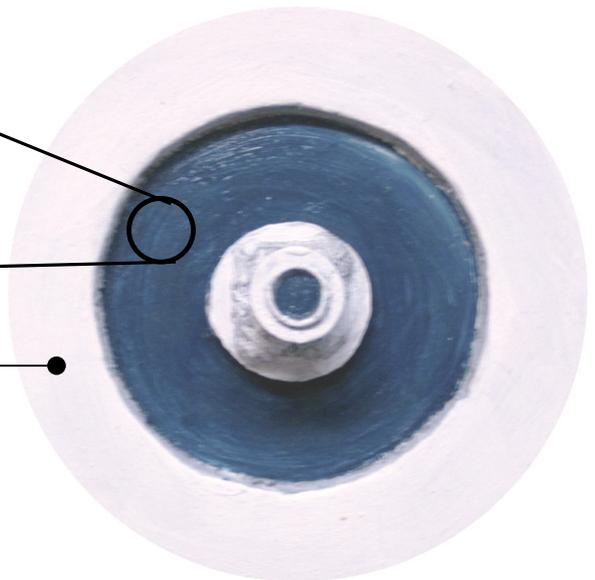
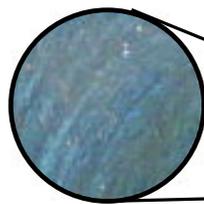
The base is made up of two discs of similar size, making sure they are slightly bigger than the hole cut from the upper disc.

WATER



Regal Blue Regal Blue/Enchanted Blue Skull White

Undercoat with skull white followed by a layer of regal blue. Add streaks of a mixture of regal blue and skull white followed by even fewer streaks of skull white- the streaks following the direction of the circle. Finally, add a layer of PVA to provide a shiny finish.



STONE



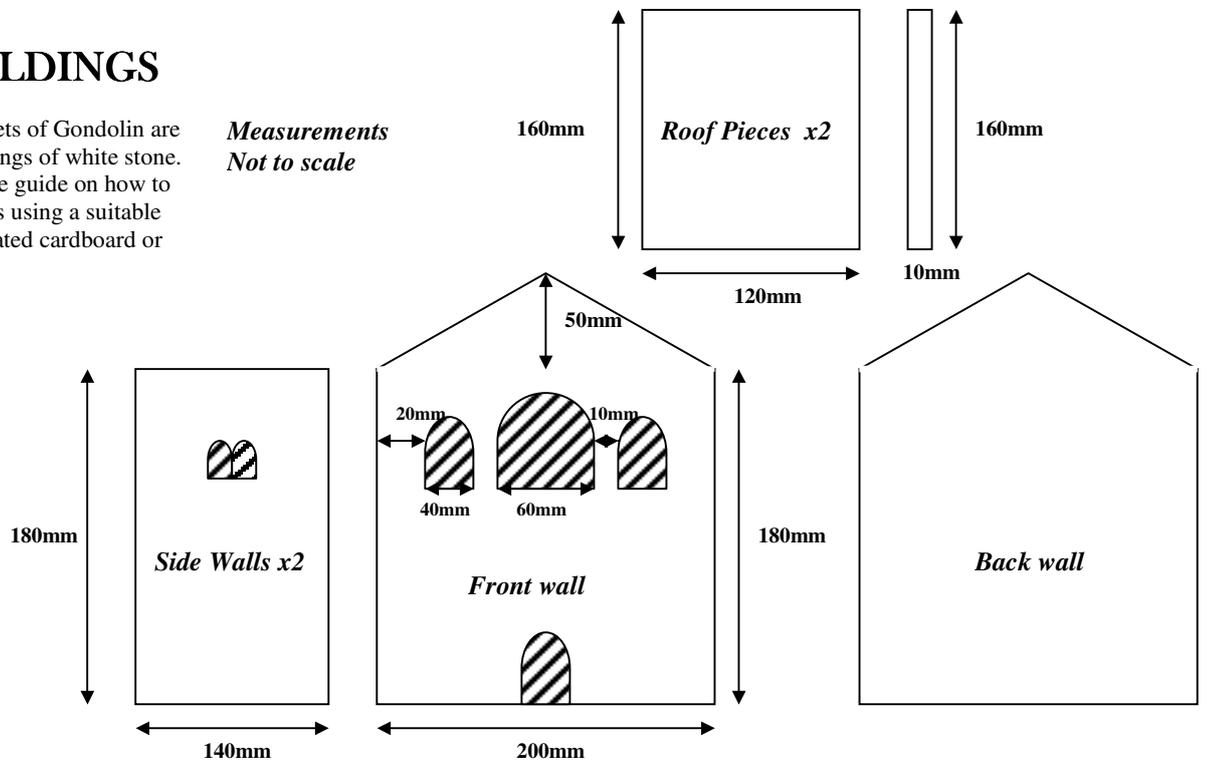
Fortress Grey Fortress Grey/Skull White Skull White

Start with a basecoat of fortress grey and heavily drybrush with a mixture of fortress grey and skull white. Add a final drybrush of skull white to finish the model.

ELVEN BUILDINGS

Building a city, the streets of Gondolin are made up of many buildings of white stone. What follows is a simple guide on how to make standard buildings using a suitable material such as corrugated cardboard or foamcore board.

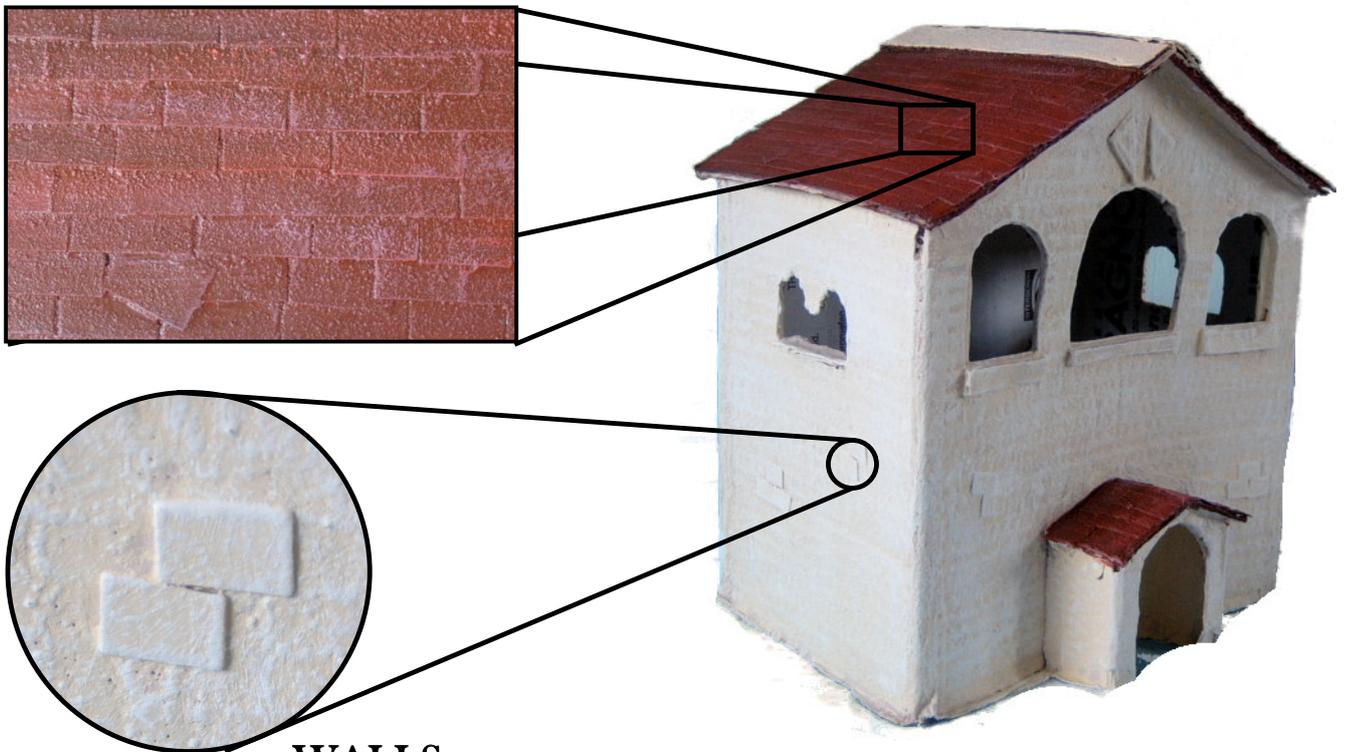
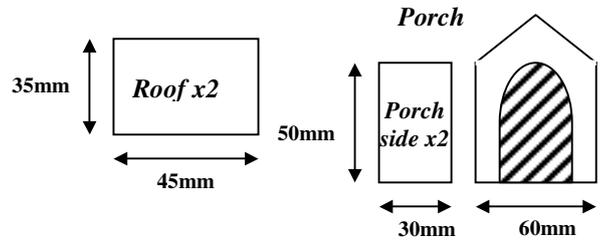
*Measurements
Not to scale*



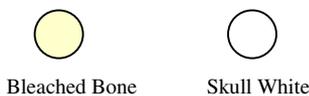
TILES



Roofs are made simply by using a simple tiling technique- using thin cardboard for the tiles. The red tiles were inspired by Mediterranean style architecture. This is achieved by undercoating the roof Scab Red, highlighting with Scab Red mixed with Blood Red and finally dry brushed with a mixture of Blood Red and Skull White.



WALLS



Walls are painted with a base coat of Bleached Bone and dry brushed heavily with Skull White.

MORE COMPLEX PROJECTS

KEY

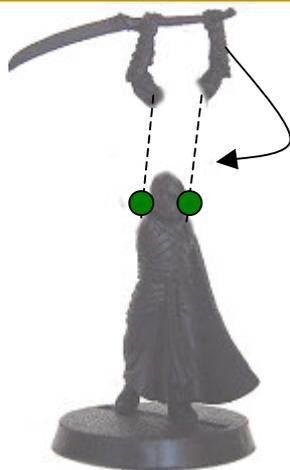
● Green Stuff

--- Attach Part

--- Cut



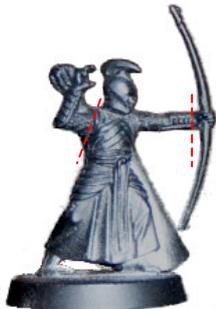
The second age two-handed swordsman is a fairly static pose and can look fairly dull in groups of 5 or more. Simply repositioning the arms on some models can transform the static pose into something with more life!



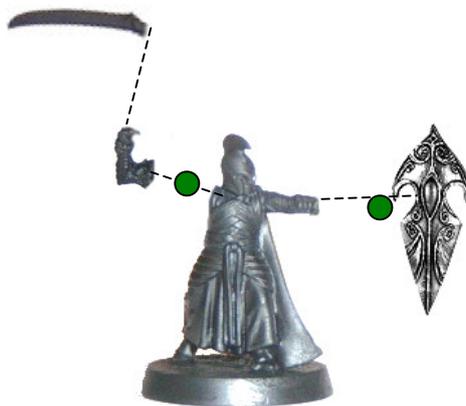
Attaching arms can prove quite a challenge, it may be worth cutting the arm joints to allow the arm to bend even more. Attach with superglue and re-sculpt any joints that need working on.



Folk of the Fountain



Conversions don't have to stop at the two handed swordsmen - by removing the arrow holster and the bow from this model you can make unique poses!



Shields are now available on the Games Workshop's Online store as part of the Lord of the Rings component range.



Folk of the Golden Flower



Folk of the Hammers of Wrath



Elf armed with...a flute!

Here are two more examples of complex conversions

Look out on the websites; www.one-ring.co.uk and www.thelastalliance.com for more detailed articles on painting, converting and terrain building.

appendix



Among the tales of the Gondolindrim before the fall there are many. Tale of Rog and his bravery in freeing the enslaved elves from Morgoths mines and of the courage of Tuor on the journey to the Tumladen vale to name but a few. Very rarely did Turgon march from the reaches of his hidden kingdom to open war. Only once is it recorded that the Gondolindrim fought outside their city; and when they did, even Morgoth was in fear of the battle going ill. This battle was known as the Fifth Battle- the Battle of Unnumbered Tears. Turgon came forth from Gondolin to fight alongside his brother, Fingon; Lord of the Noldor. Many hearts were lifted at Turgons arrival and the Gondolindrim fought with great strength, but alas 'twas not enough.

TURGON COMES FORTH

Of the many battles of Beleriand none wrought as many losses than that of Nirnaeth Arnoediad, or the Battle of Unnumbered Tears. Inspired by the deeds of Beren and Luthien, the free peoples mustered a force to break Morgoth's fortress in the North, Angband, and overthrow the dark lord once and for all. Maedhros, son of Feanor, commanded a substantial force of elves, dwarves and men to the east. His plan was to draw out Morgoth's hoards so that Fingon's host could flank them. Alas, either by dark magic or by treachery, Morgoth discovered such a plan and assailed the host to the west. The elves slaughtered the small orc hoards and ran them down towards the very gates of Thangorodrim where Morgoth revealed his trap and surrounded Fingon's host with two greater armies. Fingon and his people were now cut off and their fate looked grim, yet their hearts were raised when they heard the flutes of the Gondolindrim!

Description

Fingon and his elves have been cut off from the rest of the free people and their fate is in the balance. Unexpectedly, Turgon marches forward with a large host from Gondolin. Turgon must cut his way to the side of his brother, Fingon, Lord of the Noldor, before it is too late...

Participants

Gondolindrim:

Turgon

(heavy armour, shield and Glamdring)

Duilin, Lord of the Elves of the Swallow

(armour, elven bow and an elven blade)

Glorfindel, Lord of the Golden Flower

(heavy armour and an elven blade)

Ethelion, Lord of the Fountain

(armour and an elven blade)

8 Elves of the King

(heavy armour, spears blades and shields)

8 Elves of the Swallow and Heavenly Arch

(armour and elven bows)

8 Elves of the Golden Flower

(heavy armour, spears and shields)

10 Elves of the Fountain

(armour, 2 musician, 8 with elven blades and shields)

Hoards of Morgoth:

3 Orc captains

(swords and shields)

2 (Mordor) Trolls

50 Orcs

(16 with swords and shields, 16 with spears, 16 with orc bows, 2 with banners, whips or one of each)

10 Greater Orcs

(swords and shields)

Set up & Layout

A large open expanse littered with a few rocks is used to represent the area before the gates of Thangorodrim. The battlefield lies to the north of Beleriand, a land of harsh winters and short summers leading to very little vegetation.

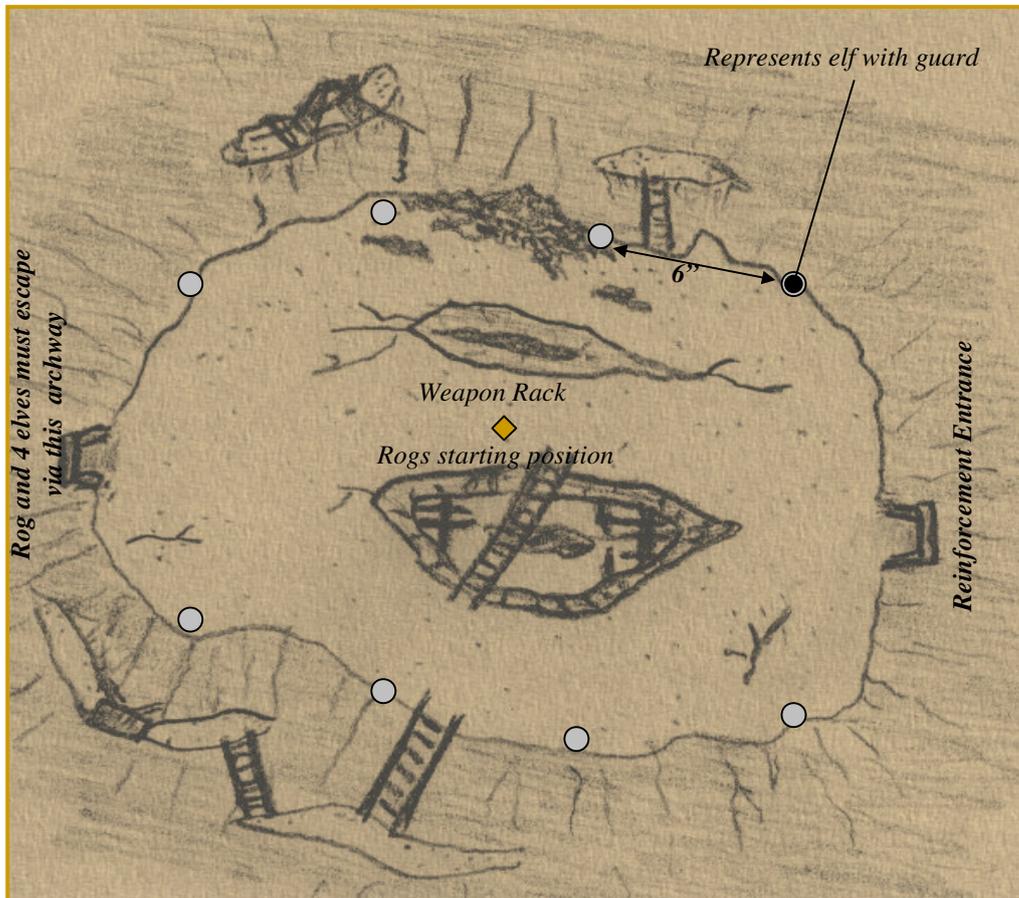
The good side set up their force first, deploying no more than 12" from their board edge. The evil side then set up their force anywhere at least 12" away from their table edge. It is this table edge that the good side must reach to complete their objective.

BREAKTHROUGH

As a points match this scenario is best played with two fairly large forces but can be just as fun with smaller skirmish sized forces. Either way, both sides are made up of equal point values with only a third of the force being bow armed or similar. Both sides need at least one hero, the most expensive for the good side acting as Turgon (in terms of objectives)



Turgon cuts a path through the hoards of Morgoth



Objectives

Good:

Rog and at least 4 other elves must escape through the entrance shown on the map.

Evil:

Must prevent Gondolindrim objective.

Special Rules

Prisoners; The elven prisoners have been set to work deep in Morgoth's mines. Each prisoner is guarded by a single orc armed with a spear; this is represented by placing the spear-armed orc in base contact with the prisoner. Whilst 'guarded' a prisoner may not move, fight or carry out any action until Rog or another elf is within 6" of a guard. In this case a prisoner may turn on his guard and attempt to kill him- the model can now be controlled by the good player as usual.

Lack of armaments; Apart from Rog, all elves start with no equipment other than the tools they use for mining. These are far from ideal weapons to fight with and so are classed as daggers. Weapons may be picked up from slain warriors- therefore it may be useful to lie

slain models on their side to keep a track of what weapons can be picked up and used, either hand weapons, spears or shields. In the center of the board there is a rack of armour and hammers that may also be used. Picking up a single weapon costs half a move, therefore picking up two weapons, or a weapon and a suit of armour takes an entire move. It may be a good idea to keep a track of which model has which weapon by marking it down on a profile sheet.

'Guards! Guards!'; All other orcs that are not in base contact with the prisoners act as sentries. These orcs only stop acting as sentries when they are within 6" of an unguarded elf- they suddenly realise that there is an uprising and are called to action. Orcs in such a situation can move as normal and can either attack the elves or move to alert other sentries so that the evil player may gain more control over his minions; this is achieved by moving an 'alerted' orc within 6" of a sentry in order to inform his colleague of the uprising. By moving off the board, through the archway on the eastern table edge he may alert more guards to join the battle. Having moved off the board the evil player may roll for every model that has been slain at the end of the turn. On the roll of a 4+ warriors join the battle!

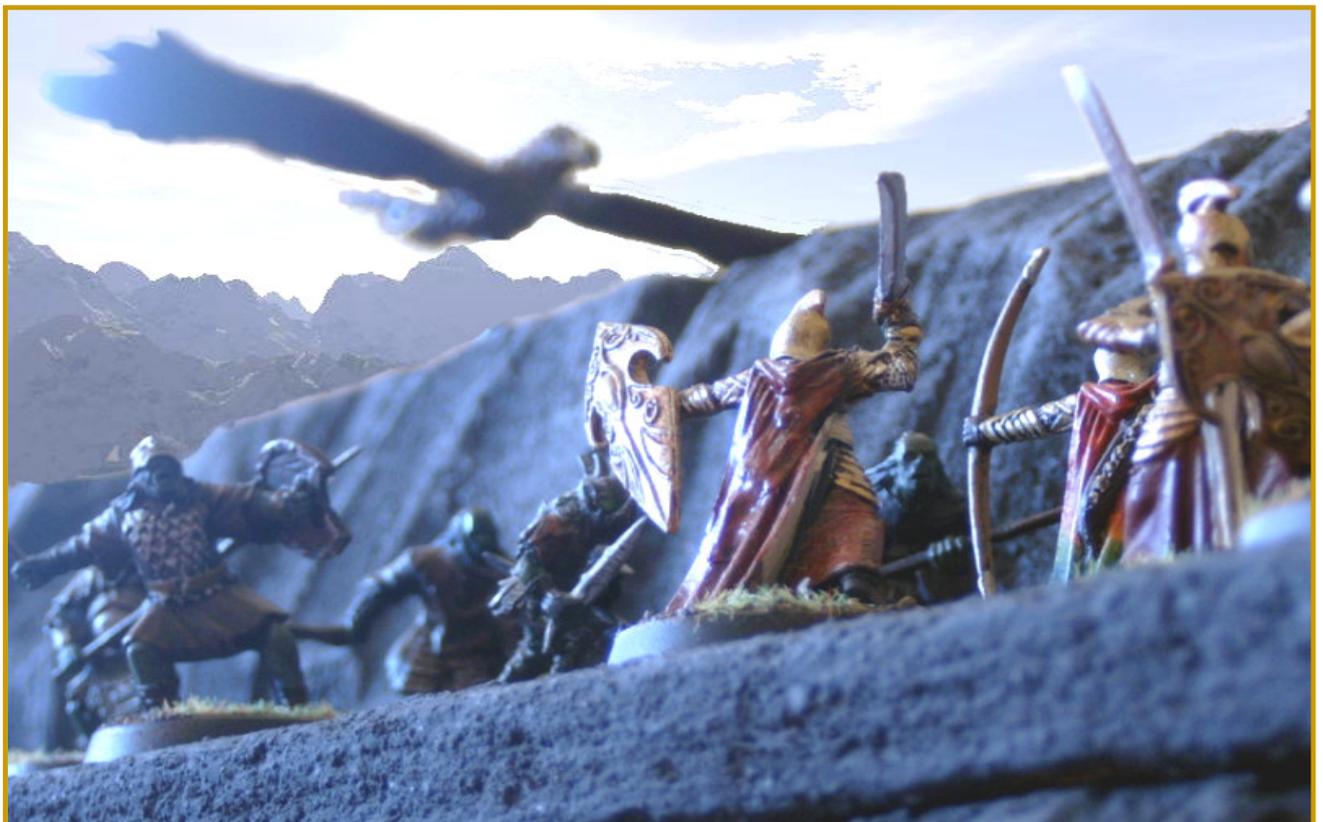
Grim Darkness; due to the lack of light in the mines visibility is reduced to 6".

SUMMARY OF PROFILES

Name	F	S	D	A	W	C	M/	W/	F	Special Rules	Points
Elf (base profile)	5/3+	3	3	1	1	5					6
Elves of the Swallow/Heavenly Arch <i>with elven bow and armour</i>	5/3+	3	4	1	1	5				Shoot into combat hitting enemy, no 'in-the-way' tests needed	10
Elves of the Golden Flower <i>With spear, heavy armour and shield (elven blade)</i>	5/-	3	6	1	1	7				+2 to usual courage value	11
Elves of the Pillar/Tower of Snow <i>with armour, elven blade, shield (spear)</i>	5/-	3	5	1	1	5				No courage tests if below 50% strength	9
Elves of the Fountain/Harp <i>With heavy armour and elven blade (musician upgrade)</i>	5/-	3	5	1	1	5				Musician upgrade for 35pts- +2 courage bonus instead one +1 when within 6" of musician	9
Elves of the Tree <i>With sling, dagger (elven bow)</i>	5/3+	3	3	1	1	5				Rules for elven cloaks	8
Elves of the Wing <i>With spear, heavy armour and shield (elven bow)</i>	5/-	3	6	1	1	5				Act as body guard for Earendil, Idril and Tuor	10
Elves of the Hammers of Wrath <i>With heavy armour and hammer (shield)</i>	5/-	3	5	1	1	5				Follow fearful wrath- see page 11	10
Elves of the King <i>with heavy armour, spear and shield</i>	6/-	4	8	2	1	6				Body guards	20
Eagles of Throndor	8/-	5	8	2	1	6				Fly; move of 12" over any obstacles, count as monstrous mounts	45
Lord of Gondolin (base profile)	6/3+	4	5	2	2	6	3	2	2	Stand fast of 12" for particular house- follow special rules for house	80
Captain of Gondolin (base profile)	6/3+	4	4	2	2	5	2	1	1	Follow special rules for house	50
King Turgon	7/-	4	8	3	3	7	3	3	2	Glamdring- terror to orcs, fearless, acts as a banner to all good models	160
Tuor <i>with armour and sword (heavy armour, elven cloak, Dramborleg)</i>	6/-	4	5	3	3	6	3	3	3	Dramborleg- re-roll a single dice to wound- heroic actions 12" rather than usual 6"	120
Voronwe	6/-	4	6	2	2	6	2	2	1	None	70
Idril	5/-	3	5	2	2	6	2	4	2	Elessar- + 1 fate to all heroes in base contact	75
Earendil	2/-	1	4	1	1	3				Cannot charge enemies but may fight back if attacked- moves at 5", must be with Idril	0
Elves of the Mole <i>with armour and sword (elven bow, shield)</i>	5/3+	3	5	1	1	6				Fight for the evil side	10
Greater Orcs <i>with heavy armour and hand weapon (orc bow, shield)</i>	5/5+	4	5	1	1	4					12
Othrod, Lord of the Orcs	5/-	4	5	2	2	4	3	3	3	May knock down a single hero/warrior in combat	120
Lug , <i>with whip and sword</i>	4/4+	4	5	2	2	3	3	1	1	Counts as a slave driver	50
Maeglin	6/-	4	6	2	3	5	3	2	2	Re-roll failed dice to wound (Tuor only)	100
Salgant	4/-	4	5	1	3	5	2	0	0	See special rules	30
Fire Drake	8/4+	6	8	3	5	6		*		Dragon rules, fire breathing- see special rules	250
Cold Drake	8/-	6	9	4	5	6		*		Dragon rules, dragon spell- see special rules	250
Balrogs	8/4+	9	9	4	5	6		*		Darts of fire, whip, terror, will	250
Gothmog, Lord of the Balrogs	10/4+	8	10	5	¹⁰ ₍₅₎	8	+1	*	+1	Darts of fire, terror, will, mastery	500



'The Folk of the Fountain with their pale swords of silver with the sound of flutes at their backs...'



The weary refugees clash with the orcs of the mountain.

