THE LORD OF THE RINGS

STRATEGY BATTLE GAME

SIEGE OF GONDOR

TM

GAMES WORKSHOP®

As the defenders of Minas Tirith man the walls, a Ringwraith pounces on a hapless Trebuchet.

An Orc catapult towers over the Orc ranks in the ruins of Osgiliath.

"Whatever betide, you have come to the end of the Gondor that you have known."

– Gandalf the White,
The Return of The King

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FOREWORD

With the final pieces in place, the curtain is about to go up on some of the hardest and bloodiest fighting of the Third Age – the Siege of Gondor is about to begin.

This manual, the second The Lord of The Rings supplement, goes back to examine some of the events of The Return of The King in greater depth – specifically the sieges. As with *Shadow & Flame* this manual is split into two sections. The first, the Siege of Gondor, takes you through the siege rules stage by stage as it narrates the events leading up to the siege of Minas Tirith. For those of you who own a copy of the *The Two Towers* rules manual, you'll notice that a fair section of the siege rules are very similar to what you've seen before. By and large, the existing siege system has stood the test of time very well and there really didn't seem to be a need to make changes for the sake of it. Instead, I've tweaked and built upon the existing system, expanding the scope to include such things as siege engines and siege towers, broadening the scale of what is already a robust and versatile rules system.

Each of the scenarios has been specifically designed to show a slightly different way of playing siege games. While you can play them with their historical participants, they'll stand up just as well if you use alternate troops. For example, if you want to play a siege which involves an escalade you can simply play a points match for Act One – First Assault on Cair Andros, or if you want to have your defenders charge out to meet the attackers in a sortie you can play a points match for Act Three – The Rammas. The possibilities are almost endless! All six of the Siege of Gondor scenarios can be played as stand-alone games, but also contain rules for binding the individual pieces into a campaign.

Alongside the new rules and scenarios are, of course, new combatants. It is here that you'll find rules for all the new miniatures for the Siege of Gondor. Although this manual is focused on sieges, I've tried to make sure that there's something in here for everyone. As well as the introduction of siege engines (all of which can be customised and used in 'normal' skirmishes as well as sieges) there are new Warriors and Heroes for Good and Evil – notably a new version of Boromir, from before he fell under the Ring's influence, and Gothmog, the Lieutenant of Minas Morgul.

When you've done defending Gondor from the ravages of Sauron (or crushing the White City beneath your iron-shod foot), whether as a series of individual missions or the built-in linked campaign, the second part of the manual revisits Helm's Deep as Saruman launches his war on Rohan. As well as revised rules for Uruk-hai besiegers, including the Demolition Teams and Siege Assault Machines, this section of the manual has two of the largest scenarios I have written yet. Be warned! These scenarios are not for the faint-hearted and, while they do not quite have 10,000 Uruk-hai in them, they are big scenarios that will take a fair old time to play. They may seem a little unwieldy at first but as they relive one of my favourite film moments, I just had to build them in a suitably grand scale.

One of the most enjoyable things about The Lord of The Rings for me is the depth of even its smallest storylines, and I've tried to keep the narrative flowing throughout this manual. Ultimately, if I've managed to infect you with even half my enthusiasm for the underlying tales, then it's been worth the effort.

Mat

THE WAR ETERNAL: A HISTORY OF GONDOR

Tall ships and tall Kings
Three times three,
What brought they from the foundered land
Over the flowing sea?
Seven stars and seven stones
And one white tree.

The fate of Gondor has ever been tied to that of Sauron. Tales tell that at the end of the First Age, a great evil, to whom Sauron was but a servant, was finally overthrown and the world changed. Alas, Evil is never fully destroyed and Sauron endured the fall of his master. While he began to build a realm for himself in the land of Mordor, the first ships from Númenor – the greatest of the realms of Men from whose blood the land of Gondor would be forged – arrived upon the western coasts of Middle-earth. All the while Sauron was watchful of them, divining the part that these new arrivals would play in his schemes, for the Dark Lord would not be content until all Middle-earth was under his rule. Perceiving that the might of Númenor was still slight compared to that of the Elves, Sauron turned his attention first to the Eldar.

Rightly did Sauron become known as the deceiver, for disguising himself in a fair form, he went forth from his stronghold and began to treat with the Elven lords. Though most rejected him, others welcomed the knowledge that Sauron offered. Chief amongst them was an Elven-smith named Celebrimbor who dwelt in the land of Eregion. So were the Rings of Power forged, each intended to bestow upon their bearer the strength and vigour to rule his people wisely and well. These rings lay at the heart of Sauron's deception for, in the fires of Orodruin, he forged another, to which the other rings would be subordinate. From the moment that the Dark Lord first put on the ring, his betrayal was revealed and Celebrimbor discovered the truth. He took the three rings that had been forged for the Elves and hid them. Enraged by Celebrimbor's actions, the Dark Lord mustered his armies and overran the west of Middle-earth. Eregion was destroyed, its cities laid low and its people scattered and slain. The Elves were grievously weakened but, with his rage fixed upon

one foe, Sauron had forgotten the other. He had forgotten Númenor. Even as Sauron launched his assault upon Eriador, a great fleet set out from Númenor, and the armies of Westernesse assailed those of Sauron. Against the might of both Elves and Men even the power of the One Ring could not bring Sauron victory. Though it cost the allies dearly, the Dark Lord's armies were routed, and, in defeat, Sauron withdrew to his stronghold of Mordor.

For more than a thousand years the western lands of Middle-earth knew relative peace. With his armies defeated and broken, it took a long while for Sauron to wax strong once more. Instead, the Dark Lord extended his power eastward, into the lands beyond Mordor, beyond the sight of the Elves and of Númenor. In these years of Sauron's dormancy, the free lands prospered. Though the Elves would never fully recover from the blow Sauron had dealt them, under the leadership of Gil-galad their kingdoms regained much of their strength. All along the coasts of Middle-earth the Men of Westernesse expanded their havens, and soon much of the western lands fell under their dominion. It was at this time that a shadow gradually fell upon Númenor, for as the power and reach of its people grew, so too did their pride. Many of the noble houses became resentful and jealous of the Eldar for their endless span of years. Over centuries and the long rule of many kings, the Númenóreans became estranged from the Firstborn, and friendship turned to resentful unease. The Faithful, those few men that remained true to the old ways of the realm, were persecuted for their beliefs and it was not long before Númenor erupted into a civil war that would last for decades.

Bitterly outnumbered, the Faithful were eventually defeated, the throne usurped and a new age came to Númenor. The new king resolved to cement his position and prove his might by challenging Sauron, for the Dark Lord had ceased his dormancy and, supported by the realms to the east, was once more a power in Middle-earth. The armies of Númenor were assembled, and they set sail to confront the Dark Lord. So great was the host that Sauron's servants would not stand, and they deserted their master. Sauron could have been destroyed, had the king so chosen, but the master of deception begged absolution. In a moment of folly that would toll in thousands of lives, Sauron was granted mercy and taken back to Númenor as a prisoner. With this act, the king doomed his people, for Sauron's heart knew only unbridled malice. In all too short a time, Sauron had not only won the monarch's forgiveness, but had become his most trusted counsellor.

Over time, the Dark Lord's spirit corrupted the hearts of the Men of Westernesse, and only a few, those who had remained faithful to the Eldar, were free of his taint. As the king grew old he became obsessed with the spectre of his own death, a fear that led him further into the honeyed promises of his faithless advisor. Sauron assured the king that whoever claimed dominion of the Undying Lands that lay far to the west of Númenor would be granted the eternal life of the Elves. Over nine long years an army was assembled, a host of a kind not seen since the dark days. Only when the king was satisfied with this great armament at his command did the fleet set sail. After travelling for many days and nights, the ships reached their goal unopposed. Lent confidence by the ease of his journey, the king of Númenor claimed the Undying Lands for himself, but a power greater than he could have comprehended protected those shores. Even as he set foot upon the blessed land, the waters of the western ocean rose up.

They drowned the fleet and swallowed the island of Númenor forever in retribution for the transgression of its people.

Sauron was revenged upon the people of the West but, unprepared for the scale of the retribution, he was present upon the isle of Númenor as it sank below the western seas. His physical being was caught in the cataclysm and destroyed, his spirit forced to flee to Mordor where it could no longer take a fair form, only one that reflected his true nature. As severe a blow as this was for the Dark Lord, his second miscalculation was far worse, for though Númenor had been swept away, the Faithful, whom he hated most of all, had survived. Possibly protected by the same powers that destroyed their homeland, Elendil, chief among the Faithful, had set sail with his sons and followers even as their land was destroyed around them. After many days travel they arrived on the shores of Middle-earth and over time founded the realms of Arnor and Gondor.

Sauron watched Elendil and his sons with dismay, for he despised them above all others. In his hatred he struck against the realm of Gondor before he was properly prepared. Unready as he was, he still commanded formidable might, and would have prevailed but for the intervention of the Elves. Gil-galad's power had grown in Sauron's absence and his memory still burned at the fate of Eregion. He brought his people to fight at Elendil's side without hesitation, for the two kings had become friends in the short years that Elendil had dwelled in the north. In an echo of earlier days, the two great hosts came together as one to answer the threat of Mordor. In this, the Last Alliance of Men and Elves, many heroes arose and bold deeds without number were performed. Though both allies suffered grievous losses, Sauron was eventually driven to the brink of destruction in a war that lasted seven years and spanned a continent. In the final battle on the slopes of Orodruin, Elendil and Gil-galad gave their lives so that Sauron would be defeated. The Dark Lord was cast down and the One Ring taken from him. The threat of Sauron could have been ended at that moment had the Ring been destroyed, but the wisdom of the Elves was not heeded. The One Ring was not unmade and the deceiver was able to endure.

With Sauron's defeat, the Second Age faded and the Third Age began. The Dark Lord fled Mordor and took up abode in Greenwood the Great where, deep within his tower of Dol Guldur, he slowly recovered his strength. He did not trouble the world for many a year, though his hatred of Elendil's line grew with the passage of time. For the next two thousand years, Sauron remained quiet, satisfying his hatred through his servants as he bent his thoughts towards replenishing his power and regaining the One Ring. His agents among the Easterlings and Southrons orchestrated assault after assault on Gondor's borders, little by little sapping the strength of the realm. In the north, the Witch-king of Angmar crushed the realm of Arnor and its successor kingdoms of Rhudaur, Cardolan and Arthedain, though his own realm was brought low in the process. Gondor fared better, and at its height rekindled some of the lost glory of Númenor. It could not last. Steadily the years of warfare took their toll. Gradually the power of Elendil's folk was eroded by Sauron's hatred, and even the nobility of the line of Númenor diminished in stature as their blood mingled with that of the lesser Men of Rhovanion. In time, the royal line of Gondor waned and perished altogether when the last king, Eärnur, was entrapped within Minas Morgul and slain by the Witch-king. With no ruler to guide the land, it was the Stewards of Minas Tirith who became the wardens of the realm, loyally awaiting the day when a king would return to them. As Gondor diminished, only in the north, amongst the ruins

of Arnor, was the royal line of Elendil preserved, though it remained hidden for many long years.

Gondor did not strive alone against Sauron in these years of darkness. The White Council, an assemblage of the very wisest of beings, countered Sauron's will wherever they could. Without the power of the One Ring buttressing his own, Sauron could not stand against their combined might, but nor could the Council easily overthrow him, though this remained their constant goal. For centuries neither side was able to gain a lasting advantage over the other and, as the Third Age passed, it became clear that the One Ring had become the tool necessary to break the deadlock. If the White Council could destroy it or bend it to their will, Sauron would be defeated, but should the Dark Lord rediscover it then his power would once more eclipse that of all others. The hunt for the Ring quickly became a race against time, as light and dark both strove to find a clue to its location. As time passed, Sauron discovered that the Ring had been found, though he knew not who the current bearer was. Certain that he could reclaim it before the White Council could seize it, the continued existence of the Ring satisfied him that no power could now oppose him. His arrogance is perhaps simple to understand, for the Elves had grown weary of the troubles of Middle-earth and had begun to sail to Valinor in increasing numbers, while the power of Númenor was broken and all but forgotten. Sensing victory was near, Sauron returned to Mordor and rebuilt his tower of Barad-dûr, no longer caring to conceal himself from his enemies. His armies were unleashed once more and marched upon Gondor's defences. Orcs multiplied and Ringwraiths went out among the lands to the east and south, bringing Sauron's promises and gifts to those that would serve him, and reaffirming the loyalty of old allies. Answering the call, the Haradrim and Easterlings sent army after army to Mordor, strengthening an already colossal host. As the storm of Sauron's rage was once more loosed upon the world, it was again the heirs of Númenor, the lords and men of Gondor, who would stand before the Dark Lord in the final reckoning of Middle-earth's fate.

20th June 3018 – As his opening gambit in what will be the final War of the Ring, Sauron directs his forces to assault the sections of Osgiliath still held by Gondor's warriors. Striking swiftly and suddenly, Gothmog, the Lieutenant of Minas Morgul, presses the Men of Gondor and almost drives them from the city. Just as all seems lost, Boromir marshals the defenders and casts the forces of Mordor out of the ruined city for a short time. *(Prologue – Osgiliath).*

7th March 3019 – Denethor perceives that Sauron is about to unleash his final assault on Gondor. He orders the lighting of the beacons that will summon the troops of Gondor's fiefdoms to Minas Tirith to join in the defence. Errand riders are sent to Rohan.

9th March 3019 – An army of Orcs flows out of Ithilien and brings the key crossing point of Cair Andros under siege. Though outnumbered many times by their attackers, under the leadership of Faramir the defenders manage to hold the walls and drive Sauron's forces into the Anduin *(Act One – First Assault on Cair Andros).* For a short time, the crossings of the Great River are held safe against the Dark Lord, but even as the garrison of Cair Andros make desperate repairs to their defences, Denethor calls Faramir away to Osgiliath in anticipation of Sauron's next assault.

10th March 3019 – The Witch-king sends Gothmog to lead the army of Morannon in another assault upon Cair Andros. Though the under-strength defenders fight valiantly, Gothmog's ruthless leadership proves to be their undoing. After a short and savage battle, the Morannon host sweeps the defences of the river-isle aside and spills into Anórien while Gothmog journeys south to link up with the host of Morgul Vale *(Act Two – Second Assault on Cair Andros).*

12th March 3019 – The stalemate at Osgiliath is broken with the coming of the Morgul host. The Witch-king's armies flow into the ruined streets, driving back the defenders. Losses on both sides are heavy but Faramir's forces are overwhelmed, only the valour of their captain prevents the retreat from turning into a rout. Unaware that the forces of Mordor are already loose in Anórien, Faramir falls back to the forts on the Rammas, hoping to stall the Witch-king's onslaught there.

13th March 3019 – Faramir's defence of the Rammas is short-lived as he is assailed from both sides. While the Morgul host casts itself upon the walls of the Rammas, the Morannon host penetrates the ring wall further to the west. Caught between fire and flood, Faramir has no option but to fall back, but his forces are scattered and tired – easy prey for the Dark Lord's armies. Only a desperate sortie from Minas Tirith, headed by Gandalf and the Knights of Dol Amroth, is able to rescue Faramir's forces from the Orcs – though the Captain himself is struck down by a fell dart and falls into a fevered state *(Act Three – The Rammas).*

14th March 3019 – The siege of Minas Tirith begins as the Morgul and Morannon hosts combine. The Pelennor Field is busy with Orcs and Trolls, all working towards the destruction of Gondor's capital. Faramir's fever worsens. Great engines of war are constructed as the forces of Mordor entrench themselves beneath the walls of the White City. At the dead of night, the final assault begins and, at the Witch-king's command, the horde surges towards the walls *(Act Four – The Siege of Minas Tirith).*

15th March 3019 – As the new day begins, the gate of Minas Tirith is cast down and the first circle of the city becomes a battleground as Easterlings, Orcs and Trolls set upon the defenders with unrelenting fury. At the heart of the fight, Gandalf challenges the Witch-king, but as White Rider confronts Black, the horns of the Rohirrim sound in the distance and the Black Captain departs to meet this new threat. The Pelennor becomes a battlefield as Gondor's allies arrive but, taken by madness, Denethor resolves to burn both himself and Faramir alive, thwarted only at the last by Gandalf, Pippin, and Beregond *(Epilogue – The Pyre of Denethor).*

EAST EMNET

ROHAN

THE NORTH MARCHES

River Entwash

EASTFOLD

Eastfold Beacon

Great West Road

FENMARCH

Mering stream

Firien Wood

ERED NIMRAIS

Halifirien Beacon

Calenhad Beacon

R. Ciril

LAMEDON

Calembel Beacon

R. Ringló

Lebennin Beacon

Ethring Beacon

R. Gilrain

EMYN MUIL

THE DEAD MARSHES

DAGORLAD
Battle Plain

The Siege of GONDOR

Tol Brandir

The Falls of Rauros

NINDALF
or Wetwang

Morannon
The Black Gate

Carchost   Narchost

UDÛN

ERED LITHUI

Mouths of Entwash

The Anduin

Henneth Annûn

Isenmouthe

Orodruin
Mount Doom

Barad-dûr

ANÓRIEN

Cair Andros

NORTH ITHILIEN

MORDOR

Minrimmon Beacon

Erelas Beacon

Nardol Beacon

Druadan Forest

Eilenach Beacon

Amon Dîn Beacon

Grey wood

Cirith Ungol

Stonewain Valley

Sirith Vale Beacon

Rammas wall

Mt Mindolluin

Minas Tirith

Osgiliath

Minas Morgul

LEBENNIN

R.Celos

R.Sirith

Lossarnach Beacon

LOSSARNACH

R.Erui

Emyn Arnen

SOUTH ITHILIEN

GONDOR

Harad Road

ÉPHEL DÚATH

THE FORTRESS

Moving around in a fortress can often mean negotiating a veritable rabbit-warren of gates, stairs, doors, hatchways, and ladders. Some allow access to towers, turrets and battlements, while others yield passage to the outside world. The extent and purpose of these portals varies from fortress to fortress. Some coastal defences, such as those at Dol Amroth, contain pathways to sheltered subterranean water routes that in turn can be used to reach the harbours. Others, such as the intricate mazes of Dol Guldur, can lead attackers around in circles for hours or even days.

CASTLE WALLS

Generally speaking, castle walls are designed so that attackers cannot scale the outside, forcing them to rely on other methods, such as ladders. To represent this, castle walls may not be climbed unless a scenario specifically says otherwise. (This rule even applies to Moria Goblins – but not to large spiders such as Shelob.)

DOORS AND HATCHWAYS

A door or hatch presents no obstacle to movement unless it is too small to allow a model to pass through, or if it is either bolted shut or held by an enemy.

Size

A warrior on foot can pass through a door so long as the doorway is no lower than half the model's height. A mounted model can pass through a door if it is at least as high as the mount – the rider can stoop but the mount cannot! If a door is obviously and intentionally supposed to be too small for cavalry to pass through because it is too narrow this must be agreed before the game.

Generally speaking, a warrior can be considered able to move through a hatchway if the hatch is roughly as wide as its base. So, for example, while a warrior on a 25mm base can pass through a hatchway about 25mm wide, a Cave Troll on a 40mm base can only pass through a hatchway that is about 40mm wide.

Holding and Bolting Doors & Hatches

Doors can only be held shut or bolted from the inside. Hatches leading to upper floors can only be held shut from above or bolted from below. If a door or hatch is held or bolted then it must be broken down as described later. Once a door or hatch has been broken down it is destroyed and becomes an open doorway or hatchway.

Models on foot touching a door from the inside, or a hatch from above, are considered to be holding it by placing their weight against the door or hatch. Such models cannot shoot, fight or carry ladders or rams. Models can hold a door against any enemies attempting to open it up to a maximum Strength equal to their combined Strength. So, two men with combined Strength 6 can hold a door against one Uruk-hai with Strength 4, but not against two Uruk-hai with combined Strength of 8.

A model that is already holding a door at the start of his move can bolt it shut. A model positioned at the top of a ladder at the start of his turn, and who is beneath a hatch, can close the hatch and bolt it shut. In both cases, the model can then make its move as normal. It is a good idea to place a suitable marker by the door or hatch to show that it is bolted shut.

Any model on the inside of a bolted door or beneath a bolted hatchway can unbolt it and move through without restriction – the door or hatch is then no longer bolted.

GATES

A model touching the inside of a gate may open or close it during the Move phase. The model must remain in contact with the gate as it opens, and may not move further that turn once the gate has been opened. A model opening or closing a gate cannot shoot that turn. A model is not free to open or close a gate if it is fighting an enemy model, or if it is carrying a ladder, ram or comparable burden. Models cannot open or close gates whilst mounted.

STAIRS

Stone or wooden stairways connect the defences together and allow the defenders to move onto ramparts and between different levels. A model that is on foot can move on stairs without penalty – no Climb roll is needed and no movement penalty is applied.

Horses, wargs, and mounted models cannot normally move on stairs. However, if steps are especially shallow and at least as wide as the model's base, then movement can be allowed – this must be specified before the game.

ACCESS LADDERS

Within a tower, it's quite common for levels to be connected via wooden or rope ladders. Similar ladders might also be used to access battlements from the courtyard.

A model on foot can move up or down a ladder without penalty – no Climb roll is needed and no move penalty is applied. A mounted model cannot use a ladder – and the same goes for any creature obviously incapable of using a ladder, such as a Cave Troll, for example.

Removing Access Ladders

Some strongholds have removable access ladders that extend for a single storey, or the height of a normal wall. Where this is the case, the ladders may be removed by one or more models to stop enemy models from using them. Once removed, the ladders may be dropped on the floor next to the warrior who removed it, but can be replaced at a later point in the game.

Access ladders can be pulled up, or pulled down to the floor, by a warrior on foot who ends his move touching the ladder (but not actually climbing it). The model must not be touching an enemy, whether on the ladder or otherwise. Note that the warrior forfeits his remaining move and is therefore assumed to have moved his entire move distance and will be unable to shoot.

If no models are on the ladder, it can be automatically pulled up or down. If there is one or more models attempting to climb a ladder then it is much harder to pull it up or down. Roll a D6 and deduct 1 from the roll if there is one model on the ladder and deduct 2 if there are two or more models on the ladder. Add 1 if two or more models have moved so that they are working together to pull the ladder up/down. If the final score is 4 or more, the ladder is pulled up/down and all models on the ladder fall to the ground. Falling models take one Strength 3 hit for each full 1"/2cm of fall.

Replacing Ladders

Access ladders can be erected by a simple reversal of the rule described above. A warrior who is free to do so can erect a dropped ladder in base contact, or one that he is still holding from the last turn, expending any remaining movement for that Move phase in the process.

The Minas Tirith set is ideal for fighting the siege games in this supplement.

Sauron's army pours through the breached gate.

FIGHTING IN THE FORTRESS

In most circumstances, fighting within a fortress is no different to fighting in other situations and therefore very few extra rules are required. However, some fights will take place in confined spaces, often through doorways or hatchways, or along precipitous stairs or battlements. This section deals with these cases. Assaults by troops using siege ladders are described in the section on Besieging a Fortress (see page 26).

Defending

Battlements can be defended from attack from below in the same way as other barriers. This is described in The Return of The King rules manual. The obvious difference is that attackers must use ladders to reach their enemy: this is covered in the rules given under Ladders in the Besieging the Fortress section on page 26.

In addition, fortresses are full of doorways and hatches and very narrow passages. These narrow gaps can also be defended in much the same way as barriers or battlements. This enables a brave warrior to gallantly fight off several times its own number of enemy, either winning time for its comrades, or denying access to its foes.

As doorways and hatches can be different widths we will have to define what 'narrow' means. In gaming terms, a narrow gap is one that is only just large enough for the defender to pass through – typically 25-30mm in the case of a warrior on foot. If a doorway is wider than this a warrior can still position itself in order to block access, but does not benefit from counting as defending.

In some situations you might find it impossible to place the combatants in narrow gaps so that they touch base-to-base. This tends to happen where walls are thick and doors are narrower than the model's base. In these cases, the charger is simply placed as far forward as possible and the models are assumed to be touching in the same way as models fighting over a barrier.

The two models are considered to be touching and will fight across the gap, with the defender counting as fighting behind a barrier.
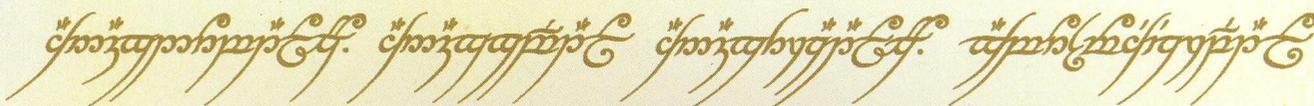
Working Out Defending Fights

All defending fights are worked out in exactly the same way as fights over a barrier. In the case of fights through gaps, the charger does not actually have to force his way through or over a barrier, but we assume the close presence of stone walls and door embrasures all work to restrict, and therefore disadvantage, the attacker. This means the charger must still roll to see if his blows strike 'the barrier' but in this case the barrier comprises the surrounding masonry and woodwork. Work out the fight as described in the Defending section of the rules for combat.

If the defender is killed, its slayer is immediately moved into the space previously occupied by its opponent in the same way as for defending a barrier (providing there is enough room!). The victor can automatically move through any door or hatchway as it does so.

If the Man defending the gap is slain, the attacker moves into his space.

Fighting From Both Sides

If a warrior is defending a narrow gap and is attacked from two sides at once then the rules for fighting across barriers apply. If a warrior is defending a doorway or hatchway then work out the fight on the defender's side first.

STUMBLES ON STAIRS

If warriors are fighting on a stair then defeated warriors can move back up the stair without penalty so long as there is room for them to do so. However, warriors moving back down a stair are clearly at a disadvantage – we represent this with the 'Stumble rule'.

If a warrior is forced back down a stair make a random dice roll to see if it stumbles. On the roll of a 1, 2 or 3 the warrior stumbles and is knocked to the ground; on the roll of a 4, 5 or 6 the warrior steps down nimbly without stumbling. This makes it much riskier to find yourself fighting an enemy up a stairway than down – as you might expect.

FIGHTING BESIDE PRECIPITOUS DROPS

A fortress has open battlements and stairs that make it quite likely that fights will take place beside precipitous drops. We already have rules to take this into account, but it is worth repeating them here just to remind ourselves of the additional danger of fighting in a fortress.

A warrior who loses a fight must back away 1"/2cm from its enemy and if unable to do so is trapped – trapped warriors take double the usual number of strikes as described in the Fight section of the main rules manual. A warrior unable to move back because of a sheer drop can choose to either remain where it is or jump. If it remains where it is the model is trapped and suffers double strikes. If it jumps it is struck normally, but also suffers one Strength 3 hit for each 1"/2cm it falls.

MINAS TIRITH

Though in the early years Gondor was ruled from Osgiliath, the Citadel of the Stars, there were two other great cities in the realm: Minas Ithil, the Tower of the Rising Moon, and Minas Anor, the Tower of the Setting Sun. Though both endured in relative peace for many long centuries, when Minas Ithil fell to the Nazgûl, Minas Anor was reborn. In those dark days it became known as Minas Tirith, the Tower of Guard, for it must be ever watchful lest the same fate that befell its twin overwhelms it also. Built on the lower slopes of Mount Mindolluin, Minas Tirith is fashioned upon seven levels, the city built deep into the very flesh of the mountain itself and protected by broad walls of well-crafted white stone. There is such a wall at each level of the city and a sturdy gate set into each. Should the first circle of the city ever fall it can be abandoned and the defence continued from the higher levels, but such is the stoutness of the defences that the first circle has never fallen.

In the years subsequent to the kin-strife and the fall of Osgiliath, it is from this citadel that the heirs of Anárion, and later the Stewards, ruled the realm of Gondor. As the last line of Gondor's defence, the Citadel of Minas Tirith is guarded by the finest warriors that Gondor has to offer, tall and mighty men in whom the blood of Númenor still pulses true. It is here, in a small court overshadowed by the Tower of Ecthelion, that the White Tree of Minas Tirith once grew. Said to be of the lineage of Nimloth the fair, the original White Tree was brought as a sapling from Númenor to Gondor by the High King Elendil's son, Isildur. Though the original tree was burnt by Sauron in Minas Ithil, after the Dark Lord's fall Isildur planted a seedling in Minas Anor. When this tree died, a sapling was planted anew in the earth before the White Tower. So it continued for many years, a dead tree replaced by a healthy heir. Its line, like the line of kings, was thought eternal. As time passed, the line of kings all but died out and so too did the line of the White Tree fail. Now all that stands in the fountain court is a withered husk, a symbol of the early glory of Gondor long since faded.

GOOD HEROES

BOROMIR, CAPTAIN OF THE WHITE TOWER (MAN)

Points Value: 175

	F	S	D	A	W	C	
							Might: 6
Boromir	6/-	4	6	3	3	6	Will: 3
							Fate: 3

Note: Your force can only include one Boromir, either Boromir of Gondor or Boromir, Captain of the White Tower. This profile represents Boromir at his peak, before the Ring cast its influence upon him at the Council of Elrond.

WARGEAR

Boromir, Captain of the White Tower carries a sword, the Horn of Gondor, and wears heavy armour. He can be given the following items at additional cost:

Horse	*10 pts*
Lance	*5 pts*
Shield	*5 pts*
The Banner of Minas Tirith	*50 pts*

Horse. The rules for horses and riders are given in the main rules manual.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

SPECIAL RULES

The Horn of Gondor. The heirloom of the Stewards of Gondor, this fearsome horn is enough to drain the bravest foe of resolve. Boromir can blow the horn at the start of a fight if he is outnumbered by two to one or more. The enemy combatant with the highest Courage must take a Courage test. If this test is passed the combat is fought as normal. If the test is failed Boromir automatically wins the fight and can strike blows against his enemies.

The Banner of Minas Tirith. When held aloft by Boromir, the Banner of Minas Tirith inspires such valour in the Men of Gondor that they fight with renewed skill and vigour. The Banner of Minas Tirith counts as a banner. In addition, if Boromir carries the Banner of Minas Tirith, all Warriors of the realm of Gondor within 3"/8cm receive a +1 bonus to their Fight value. Boromir also receives this bonus, although other Heroes do not. Unlike other banner bearers, such is Boromir's skill in battle he receives no -1 penalty to his dice roll when determining who wins the combat, although he may not also carry a shield or lance.

Boromir, son of Denethor, is Gondor's boldest and most able commander, a master of all the skills of a warrior. As Denethor's heir, Boromir's life has been guided towards the distant day where he will ascend to the stewardship of Gondor, a position that has been held by his family for thousands of years. Though the blood of Westernesse does not run as true in him as it does in his father or brother, Boromir is noble in aspect and proud of spirit. Wherever he fights, efforts are redoubled, strength rekindled and victory snatched from the very pits of despair – for his fearlessness inspires the people of Gondor, and his voice is able to rally them against the direst threat. In the failing years of Minas Tirith, Denethor has come to rely on his elder son as the one spark of hope in dark times and trusts him like he trusts no other. In turn, Boromir serves his father loyally, and would willingly defend his people to his last breath, be it his father's wish or not.

Beregond, son of Baranor, is a thoughtful and quiet-spoken man. He was promoted to the Citadel Guard after many years of dedicated service on both sides of the Anduin with the Rangers of Ithilien. Noble and honest, he is possessed of an unshakable honour and a sturdy sword arm. Like all the Citadel Guardsmen, Beregond is dedicated to the ideals of Gondor but he is no automaton, and is likely to question his orders if they contradict his feelings of right and wrong. Though assigned to Boromir's personal guard in the early days of his service to the White Tower, Beregond's greatest and overriding loyalty is to Denethor's other son, Faramir, under whom he learnt his trade.

BEREGOND OF GONDOR (MAN)

Points Value: 25

Might: 1
Will: 1
Fate: 1

	F	S	D	A	W	C
Beregond	4/3+	4	6	1	1	4

WARGEAR

Beregond carries a hand weapon, a longbow (counts as an Elf bow) and wears heavy armour. He can be given a horse at additional cost:

Horse	*6 pts*

Horse. The rules for horses and riders are given in the main rules manual.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

SPECIAL RULE

Bodyguard. At the beginning of the game choose one Hero of Gondor among those in your force for Beregond to protect. As long as this Hero is on the table, Beregond will automatically pass all Courage tests he has to take. If the Hero is killed or leaves the table, Beregond reverts to the normal rules for Courage.

GOOD WARRIORS

Founded as an order of elite guards answerable only to the king of the southern realm, the Citadel Guard are one of the earliest institutions of the Kingdom of Gondor. Only the best warriors that Gondor has to offer are picked to join the Guard, to be clad in their ancient armour and to carry blades of Westernesse heavy with both age and honour. The guardsmen themselves are the very image of the first Men of Númenor to settle the shores of Middle-earth, tall and stern, proud and steady in battle. Though no king has been known in Gondor for many years, the guard still go about their duties, protecting the Stewards of Gondor and the sacred places of Minas Tirith with a resolute devotion. In the absence of a king, the guards take their orders from the Steward of Minas Tirith, sworn to obey his every command until death claims them.

CITADEL GUARD (MAN)

Points Value: 8

	F	S	D	A	W	C
Citadel Guard	4/4+	3	5	1	1	3

WARGEAR

Citadel Guard carry a sword and wear heavy armour. They can be given the following items at additional cost:

Horse	*6 pts*
Longbow (counts as Elven bow)	*2 pts*
Spear	*1 pt*

Horse. The rules for horses and riders are given in the main rules manual.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

SPECIAL RULE

Bodyguard. At the beginning of the game choose one Hero of Gondor among those in your force for the Citadel Guard to protect. As long as this Hero is on the table, the Citadel Guard will automatically pass all Courage tests they have to take. If the Hero is killed or leaves the table, the Citadel Guard revert to the normal rules for Courage.

THE DEFENCE OF OSGILIATH

An evil presence hunts in the skies above Osgiliath.

Though it lies in ruins, the men of Gondor fight ferociously to drive the Orcs from their city.

Boromir

Faramir

Faramir, son of Denethor, Captain of the Rangers of Gondor

Boromir rallies the warriors of Gondor in the crumbling Citadel of Stars.

MINAS MORGUL

Originally constructed in the time of Elendil, Minas Ithil was once a towering testament to the skills and ingenuity of the people of Númenor. Like its twin city of Minas Anor, it was a fair city, but strong enough to hold against any assault while men still defended its walls. For long years it stood firm, watching over the land of Ithilien. As the Witch-king assailed the kingdom of Arnor far to the north, the defenders of Gondor became thinly spread as they endeavoured to defend the northern realm. Minas Ithil was no exception and its garrison steadily shrank. When the Witch-king was finally driven from the north he returned to Mordor and gathered the other Nazgûl to his side. Under the leadership of the Witch-king, the Ringwraiths issued forth from Mordor with a vast army. They laid siege to Minas Ithil and took it for their own. Thereafter it became a place of horror, occupied by all manner of foul creatures, a blight on the land of Ithilien. The Tower of the Rising Moon was no more, swallowed by the taint of the Nazgûl. It was renamed Minas Morgul by the people of Gondor – the Tower of Sorcery, a rotten and decayed example of Gondor's ultimate fate should Sauron prevail.

About the Tower of Sorcery, the land has become sickened and withered, as if tendrils of corruption had buried deep into the earth and poisoned the very soil itself. Even the air seems blighted by the presence of of the Nazgûl, for the scent of death is pervasive within the boundaries of Imlad Morgul where no wind ever blows to clear the stale air. Standing tall at the heart of this fallen valley, Minas Morgul appears unguarded – almost as if abandoned – but nothing could be further from the truth. Since its fall, no mortal man has passed beyond the gates of the cursed city and returned to speak of what he has seen. There is evil within the fallen haven that does not sleep. A silent malevolence permeates the very air of Morgul Vale as if in some sinister way the buildings themselves have become imbued with some twisted form of awareness. The garrison of the forsaken tower contains beings far worse than Orcs. The shadowy Knights of Morgul stalk through the desolation – silent killers both terrifying and pitiable in their aspect. Spectral figures haunt the streets – a time-lost echo of the long dead, their essence ruined and subverted by the evil of the Ringwraiths. Deep within the central tower, a building infested by dark shades corrupted long before death claimed them, the Witch-king rules his sepulchral realm from the throne where Isildur once held court.

EVIL HEROES

Gothmog is the castellan of Minas Morgul and one of the most trusted servants at the command of the Nazgûl. In battle he is fearless, but it is as a commander that he is most dangerous. Unless guided by some other will, it is the way of Orcs to press home an attack until either the enemy is destroyed or their own fragile courage fails them. Such a tactic is not Gothmog's way. He is the master of the battlefield and a truly skilled tactician. He is successful beyond all doubt, for it is the forces under his command that have cast Gondor's armies out of many strongholds along the Anduin.

GOTHMOG, LIEUTENANT OF MORGUL (ORC) — Points Value: 135

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

Might: 3
Will: 3
Fate: 3

WARGEAR

Gothmog carries a hand weapon and wears heavy armour. He can be given the following items at additional cost:

Shield	*5 pts*
Warg	*10 pts*

Warg. Wargs follow all the rules for mounts and riders given in the main rules manual.

	F	S	D	A	W	C
Warg	0	4	4	0	1	2

SPECIAL RULES

Master of Battle. A leader without peer amongst Sauron's minions, Gothmog is a canny opponent, able to read the tide of battle and turn it to his advantage. To represent this, if Gothmog is within 6"/14cm of an enemy Hero calling a heroic action, he may immediately call an action of the same type without expending a point of Might. Note that he may not use this ability to call a heroic shoot or heroic move action if he has already been engaged in combat.
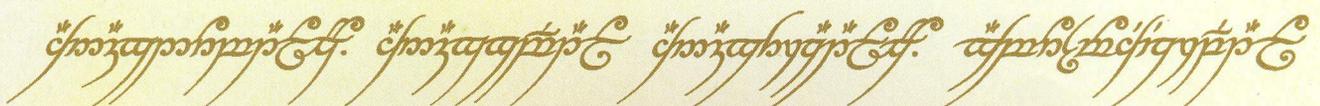
ORC SHAMAN

Points Value: 50

Might: 1

	F	S	D	A	W	C	
Orc Shaman	3/-	3	5	1	2	3	**Will:** 3

Fate: 1

WARGEAR

An Orc Shaman carries a spear and wears heavy armour. He can ride a Warg at additional cost:

Warg .... *10 pts*

MAGICAL POWERS

Fury. Dice score to use: 3+. While the spell is in effect, the Shaman and any other Orcs (including Heroes) within 6"/14cm are possessed with an insane fighting frenzy, which allows them to ignore even the most serious of wounds. All affected models automatically pass any Courage test that they are required to take. Also, every time they suffer a wound, the Evil player can roll a dice: if a 6 is rolled, the wound is recovered. If the wound is not recovered, Heroes can then make use of their Fate as normal. Once cast, this magical power remains in effect until the Shaman loses a fight.

Transfix. Range 12"/28cm. Dice score to use: 5+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. If he loses he must back away as normal. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Drawing their powers from the corrupted land in that ruined place, what the Shamans of Mordor lack in skill they make up for in fanatical dedication. Though they worship Sauron without doubt or hesitation, his voice is but one of many that they heed. Many of them pay homage to the Nazgûl as the heralds of Sauron's coming and worship them as lesser gods in a dark and foreboding pantheon. Still more remember the tales of a shadow mightier even than the Dark Lord, a great evil lost in the mists of legend, a dark memory concealed by terror and shrouded in the depths of time.

EVIL WARRIORS

MORANNON ORC

Points Value: 7

	F	S	D	A	W	C
Morannon Orc	3/-	4	5	1	1	2

WARGEAR

Morannon Orcs carry crude hand weapons and wear heavy armour. They can be given the following equipment at additional cost:

Shield .... *1 pt*
Spear .... *1 pt*

Normally, Orcs are not notable for being exceptional warriors, however in recent years the armies of both Mordor and Minas Morgul have been composed of a stronger and bolder breed of Orc.

ORC TRACKER

Points Value: 5

	F	S	D	A	W	C
Orc Tracker	3/4+	3	3	1	1	2

WARGEAR

Orc Trackers carry Orc bows and wear crude Orc armour. They can ride a Warg at additional cost:

Warg .... *6 pts*

Warg. Wargs follow all the rules for mounts and riders given in the main rules manual.

Orc Trackers are smaller and even less formidable than their brethren. They can cover great distance at speed, preferring to engage their enemies at range, and are more skilled at archery than other Orcs, able to match the soldiery of Gondor.

	F	S	D	A	W	C
Warg	0	4	4	0	1	2

THE SIEGE OF GONDOR
PROLOGUE: OSGILIATH

It seems that there is some jest played upon me, one possessed of an irony that finds its match only in the bitterness of the joke. For in a land once replete with lords of resolute courage and fell deeds, I have in my service a bare handful that hold both my trust and the skill required of them in these times of open war. Conversely, the Lord of Mordor appears to have ever more able captains at his command, all bound to his will and possessed of shrewd cunning. One such creature have I watched from afar for a long time. Though of the race of Orcs, this brute possesses a keen intelligence that serves him well, and the people of Gondor poorly. It would appear that there is no form of warfare at which he cannot try his hand, for he has been sighted on all manner of battlefields. He watches the ebb and flow of battle as a man would, carefully considering his tactics and unafraid to withdraw if the tide turns against him. Despite Faramir's efforts, much of Osgiliath is now under Sauron's control through the efforts of this creature. Should he consolidate his position it will almost certainly undo Gondor and, so doing, doom the free world. This I cannot permit – we shall see how this Orc fares against our greatest captain.

While the armies of Gondor dwindle, Sauron's forces continue to grow. He is now certain that the One Ring will soon be his and his long-planned assault on Middle-earth is about to begin. As the opening thrust, his forces redouble their efforts in Osgiliath, the former capital of Gondor that sits astride the Anduin. The Anduin is a powerful and wide river, and it is only at Osgiliath that it can be easily crossed. A host of Orcs marches from Minas Morgul, with Gothmog at their head, intent on driving the hopelessly outnumbered defenders, led by Faramir, from the ruined metropolis. Fortunately for Gondor, Denethor has discovered this gambit and, knowing what will befall should Osgiliath be lost, dispatches Boromir to aid his younger brother. In this scenario the Good player must hold the defences of Osgiliath against Sauron's hordes, while the Evil player attempts to drive the forces of Gondor clear of their former capital.

PARTICIPANTS

GOOD

Boromir, Captain of the White Tower
Faramir, Captain of Gondor
Beregond of Gondor
4 Citadel Guard with spear
4 Citadel Guard with longbow
8 Warriors of Minas Tirith with bow
8 Warriors of Minas Tirith with spear and shield
8 Warriors of Minas Tirith with shield
8 Knights of Minas Tirith

Up to three Good Warriors may be given a banner.

EVIL

Gothmog, Lieutenant of Morgul
2 Orc Shamans
1 Orc Captain
12 Morannon Orcs with shield and spear
8 Orcs with hand weapon and shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapon
5 Warg Riders with shield and throwing spears
5 Warg Riders with Orc bow
4 Mordor Uruk-hai with shield
4 Mordor Uruk-hai with two-handed weapon
4 Orc Trackers

Up to three Evil Warriors may be given a banner.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. At this stage Osgiliath is a battered and crumbling wreck of a city – cover the board with as many ruins as possible (areas of difficult ground). There should be plenty of multi-storey buildings (though ruined), defensible gaps and barriers, along with defendable doors, and ladders that warriors can climb to reach higher levels.

STARTING POSITIONS

The Good player deploys half his force (including Faramir) within 12"/28cm of the Minas Tirith board edge. The Evil player then deploys half of his force (including a single Hero) within 12"/28cm of the Minas Morgul board edge. The remainder of the forces are held to one side and may be available for deployment later on in the game.

OBJECTIVES

The two forces are attempting to secure this area of Osgiliath – it is of strategic importance and can be used to stage further attacks. Starting with the Good player, each player takes it in turns to place an objective marker on the board until there are a total of five objective markers. No objective marker can be placed within 12"/28cm of another objective marker or within 18"/42cm of either the Minas Tirith or Minas Morgul board edges.

Once one force has been reduced to half its original number the game might suddenly end. At the end of each turn after this condition is met, the Good player rolls a D6. On a result of 1, 2, or 3 the game ends (Might cannot be used to influence this dice roll).

When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of each objective marker. An objective marker is controlled by whichever player has the most models with their bases entirely within 3"/8cm of it. The player who controls the most objective markers wins the game. If both players control an equal number of objective markers, the game is a draw.

POINTS MATCH: STREETFIGHT

Although this scenario relives Boromir's and Faramir's defence of Osgiliath, you can also use it to play another 'Streetfight' scenario that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose two forces of equal points value. Each side must include at least one Hero and may not equip more than 33% of its starting models with bows or crossbows.

SPECIAL RULES

The Siege of Gondor. You can play this scenario as part of the Siege of Gondor campaign if you wish, in which case the outcome of this scenario will directly affect the next one – see Act One: First Assault on Cair Andros for details.

Reinforcements. At the end of each player's Move phase, after all models have been moved, players must roll a dice for each model not yet on the gaming table to determine if they have yet arrived, and consult the chart opposite.

Newly arrived models can move, shoot and fight normally in the turn they arrive but may not charge. Roll for each model separately, deploy the model and then roll for the next. Do this each turn until all the models have arrived.

Dice	Result
1-2	The model is delayed and does not move onto the table yet. Note that these delayed models count as being on the table for the purpose of when the game might end and the entire force needs to start taking Courage tests.
3	The model moves onto the table from any point of either side table edge (ie, not the Minas Tirith or Minas Morgul table edge). Both the edge and the entry point are chosen by the opponent.
4	The model moves onto the table from any point of either side table edge (ie, not the Minas Tirith or Minas Morgul table edge). Both the edge and the entry point are chosen by the controlling player.
5-6	The model moves onto the table from the controlling player's table edge (Minas Tirith for the Good player and Minas Morgul for the Evil player).

Map diagram: 48"/112cm wide and 48"/112cm tall. *Minas Morgul Board edge* at top, *Minas Tirith Board edge* at bottom. Deployment zones of 12"/28cm at top and bottom.

BUILDING A FORTRESS

Before you read all about the Siege of Gondor, you'll need to think about the terrain and buildings you plan on fighting over. You could use the Minas Tirith fortress set or, if you're feeling adventurous, you could build your own castle walls and towers. The next few pages contain easy-to-follow instructions and diagrams of how we made ours, which you can easily use as the starting point for your own projects. The castle is made from separate walls and towers that fit together, with doors and walkways for your warriors to move to where the action is. When you come to make a castle for your games, you can start small by building just a tower. A lone tower can be used straight away, and you can then add to it with more towers, and join them with sections of wall to form a complete fortress. A nice final addition is a gatehouse complete with opening gate, and flanked by two more towers.

MATERIALS
10mm foamboard, thin card, balsa sheet and grey textured paint.
Paints: Codex Grey, Fortress Grey, Bleached Bone and Bestial Brown.

TOOLS
Modelling knife, metal ruler, PVA glue, pencil and brushes.

THE TOWER
Below are the dimensions of the tower. Draw the different wall sections onto your foamboard and cut them out, including the battlements.

85mm	75mm	75mm	63mm	
	35mm			Floor 65mm square
170mm	40mm	30mm		
Front	Side	23mm	Back	90mm
	Side	Side		

Diagram shown at 40%. Photocopy at 250% to produce templates at correct size.
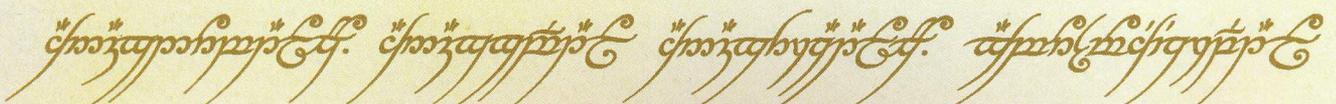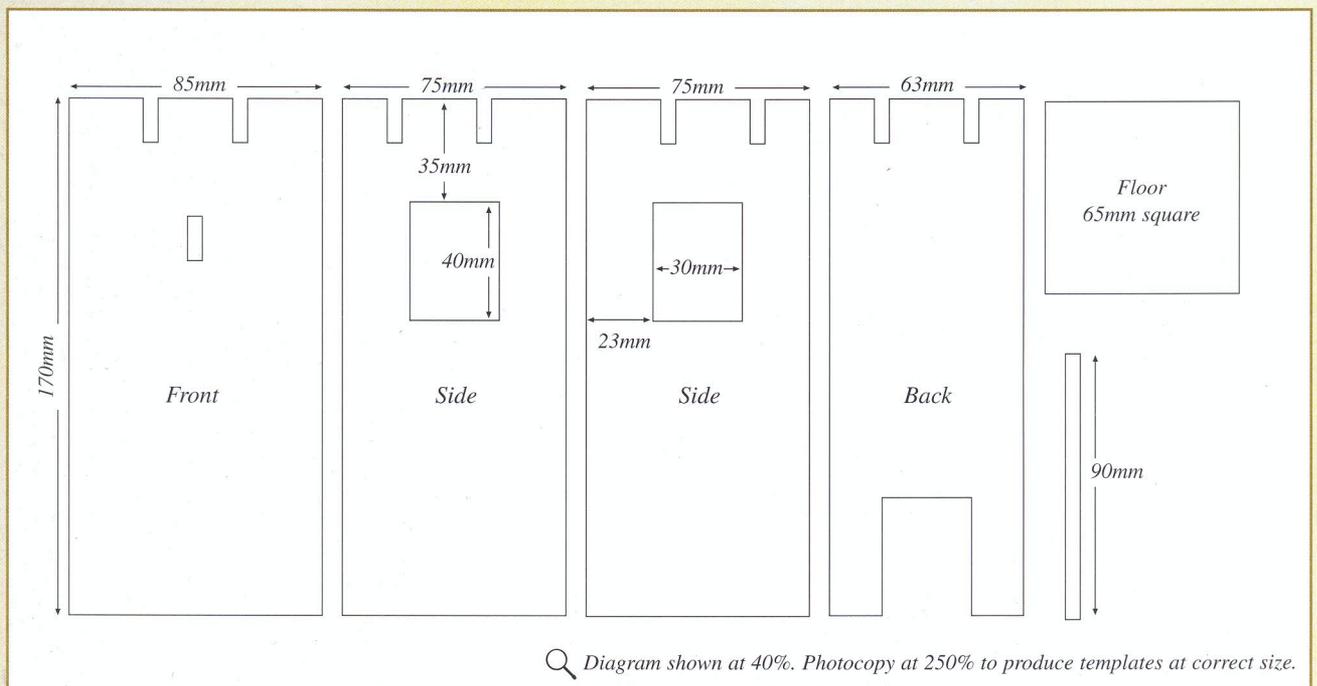
Assembly

Begin assembling the tower by gluing the two side walls to the front wall, with the top and middle floors in place above and below the doorways. The two floors strengthen the assembled walls.
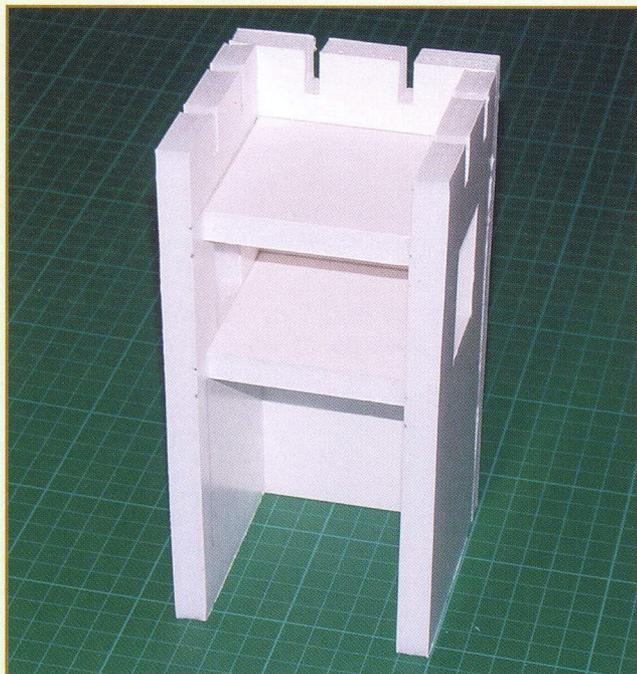
The tower features a removable back wall, so that you can place miniatures inside on the top and middle floors. To hold the back wall in place, glue supports in place flush with the bottom floor. This gives a 10mm gap into which the back wall can fit.
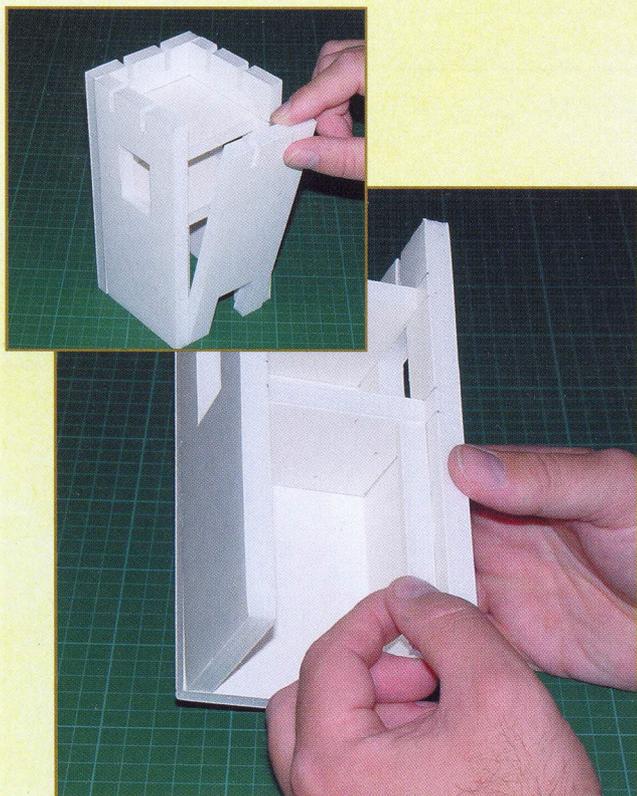
Trapdoors

To finish off the tower you can add trapdoors to the tower floors. Simply cut a 30mm square piece of card with a 25mm square piece of thin balsa sheet glued on top. This is then glued onto the centre of the tower floor.
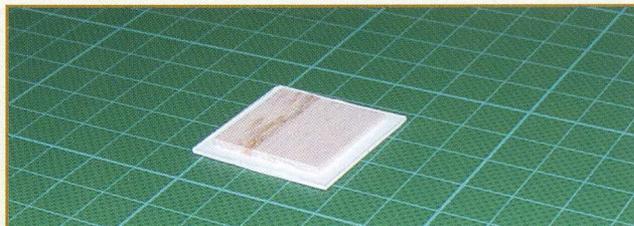
Paint the card Codex Grey and the balsa wood Bestial Brown. To finish off both the wood and the card, lightly drybrush over the top with Bleached Bone.

Orcs desperately assault a Gondor stronghold.

85mm

25mm   5mm

125mm

Front

90mm

Back

Side x2

45mm

Top

🔍 *Diagram shown at 40%. Photocopy at 250% to produce templates at correct size.*
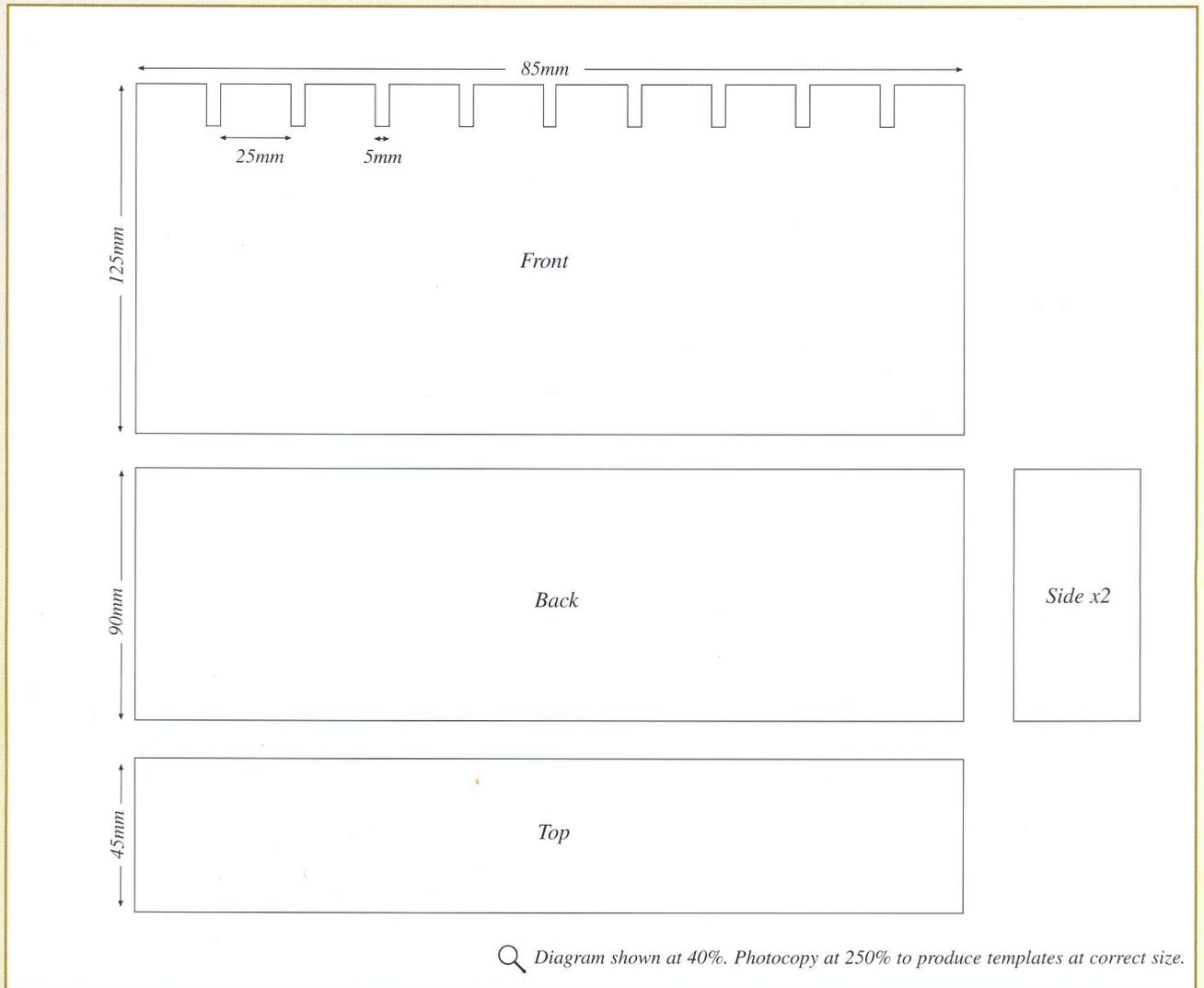
THE WALL

Cut the walls to size based on these dimensions, including the battlements, in the same way as the tower. Glue the side walls to the front wall, with the walkway on top and then the back wall.
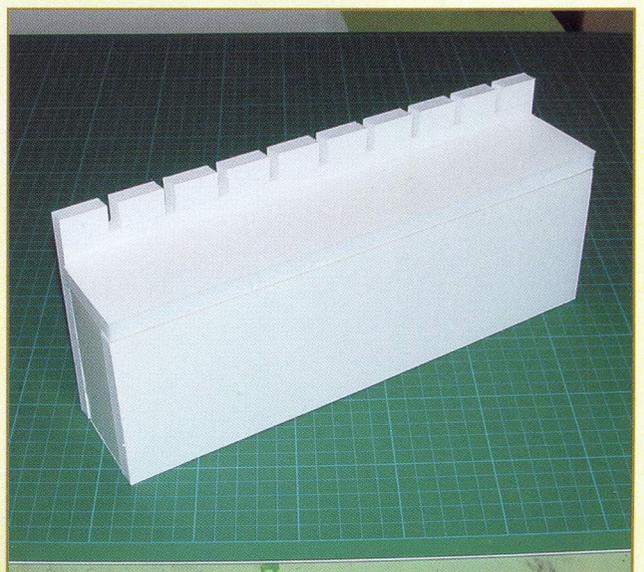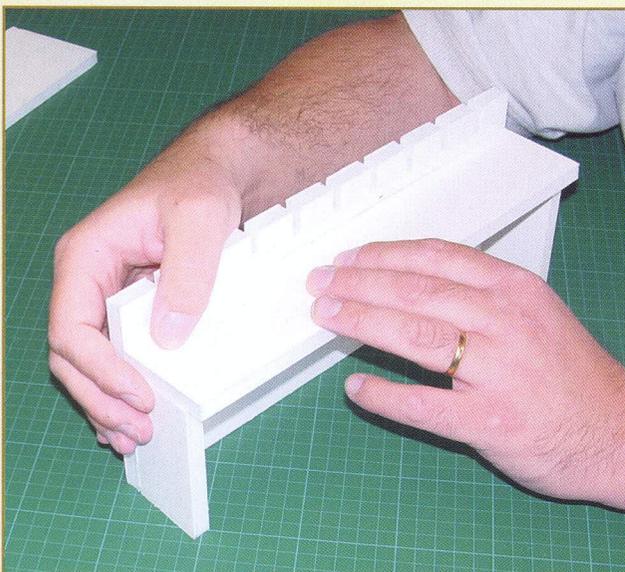
Cutting Foamboard

When cutting foamboard, you'll find it easier if you don't try to cut through the board in one go. Begin by cutting through the card layer first. You'll then be able to gradually cut through the foam underneath with a couple of light strokes of your modelling knife. Once you've cut through the foam layer you can finally cut through the card on the other side. Also try to keep your knife upright to get a square cut.

Cutting the Battlements

The castle features identically sized battlements. The arrow slit is 15mm deep and 5mm wide, the battlement itself is 25mm wide. You can use the tower template as a guide. When it comes to making battlements, there is a trick to cutting them so they look square.

Draw the battlements on both sides of the foamboard. Be careful to make them match each other.

Carefully cut through the card layer, first on one side, then on the other.

Put your foamboard on its edge and, using the cut card groove as a guide, slice through the foam from the top down.

Push your knife through the bottom of each arrow slit on both sides.
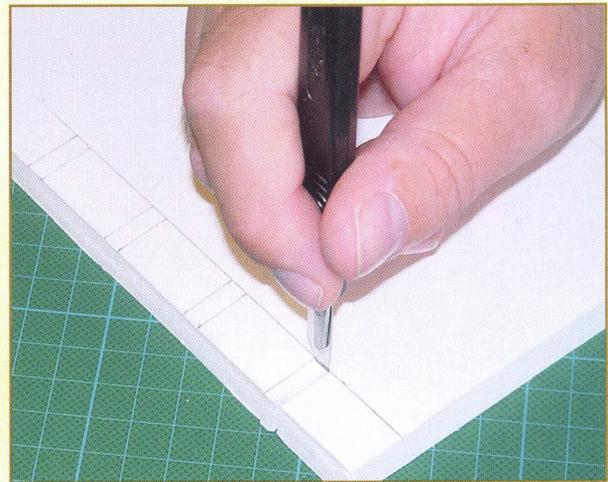
Then to finish off simply ease your modelling knife back, popping out the cut section of foamboard. You can use this approach to cut all the battlements on the castle.
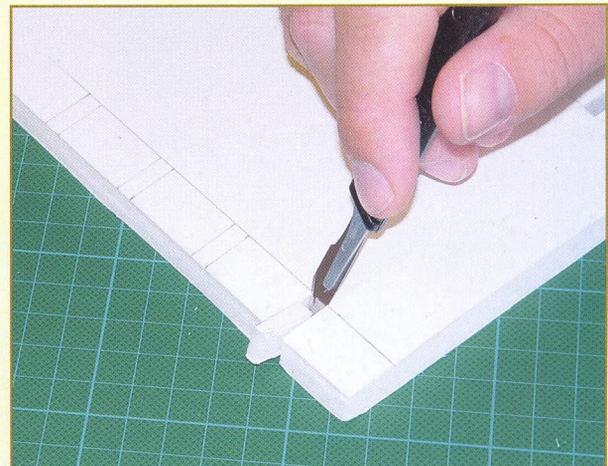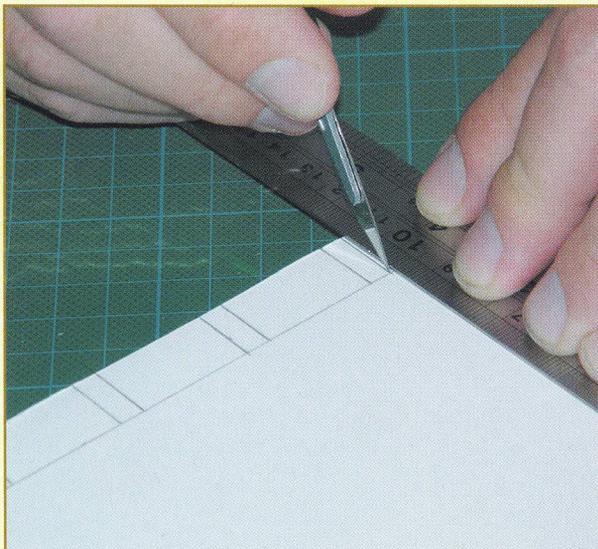
The Gatehouse

We decided to add a gatehouse that is based on the castle wall with a gateway cut into both the front and back walls.
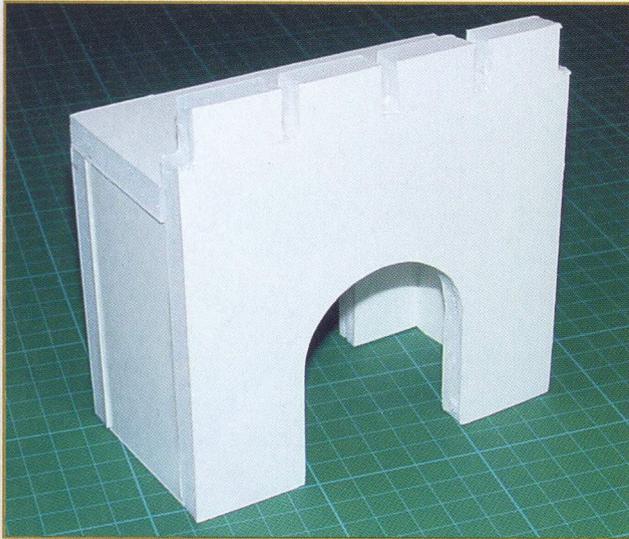
First of all, we constructed a gatehouse section in the same way as a wall. This piece is 125mm long, and has an inner and outer gate cut out, based on the gate dimensions below. This diagram also includes dimensions for the tabs used to attach the gates.

25mm

25mm

12mm

🔍 *Diagram shown at actual size.*
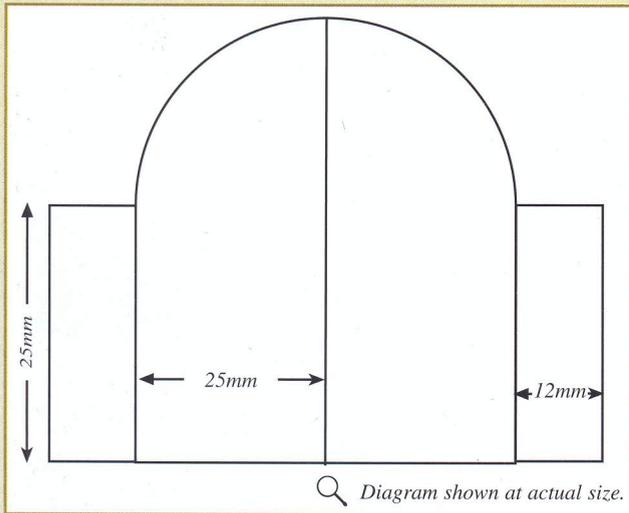
The Gate

Trace the dimensions onto thin card, then cut out the complete gate. The gate comes in two halves with tabs attached to glue onto the walls of the gate. Glue thin balsa wood to both the gate sections before cutting them in two. Once the balsa wood is dry, cut the gate in two and score where the tab and the gate meet.
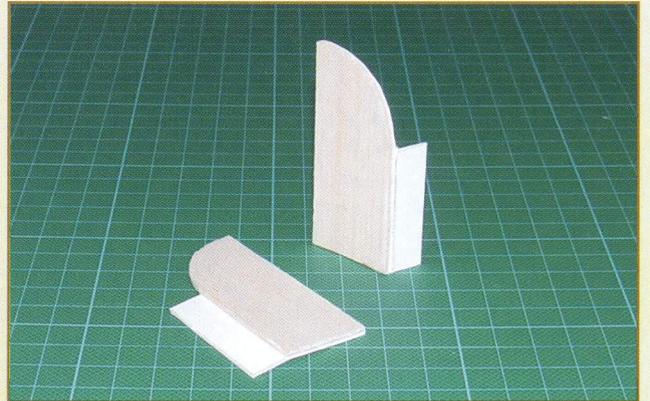
You may prefer to paint and texture the gatehouse before gluing the painted gate in place. Paint the gate Bestial Brown and lightly drybrush with Bleached Bone.

TEXTURING THE CASTLE

To paint the castle, apply a coat of grey textured paint. If you don't have textured paint to hand, mix Codex Grey paint, sand and PVA glue together.

To add the brick effect, score horizontal lines across the foamboard 10mm apart. Then to give the effect of bricks, score alternating vertical lines 25mm apart.

Lightly drybrush over the surface with Fortress Grey.
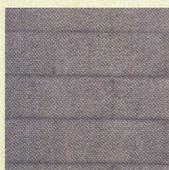
Finish off painting the brick work by lightly drybrushing on Bleached Bone.

To help define the stone work, run a pencil along the grooves you've scored.

Men of Gondor repulse an all-out attack by the Orcs of Mordor.
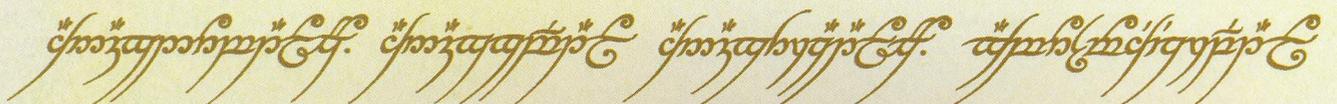
BESIEGING A FORTRESS

The fastest way to resolve a siege is with an escalade. By sending troops with ladders against the walls of the fortress, a general is hoping to buy time with the blood of his own warriors. While an escalade is not a particularly certain way of taking an enemy fortification, if it succeeds the attacker can forgo the long, costly, and tactically vulnerable step of battering his way into the fortress using siege engines.

If an escalade fails, then a commander will have to begin the onerous process of a full siege. Great siege engines are constructed or dragged to the site, lines of supply are laid and the bombardment begins.

The following rules cover everything you need to know about fighting from ladders against troops defending battlements. The most important thing to remember is just how difficult it is to fight whilst standing at the top of a ladder – especially when someone is hitting you back – and especially when that someone is Aragorn! So, as the attacker, be prepared to die in droves. The scenarios described later all pitch a small number of defenders against a huge horde of attackers – such is the value of stone defences that a tiny number of defenders can hold a fortress against far larger armies.

This section also includes all the rules for breaking down and smashing apart the fortress, including doors, gates, walls, and towers. It includes rules for rams as well as the simple method of hacking apart whatever stands between you and your goal.

All the siege rules assume that warrior models can be placed and moved inside model buildings. If you are unable to move the models inside the buildings then your job becomes a little harder. In this case, you will have to place the warriors aside and note down where they are from turn to turn. This is satisfactory up to a point, but it's much better if you can place the models exactly within the buildings so there is no doubt where they are in relation to doors, windows and each other. As a general rule, all the scenarios in this manual have been based around 12"/28cm wall sections (it won't matter if your wall sections are a little longer or shorter than this, although we've found that wall sections between 6"/14cm and 12"/28cm work best).

SIEGE LADDERS

A siege ladder is a very tall and sturdy ladder – and there is no surer way of reaching the top of the enemy's walls! Siege ladders are so much longer and heavier than regular access ladders that different rules apply.

At least two warriors on foot are needed to carry a siege ladder and up to six can do so. Two or three warriors carrying a siege ladder move at half their normal pace. Four to six warriors carrying a ladder move at their normal pace. Note that models with a Strength of 6 or greater count as three models for the purposes of carrying siege ladders.

Warriors carrying a siege ladder cannot shoot that turn and cannot use magical powers. They are not free to carry other burdens, such as rams.

A warrior can drop a siege ladder at any point in his move. A warrior carrying a siege ladder will automatically drop it to fight if he is charged. If the number of warriors carrying a siege ladder is reduced to one, the ladder is dropped immediately.
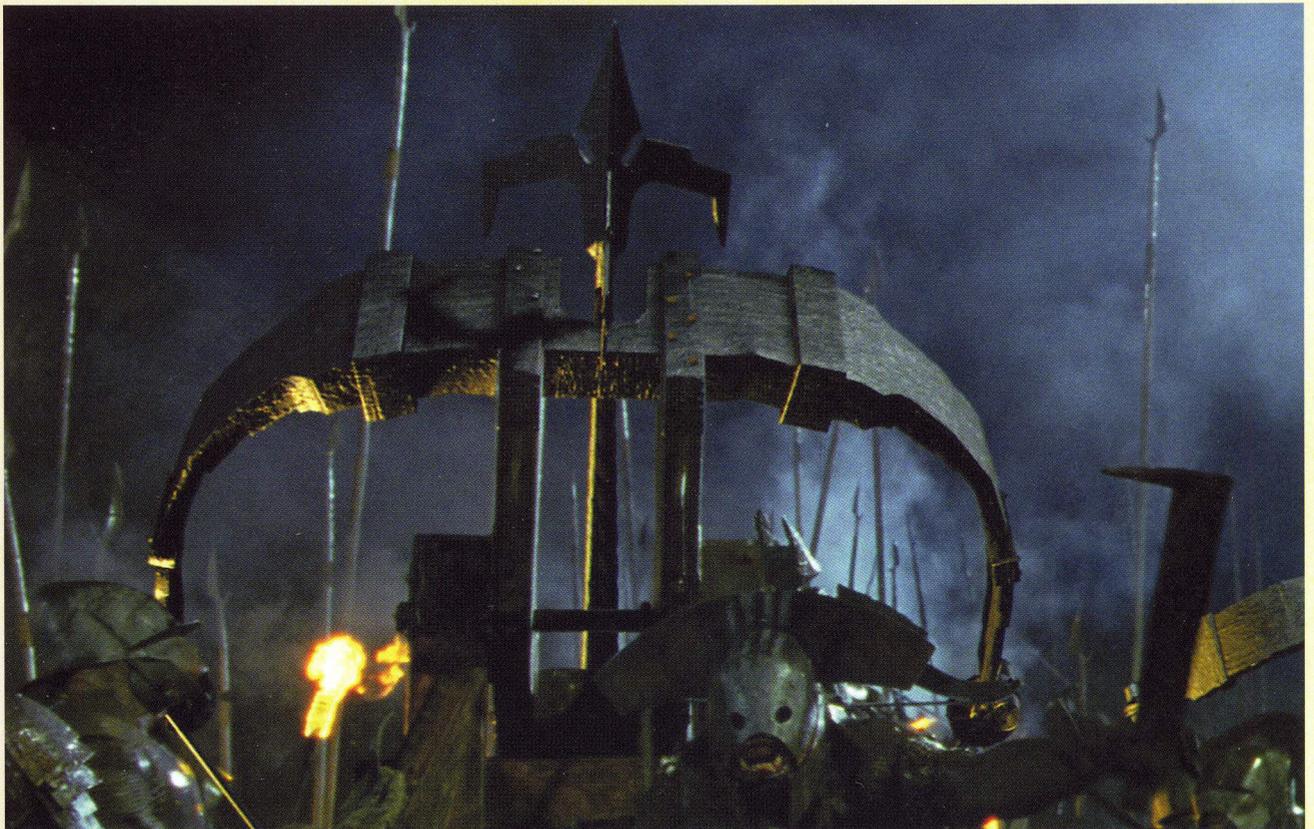
An Uruk-hai war engine prepares to send more attackers against the beleaguered Rohirrim.
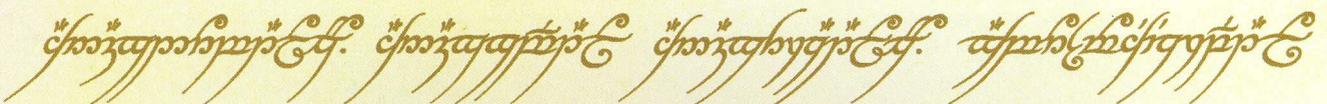
A siege ladder can be picked up if there are sufficient models in contact with the ladder. Once picked up the ladder cannot move further that turn.

Only warriors on foot can carry and climb a siege ladder, cavalry cannot do so! Only models on 25mm bases can climb a siege ladder. This means that large monsters such as Cave Trolls cannot climb siege ladders – they are just too big and clumsy.

If a siege ladder is moved so that it is touching a wall it is raised immediately. Place the model ladder upright against the wall. No warriors can climb the ladder that turn.

If a siege ladder is in place at the start of the turn attackers can climb it. A model on foot can move up or down a ladder without penalty – no Climb roll is needed and no movement penalty is applied. Models that climb ladders or that start their move on ladders may neither shoot nor cast spells, nor may they carry burdens.

A warrior who climbs to the top of a ladder automatically charges the nearest enemy whose zone of control overlaps the ladder. He stands at the top of the ladder and fights the warrior behind the battlement. If no enemy zone of control overlaps the ladder the warrior can position himself on the rampart – but he cannot charge any other enemy on the rampart as they would not have been visible at the start of his move. Only defenders whose zones of control extend onto the ladder are assumed to be visible as the attacker charges up the ladder.

The defender is visible and can therefore be charged by the attacker.

Designer's Note: *We haven't specified a height for siege ladders because players will make their own fortifications. Ladders must be tall enough so that a model that is stood on the top can convincingly confront an enemy stood on the battlements. However, it is quite important that a model is able to climb all the way to the top in a single turn as otherwise the defenders will simply push the ladders down whilst attackers are climbing up. We found that if the wall height to the level of the rampart is about 140mm and the ladders are about 130mm-140mm high everything works out about right.*

DEFENDING BATTLEMENTS

Models stood on the ramparts of a wall fight by defending the battlements against attackers using siege ladders from below. The rules for defending battlements are based on the rules for defending barriers and are comparable to the rules for defending narrow spaces.

A warrior on the rampart of a wall can be placed immediately behind the battlements and can then defend the battlements immediately in front of him and 1"/2cm either side. This is exactly the same as for defending barriers and is shown on the diagram that follows.No enemy can attempt to ascend from a
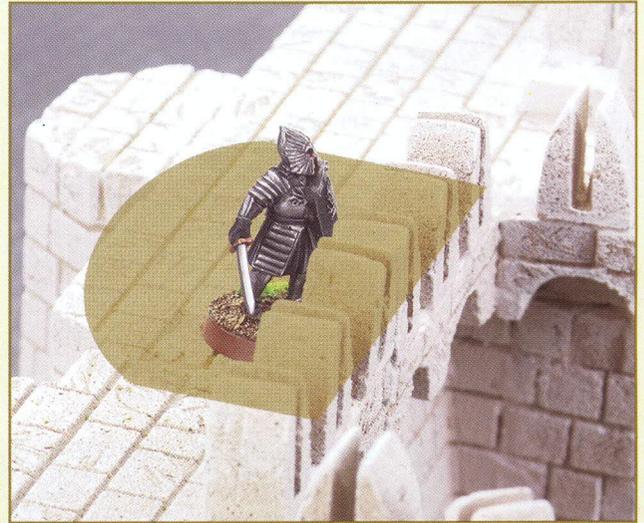
A model defending a battlement.

ladder onto the rampart if he has to enter the control zone of a model that is defending the battlement. The attacker must fight the defender and kill him in order to climb over the battlement and occupy his enemy's place on the rampart.

Up to three ladders can be placed into a defender's control zone as shown on the diagram below. If you make your ladders about 20-25mm wide you'll find that this all happens pretty naturally.
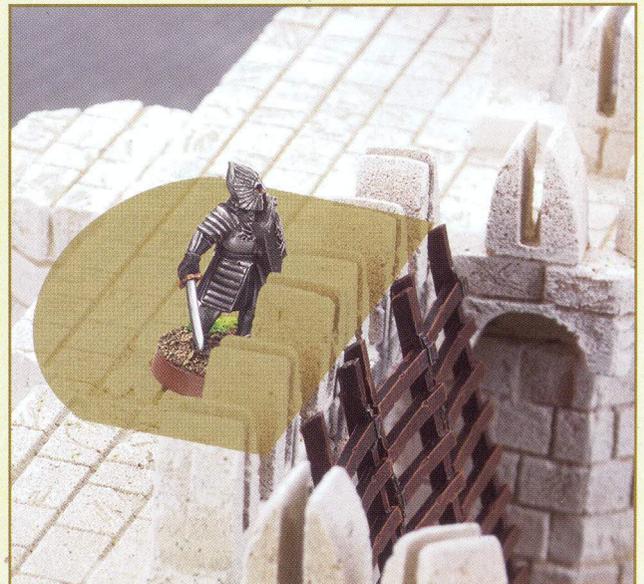
All three ladders are in the control zone of the defender.

The rules for defending fights are used to work out the combat. This is exactly the same as for a combat over a wall, hedge, barricade or similar defence-work. The only difference is that the chargers are all stood on top of ladders and so risk falling off if they fail to get onto the ramparts, as noted below.

Falling Off Ladders

The following rules apply to warriors attacking from siege ladders or from access ladders within a fortress. The rules for both are the same.

If a model is fighting from a ladder and is forced to back away 1"/2cm he can only move down the ladder. As he backs away he risks falling from the ladder. If physically unable to back away, for whatever reason, the warrior still risks falling. A model making way down a ladder for a friend who is backing away from a fight does not have to roll – he is not retreating in the face of the enemy.

After the warrior is beaten back, make a random roll to see if he falls. On a 4, 5, or 6 the warrior keeps his footing and backs away as required. On a 1, 2 or 3 the warrior loses his footing and falls to the ground before he can back away. He falls the full distance to the ground and suffers falling damage in the usual way.

If the warrior at the top of the ladder falls then roll a dice for every other model on the same ladder. Any model that rolls a 1, 2 or 3 is also knocked from the ladder by their own friend.

Models fall from wherever they are on the ladder – so warriors that are nearer the ground suffer fewer hits.

Warriors that are slain in combat automatically fall in the same way as warriors that lose their footing when backing away. Obviously, as the warrior is already dead he takes no further damage, but there is a chance he will knock other models off the ladder, as described above.

Pushing Down Siege Ladders

A warrior moving behind the battlement so that a siege ladder is directly in front of him can attempt to push the ladder to the ground in the Move phase (as long as there is no attacker at the top of the ladder). This uses up any remaining movement the model may have.

Roll a dice for the model pushing the ladder. Deduct 1 from the result if there is one enemy model already climbing the ladder. Deduct 2 if there is more than one already climbing the ladder (it's harder to push a ladder weighed down by several hundredweight of Uruk-hai!). Add 1 if two or more models have moved so that they are working together to push down the ladder. Add 1 if one or more models that are pushing the ladder have Strength 6 or greater. If you score a 4, 5 or 6 after making any deductions, the ladder is toppled to the ground and every climbing model takes damage for falling, as described in the Move section. Place the ladder at the foot of the wall.

The forces of Mordor overrun the outer defences of the city.
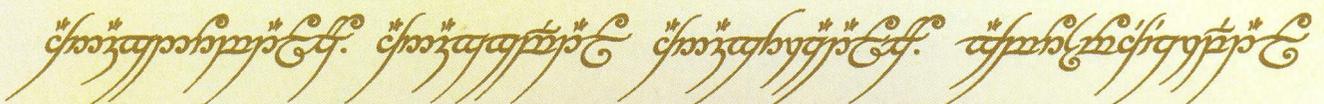
DOORS, GATES AND WALLS

Ordinary houses have only flimsy doors that are easily knocked down by determined warriors. Fortresses, however, are built to withstand sieges – they have doors and gateways made of solid iron-hard oak reinforced with bronze and steel. Because our warriors will be attempting to knock down doors and gates, as well as the walls themselves, we need to allocate suitable Defence values and Batter Points to these structures. Structures do not literally have 'wounds' – instead they have Batter Points. The table below gives the Defence and Batter values for those structures most likely to be found on a battlefield.

Knocking Down a Door, Hatch, or Gate

A warrior can attack a door, hatch, or gate just like it would attack another warrior – by moving into touch with it. As a door or gate cannot fight back the attacker will automatically win and may inflict a **single** strike on the door or gate (regardless of the number of attacks on its profile). If the attacker is also engaged by other enemies in a multiple fight, the fight is worked out as normal. If the warrior wins the fight he can direct a single attack on the gate or his full attacks on enemy models. Roll on the Wound chart as normal to see if the strike would normally inflict a wound. If the roll is not sufficient to cause a wound then the strike has no effect. If the strike would usually inflict a wound then roll a dice and consult the Battering chart. If the door is reduced to zero Batter points, it is destroyed, and removed from play.

BATTERING CHART

Dice	Result
1	No effect. Your blow rebounds uselessly from the hard surface.
2-5	Damaged. You have damaged the target and score 1 Batter Point on it (strikes with a Strength of 10 cause 2 Batter Points of damage, not 1).
6	Broken in. The target is badly damaged and suffers 2 Batter Points (strikes with a Strength of 10 cause 4 Batter Points of damage, not 2).

Knocking Down Palisades, Walls & Towers

It is obviously very hard to damage stone walls so we give both stone walls and towers a nominal Defence value of 100, and 12 and 16 Batter Points respectively. Only attacks from an enemy with Strength 10 can harm a stone wall or tower. This will limit the number of things that can harm a wall – as is only right and proper.

Even with attacks with a Strength of 10, a dice roll of 5 or 6 is required to convert a strike into a nominal wound and a roll on the Battering chart. Roll on the Battering chart to determine exactly how many Batter Points have been caused. Remember that strikes with a Strength of 10 or greater cause 4 Batter Points damage, not 2, on the roll of a 6.

STRUCTURE	DEFENCE VALUE	BATTER POINTS	DESCRIPTION
Internal Domestic Door	5	1	An internal domestic door – the sort of light wooden door you would find in ordinary houses. All wooden hatchways are also Defence Value 5/1 Batter Point.
External Domestic Door	6	2	An external domestic door or internal door in a grand public building or palace. This is a heavier kind of door but still not difficult to break down.
Heavy Door	7	2	A grand external door or an internal door within a fortress connecting one internal space to another, or possibly an external door in a small fortification.
Armoured Door	8	2	An external armoured door – in a fortress this type of door connects any external to internal space on the defender's side of the fortification. It is typical of a door connecting a tower to a walkway, for example. If the enemy breaks into the fortress these doors become the first line of defence.
Heavy Armoured Door	9	2	An external armoured door through the fortification – this is any door that connects to the outside world beyond the fortress. These doors have to be very heavily built, but even so are weak points that have to be guarded day and night.
Fortress Gate	10	3	The main gate to a fortress is as heavily built as possible to withstand the assaults of the enemy.
Access Ladder	5	2	Generally used inside a fortress, access ladders are sturdily built but not proof against solid blows.
Siege Ladder	8	2	Heavier than access ladders, it is still possible to destroy siege ladders with a concerted effort – the high Defence value represents the difficulty of rendering such a ladder irreparable with only a few blows.
Battering Ram	10	2	Because it is little more than a massive timber, a battering ram has few weak spots, and accordingly is hard to destroy.
Wooden Palisade	10	10	Wooden palisades are normally used in temporary fortifications, being quick to build, but not incredibly strong.
Stone Wall	100	12	Stone walls have a nominal Defence value of 100. A wall can only be harmed by strikes of Strength 10, as explained above.
Wooden Tower	10	14	Wooden towers are a quick way to expand a fortress, while offering a moderate degree of stability and security.
Stone Tower	100	16	Stone towers have a nominal Defence value of 100 and can only be harmed by strikes of Strength 10, in the same way as walls. Their Batter Points are even greater because these are strongpoints in a fortress's defence.

Once the wall, palisade or tower has suffered damage, there is a chance that the structure has become sufficiently weakened and will collapse. To represent this, a player rolls a D6 at the start of each turn as soon as priority has been established. If the roll is higher than the number of Batter Points remaining on the wall or tower, it collapses. Note that this means that a wall or tower will never collapse if it has 6 or more Batter Points remaining, and will always collapse if reduced to 0 Batter Points.

Example: A stone wall suffers 8 Batter Points of damage from the explosion of an Uruk-hai Demolition Charge. At the start of the the following turn, it will collapse on a roll of a 5 or 6.

If you are playing with a wall made up of several sections, remove that wall section (about 12"/28cm) or replace it with a collapsed version of that wall. Alternatively, a piece of black card about 12"/28cm long makes a good representation of the gap. If there are any warriors on the ramparts of a wall when it collapses they are pitched to the ground and take the usual damage for falling. This is one Strength 3 hit per 1"/2cm of fall as described in the main rules.

When a wall collapses the area around becomes covered in rubble. Place some rocks or suitable material to represent rubble within 1"/2cm of where the wall originally stood. Any models within 1"/2cm of a collapsing wall take an automatic Strength 3 hit from falling masonry.

A trebuchet prepares to fire.
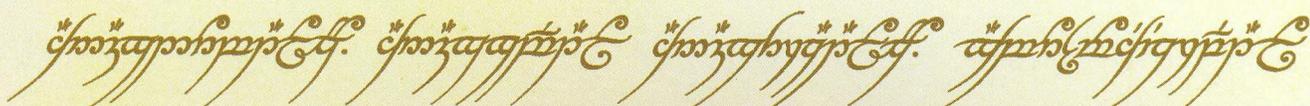
BATTERING RAMS

This is little more than a massive timber – sometimes reinforced with stone, iron or bronze. It can be used to batter either doors/gates or walls. It is exclusively used for battering and cannot be used to attack enemy warriors!

A battering ram can be any length – the larger it is the more models may use it. The minimum number of models needed to carry and use the ram equals the number of warriors whose bases wholly cover at least half the ram's length along both sides as shown below.

Four Orcs with 25mm bases are needed to use this 75mm long ram.

The maximum number of models that can use a ram equals the number of warriors on foot whose bases can wholly fit along both sides as shown below.

Up to six Orcs with 25mm bases can use this 75mm long ram.

Warriors carrying a ram cannot shoot that turn and cannot use magical powers. They are not free to carry other burdens, such as ladders.

A warrior who is carrying a ram at the start of his move cannot charge that turn. A warrior can drop a ram at any point in his move but is still disallowed from charging that turn. A warrior carrying a ram will automatically drop it to fight if he is charged.

If the number of warriors carrying a ram is reduced below the minimum number required, the ram is dropped immediately.

A battering ram can be picked up if there is a sufficient number of models in contact with the ram. Once picked up the ram cannot move further that turn. Only warriors on foot can carry and operate a ram, cavalry cannot do so! A ram that has reached a door, gate or wall can be used to attack it in the Fight phase, assuming the minimum required number of warriors are still alive to operate it. Remember, warriors fighting other warriors cannot operate a ram.

The ram automatically hits once, causing a single strike with a Strength equal to that of the least strong crew member, +1 per additional crew member, and up to a maximum value of 9. So, a ram with four Uruk-hai crew has a Strength of 4+3 = 7, a ram with six Uruk-hai crew has a Strength of 4+5 = 9. The maximum possible Strength is 9 regardless of how many crew are manning the ram. Roll on the Wound chart as normal – where a wound would usually be scored instead roll on the appropriate Battering chart to determine how many Batter Points are inflicted.

Example: Six Uruk-hai reach the fortress gate and begin to pound it with their ram – in the Fight phase the ram makes its strike. With a Strength value of 9 versus a Defence value of 10, a roll of 5 is needed to inflict a 'wound'. A dice is rolled and scores a 5 – sufficient to proceed to the Battering chart. The roll on the Battering chart scores a 4 – the gate is damaged and suffers 1 Batter Point. The gate's Batter Points are reduced from 3 to 2. Three such blows will be required to smash the gate apart.

Designer's note: We have introduced a few new dice tests and random rolls for the Siege rules so it's worth mentioning Might points and where Heroes can and can't use them.

Heroes can use Might points when attempting to push away a siege ladder as this roll is made on behalf of the warrior himself.

Rolls for stumbling on stairs, falling from ladders when beaten back, or falling because a friend has fallen on top of you are 50/50 random rolls, so Might points cannot be used.

In the case of rolls on the Battering chart, a Hero can only use Might points to affect a roll for 'wounds' he has personally inflicted. If a Hero is striking down a door, for example, then he can use Might to affect his roll to wound and/or his roll on the Battering chart. If a Hero is lending his weight to a battering ram he cannot use Might points.
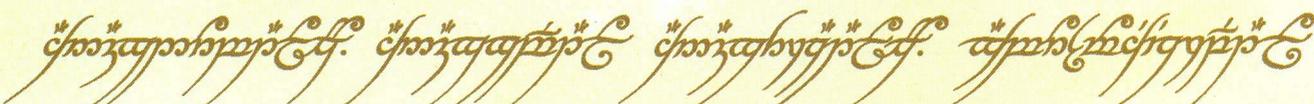
THE SIEGE OF GONDOR
ACT ONE:
FIRST ASSAULT ON CAIR ANDROS

Something has changed Sauron's schemes. His forces have continued to harry us in the weeks since Boromir's victory at Osgiliath, but have done so with renewed purpose, seemingly undismayed by the crushing defeat that Boromir inflicted upon them. While in the past such a triumph would buy us a respite of many months, such a luxury is now denied us. The forces of Mordor press at our defences along the banks of the Anduin without pause. All too clear to me now is the reasoning behind the recent unrelenting attacks, for I have seen the forces marshalling at Barad-dûr that Sauron would now throw against our defences. This is no mere continuation of the centuries of hatred; such a force as Sauron has gathered is too immense for any goal less than the total destruction of Gondor. With Boromir gone into the north in search of answers to his dreams – and, perhaps if we are fortunate, the key to our salvation – the task of holding the crossings of the Anduin falls to Faramir. It is said that the hour chooseth the man. Now is the time for Faramir, Captain of Gondor, to prove his quality and thus redeem his failures at Osgiliath.

Boromir has gone into the north to Imladris. Meanwhile, Gondor strives to ward off Sauron's attacks, which increase in intensity and vigour with every day. As another assault is launched, the armies of Mordor split their forces, some continuing to hold portions of Osgiliath and preventing Denethor's forces from recapturing the city while others march north to the crossings of Cair Andros, an island in the Anduin. The only major crossing over the Great River other than Osgiliath, Cair Andros is an old fortification, built in years long past, and once consisted of two stone keeps and a strong stone ring-wall. Centuries of warfare and decay have eroded this fortress, and though the Stewards of Gondor have always taken the defence of Cair Andros seriously, the long years of Gondor's decline have taken their toll here as they have everywhere. Now, Cair Andros's walls have fallen, and one of the keeps has also collapsed. Only the impressive natural barriers and the remaining fortress offer the crossing point any chance of enduring beneath Sauron's might.

PARTICIPANTS
GOOD
Faramir, Captain of Gondor
Damrod, Captain of the Rangers of Gondor
4 Rangers of Gondor
6 Warriors of Minas Tirith with bow
6 Warriors of Minas Tirith with spear and shield
6 Warriors of Minas Tirith with shield

Up to two Good Warriors may be given a banner.

EVIL
2 Orc Shamans
2 Orc Captains
24 Morannon Orcs with spear and shield
16 Orcs with hand weapon and shield
12 Orcs with spear
12 Orcs with Orc bow
8 Orcs with two-handed weapon

Up to two Evil Warriors may be given a banner. The Evil player may also include up to 8 Siege Ladders in his force.

LAYOUT
The scenario is played on a board 48"/112cm by 48"/112cm. The remaining keep of Cair Andros' outward wall is located in one corner of the board and contains a single gateway. The ruins of the other keep are located in another corner (see map). A sturdy wooden palisade has been erected along the site of the old ring-wall and stretches across the board to the south of the keep, on the other side of which are the razor sharp rocks of the island's shore. In the centre of the palisade is a single gate that leads down to the eastern bridge. Both the palisade and the keep walls are about 6"/14cm high and have a 2"/4cm wide fire-step. The area covered by the ruined keep counts as difficult terrain.

STARTING POSITIONS
The Good player deploys his entire force anywhere on the board and may choose whether the gates in the palisade and the main keep are open or closed. The Evil player then deploys his entire force on the south side of the palisade and more than 6"/14cm from the palisade wall.

OBJECTIVES
The game is played until the Evil force is reduced to 50% or less of its starting numbers, at which point they will break and run unless they have captured enough of the island. There are five locations of strategic importance on Cair Andros: the south road, the palisade gate, the courtyard beyond the palisade, the ruins, and the keep gate. At the start of the game an objective marker is placed in each of these locations, as shown on the map (the objective markers within both gates should be 3"/8cm from the gates themselves). When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of

POINTS MATCH: ESCALADE
Although this scenario relives Faramir's defence of Cair Andros you can also use it to play another 'Escalade' scenario that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose a Good force of up to 250 points and an Evil force of up to 750 points. Each side must include at least one Hero and may not include any Siege Engines, although the Evil force may include one ladder for every ten models (rounding up) in the force.

each objective marker. If an objective marker has more Evil models than Good within 3"/8cm of it, the Evil player controls that objective, otherwise it is controlled by the Good player. The player holding the most objectives wins the game unless the Good side has been eliminated, in which case the Evil player wins.

SPECIAL RULES

No Matter the Cost. The defenders have resigned themselves to this last, near hopeless, battle, and are now beyond fear. Come what may, they will fight to the last man. Good models do not take Courage tests for their force being reduced to half strength in this scenario.

The Siege of Gondor. If playing this scenario as part of the Siege of Gondor campaign rather than as a one-off game, the following changes apply:

If the Good player secured four of the five objective markers in the previous scenario then Sauron has had to retain more troops in Osgiliath. At the start of the game, after both sides have deployed, the Good player may choose six Warriors on the Evil side. These models are removed from play as casualties.

If the Evil player secured at least four out of the five objective markers in the previous scenario then Faramir had to lead a desperate counter-attack to prevent Osgiliath falling into the hands of the enemy. Both Damrod and Faramir begin this scenario with one less point of Might.

Evil side deployment zone

Objective

SIEGE ENGINES

Siege Engines have profiles in the same way that Warriors and Heroes do. Understandably, some of the values are simply not relevant to a big, inanimate hunk of metal and wood, and this is reflected in the profile.

	Strength	Defence	Batter Points
Trebuchet	(10)	10	3

MOVING THE SIEGE ENGINE

Siege Engines cannot move themselves, but may be moved by their crew at a rate that varies by the number of models attempting to move it. Three models may move a Siege Engine with them as they move, providing that all three start the Move phase touching the Siege Engine and remain in contact with it throughout their move – the Engine moves at the rate of the slowest model. Two models may move a Siege Engine in this way, but at half their normal Move rate. A single model may not move a Siege Engine by himself. Models with a Strength of 6 or higher (such as Mordor Trolls) count as three models for the purposes of moving a Siege Engine. Siege Engines cannot move through difficult terrain nor cross barriers.

FIRING THE SIEGE ENGINE

A Siege Engine may be fired once each turn provided that it has at least two crew in base contact with it, and that neither it nor they have moved this turn. If there are fewer crew (if the crew are engaged in combat, for example) then the machine cannot fire. Untrained Warriors and Heroes can help to fire the Siege Engine, but reduce its accuracy (see opposite).

All Siege Engines have a Range of 48"/112cm. When firing a Siege Engine, you may either aim at a model (Battlefield target – see below) or a point on a fortification (Siege target) exactly in the same way as firing a bow (one or more crew members and the Siege Engine itself must have line of sight to the target). Roll to hit as normal, using the Shoot value of the crew. If different crew members have different Shoot values, the worst is always used. If you fail to hit, the missile has gone astray of the target or some mechanical error has occurred – either way, the shot misses. If the shot hits you must now roll for scatter if firing at a Battlefield target; if firing at a Siege target no roll for Scatter is required.

Scatter

Siege Engines are not especially accurate when shooting at Battlefield targets – their normal quarry is much larger and moves far less! To represent this, if you are firing at a Battlefield target you must roll to see if the shot scatters from your initial target (shots against Siege targets do not scatter). Roll on the Scatter chart and apply the result.

SCATTER CHART

D6	Result
1	Wide of the mark. Your opponent may nominate one of your Battlefield targets or a Siege target within 6"/14cm of the initial target as the new target. If no alternative target is within 6"/14cm, or if the player does not want to do this, the shot misses completely.
2-5	Slight deviation. Your opponent may nominate one of his own Battlefield targets within 6"/14cm of the initial target as the new target, if he wishes. If there is no other suitable target within 6"/14cm, the shot misses completely.
6	Dead on! The shot lands exactly on target.

Note that neither player may scatter shots onto targets that the Siege Engine could not normally shoot at (they are out of range, there is no line of sight, etc).

Friends in Proximity and In The Way

As there is always a fair chance that a Siege Engine shot will scatter up to 6"/14cm from the chosen target, do not make 'In the Way' rolls until you have rolled on the Scatter chart. Determine what, if anything, is in the way, based on the final path of the shot.

Similarly, because of the high degree of inaccuracy, Good Siege Engines cannot shoot at an Evil model if there is a chance of a scattered shot hitting a friendly model. Evil models are unencumbered by such petty morality and may target whatever they wish, whether their friends are close to the target or not.

A NOTE ABOUT SIEGE AND BATTLEFIELD TARGETS

Most Siege Engines are designed for one purpose and for one purpose only: destroying enemy fortifications. As such they are incredibly powerful machines capable of causing massive damage to their targets but are not easily able to hit smaller quarry, such as individual warriors. To represent this within The Lord of The Rings we divide potential targets into two types: Siege and Battlefield.

Siege Targets are mostly buildings and fortifications – heavily armoured targets that don't move much (if at all). With targets of this size, precision aiming is not really a factor and even the most unwieldy of machines can easily hit. The walls and towers of a fortress count as Siege targets, as do all buildings, Siege Engines and Siege towers.

Battlefield Targets are small or comparatively fast-moving targets that Siege Engines have trouble drawing a bead on. This category comprises anything not specifically described as a Siege target – infantry, cavalry, civilians, monstrous mounts, fortress gates and loose mounts all count as Battlefield targets. Battlefield targets that suffer a hit from a Siege Engine are knocked to the ground and, if they suffer a wound, are killed outright regardless of however many wounds they have on their profile. Fate may be used to save this initial wound, but if the roll is failed then the model is removed as a casualty. The only exception to this is if the model has either 10 or more Wounds on its starting profile, or Defence 10. In this case, the model loses half its initial Wounds (rounding fractions up) and is still knocked to the ground.

Note that if a cavalry model is struck, the mount, rider and any passengers are all hit and knocked to the ground – roll to wound for each of them. In the same way, if a model involved in a fight is hit by a Siege Engine shot then all models in the fight are automatically hit.

Rolling to Wound

Once any scatter has been determined, roll to wound as normal using the Strength of the Siege Engine shown in brackets on the profile. If the shot hits a Siege target (whether it was the original target or not) remember to roll on the Batter chart if a wound is caused. Similarly, remember that a Battlefield target struck by a shot from a Siege Engine is knocked to the ground and automatically slain if wounded.

DEPLOYMENT

Because of the size and visibility of Siege Engines, if a scenario requires you to deploy your force in stages you must deploy your Siege Engines first and may not deploy other models until all your Siege Engines (and their crew) have been deployed. In addition, crew must always be deployed in base contact with their Siege Engine and at the same time, unless otherwise stated in a scenario.

TRAINED CREW

Siege Engine crew may operate any Siege Engines that their race may field, ie, Mordor War Catapult crew could skilfully operate any Mordor War Catapult or a Mordor Siege Bow, but not an Uruk-hai Siege Assault Machine or Gondor Battlecry Trebuchet. If they attempt to operate such a machine they count as untrained crew (see below). A crewman may not operate two Siege Engines at once.

UNTRAINED CREW

Warriors and Heroes who are not Siege Engine crew may fire a Siege Engine if the controlling player wishes. If a player chooses to fire a Siege Engine that is being crewed by one or more untrained individuals (ie, not a crewman, or a crewman of a different machine) the Engine will only ever hit on the roll of a 6, regardless of the Shoot value of the crew (even a Siege Engine with a fixed Shoot value, such as a Trebuchet). No Hero other than an Engineer Captain (see page 36) may use his or her Might to influence rolls to hit, rolls to wound, Scatter chart or Batter chart rolls made by the Siege Engine.

COURAGE TESTS

The Siege Engine itself does not need to make Courage Tests and does not count when working out the total size of the force or the break point of the force. It also does not count for the purposes of 'On Their Own' tests. The crew of a Siege Engine take Courage tests as normal and count towards the size of the force

ATTACKING SIEGE ENGINES

Siege Engines can be shot at normally. If a wound is scored, roll on the Batter chart to determine the amount of damage caused. If brought to 0 Batter Points, the model is disabled for the rest of the game – leave the Engine in place, but it cannot be fired anymore.

Siege Engines have no control zone and if an enemy model spends a full turn touching an Engine without doing anything else (ie, not shooting, using magical powers, or fighting in combat), the Engine is automatically dismantled as described above. Siege Engines count as having a Strength of 6 for the purposes of *Sorcerous Blast* and similar effects.

A powerful Orc war catapult pounds defensive positions.

MODIFYING SIEGE ENGINES

The profiles given for Siege Engines are representative of an average of their type. The truth is that all Siege Engines are slightly different, with each Engine varying in different ways. Gondor trebuchets are often of more efficient construction than Orc catapults, while Orc catapults often fire the severed heads of their enemies, and so on. To allow you to bring more variety and character to your Siege Engines we've included rules for customising them. Each upgrade is available to certain Siege Engines. You may purchase as many upgrades for each engine as you wish (see individual profiles for details). Unless otherwise specified, any Siege Engines included in scenarios are unmodified and have no upgrades. See the individual Siege Engine entries for details.
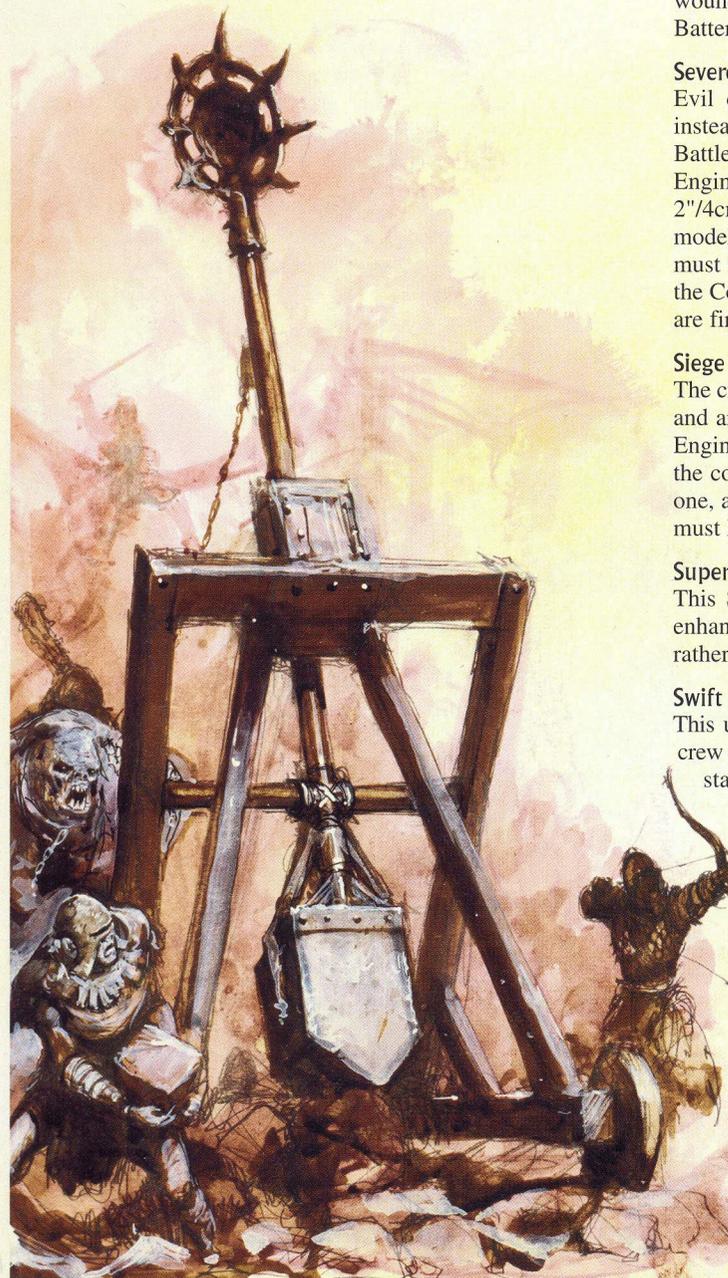
Engineer Captains

Some Heroes spend their lives training in the art of siege. If you buy this upgrade for your Siege Engine, one of the crew is replaced with a Captain taken from the relevant force list (see the main rules manual for details), represent this with a suitable model. Engineer Captains carry a hand weapon, but otherwise have the same equipment as the crew and many not be bought additional equipment (for example, a Gondor Engineer Captain would have a hand weapon and wear heavy armour). However, unlike other Heroes, Engineer Captains may use their Might to influence to hit, to wound, Scatter chart and Batter chart rolls made by the machine. Only a single Engineer Captain can be attached to a Siege Engine.

Flaming Ammunition

For catapults and trebuchets, straw-filled sacks can be soaked in oil and set alight, while on bolt-throwing machines, the projectile itself can be ignited. If a Siege Engine with Flaming Ammunition wounds a Siege target, the firing player may re-roll any 1s on the Battering chart.

Severed Heads

Evil catapults may fire the severed heads of Good Warriors instead of their normal payload. If Severed Heads are fired at a Battlefield target, ignore the normal Strength of the Siege Engine, instead both the initial target and all models within 2"/4cm suffer a single Strength 3 hit. This shot will neither knock models to the ground nor kill them outright. Any Good models hit must immediately pass a Courage test or retreat (as described in the Courage section of the main rules manual). If Severed Heads are fired at a Siege target, they inflict no damage.

Siege Veterans

The crew of this Siege Engine have taken part in countless sieges and are adept at targeting weak spots in construction. If a Siege Engine crewed by Siege Veterans successfully wounds a target the controlling player may roll two dice on the Batter chart, not one, and apply the highest result. To receive this bonus, all crew must have the Siege Veterans skill.

Superior Construction

This Siege Engine is a masterpiece in engineering, granting it enhanced range. This Siege Engine has a range of 60"/140cm rather than 48"/112cm.

Swift Reload

This upgrade can only be given to a Avenger Bolt Thrower. The crew of this Siege Engine are incredibly fast, aided by several non-standard refinements to its construction. Under optimal circumstances this machine can fire far faster than an unmodified Avenger. When firing an Avenger with this upgrade, the Good player rolls two D6 and chooses the highest result to determine the number of shots fired.

Troll

Some Evil Siege Engines can have Mordor Trolls attached to the crew for the purposes of loading and, in extreme cases, defending the construction. Siege Engines that have a Troll crewmember may fire twice each turn provided that the Troll is touching the Siege Engine, has not moved in the preceding Move phase, and is not engaged in combat. The Troll does not count towards the minimum number of crew required to operate the machine, so you must have at least two other crew present. Troll crew carry a huge bludgeoning weapon (not that they really need one to fight effectively). Only a single Mordor Troll can be attached to a Siege Engine.
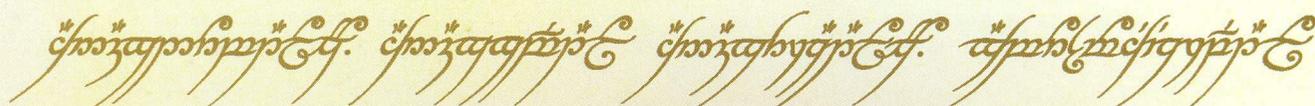
SIEGE TOWERS

Siege Towers are massive rolling bastions, often constructed of wood. Effectively armoured ladders, an attacker can use such a tower to get his troops directly onto the enemy's battlements whilst the structure of the tower itself defends the warriors within from missile fire. The actual dimensions of a Siege Tower can vary, but it should be tall enough to reach the enemy battlements (normally about 6"/14cm high) and have a ramp just wide enough for two models to stand side-by-side on (about 2"/4cm).

	Strength	Defence	Batter Points
Siege Tower	–	10	4

MOVING THE SIEGE TOWER

Siege Towers cannot move themselves, but may be moved at a rate that varies with the number of models that are pushing it. Six or more models may move a Siege Tower with them as they move, providing that all the models start the Move phase touching the Siege Tower and remain in contact with it throughout their move – the Tower moves at the rate of the slowest model. Between three and five models may move a Siege Tower in this way, but at half their normal move rate. A Siege Tower may not be moved by fewer than three models. Models with a Strength of 6 or higher (such as Mordor Trolls) count as three models for the purposes of moving a Siege Tower. Siege Towers can be turned to face any direction at the start of their move, but cannot change direction whilst moving. Siege Towers may never move through difficult terrain nor cross barriers.

It is possible for some models to be riding the Siege Tower as it is pushed towards the walls so that they are ready to assault the fortification as the Siege Tower hits home. Only infantry models on 25mm bases may ride a Siege Tower in this way. Models can move within the tower or get on/off before, during or after the tower has moved. A player may place as many models on a Siege Tower as will fit. However, each extra model makes the Siege Tower heavier. For each model that is riding the Siege Tower, the models required to push the Tower increases by one.

MOVING WITHIN THE SIEGE TOWER

All Siege Towers consist of one or more platforms (the highest usually being at the level of the battlements of the castle walls) and contain several ladders to allow the attackers to navigate the structure. All ladders within Siege Towers count as access ladders (see page 9). Otherwise models move around the Siege Tower exactly as if it were part of an ordinary tower.

ATTACKING THE SIEGE TOWER

Siege Towers count as Siege targets, and can be shot at normally. They have a Defence of 10 and 4 Batter Points. If a wound is scored, roll on the Batter chart to determine the amount of damage caused. A Siege Tower has no control zone. Enemy models in base contact with the Tower may strike it as if it were a door or gate, rolling on the Batter chart as normal (see page 29). If brought to 0 Batter Points, the model is destroyed – replace the Tower with a suitable pile of rubble. If a Siege Tower is destroyed, any models riding upon it fall to the ground below, taking a S3 hit for each full 1"/2cm that they fall. Siege Towers count as having a Strength of 6 for the purposes of *Sorcerous Blast* and *Ultimate Sorcerous Blast*.

ATTACKING FROM THE SIEGE TOWER

Models riding the Siege Tower may shoot or be shot at normally, following the usual rules for Shooting attacks (including line of sight, cover, etc). Models riding the Siege Tower always count as being stationary, regardless of how far the Siege Tower has moved.

ASSAULTING THE WALLS

When the Siege Tower reaches its target, the ramp is dropped and the passengers charge out onto the walls beyond. If a Siege Tower is touching a wall during its Move phase, the ramp can be dropped automatically, creating a bridge to the enemy ramparts. Once the ramp has been dropped, attackers on the upper level of the Siege Tower may move onto the ramparts as if it were open terrain. Defenders charged from the ramp do not get any of the usual bonuses for defending obstacles.

GOOD WARRIORS

The Battlecry Trebuchet flings a huge boulder at the target with terrifying speed, splintering defences and crushing warriors. Though relatively slow to aim and difficult to build, the Battlecry Trebuchet is a machine of frightening power.
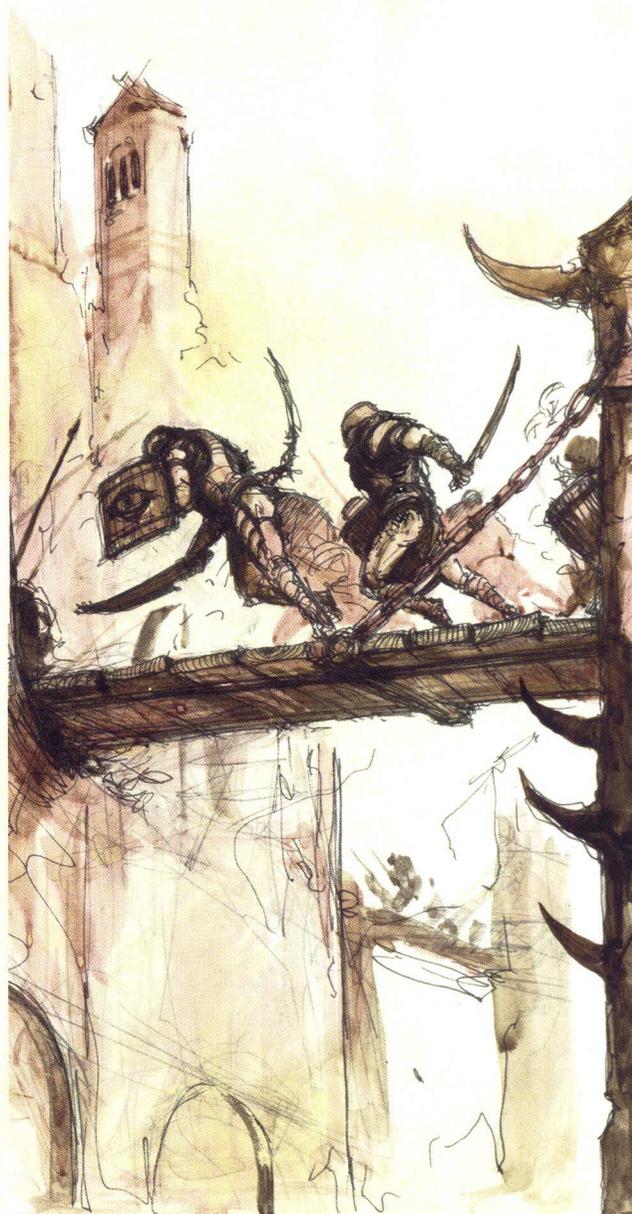
Shown at 50% of actual size

BATTLECRY TREBUCHET — Points Value: 110

	Strength	Defence	Batter Points
Battlecry	(10)	10	4

	F	S	D	A	W	C
Gondor Crewman	3/4+	3	5	1	1	3

CREW
A Battlecry Trebuchet consists of a Trebuchet and three Gondor crewmen armed with swords and wearing heavy armour. Extra crew can be added at additional cost:

Gondor Crewman   *7 pts each*

SPECIAL RULES
Indirect Fire. A Trebuchet always Volley Fires, as described on page 54 of the main rules manual, giving it a range of 18-96"/42-224cm but always hits on the roll of a 4+ rather than a 6. If you hit a Battlefield target, you must roll on the Scatter chart as normal.

Area Effect. Trebuchets fire a large stone that shatters on impact, hurling out a wave of debris that is often as deadly as the main projectile. If the Trebuchet scores a hit against a Battlefield target, all models within 2"/4cm of the target take a hit of Strength 5 (this hit does not kill Battlefield targets outright).

Wall-breaker. When a Trebuchet rolls to wound against a Siege target, the controlling player may roll two dice and pick the highest. If a wound is caused, roll on the Batter chart as normal.

The Avenger is an invention unique to Minas Tirith, a mechanical masterpiece that reloads itself even as it is fired. This efficiency enables the crew of an Avenger to fire many shots in the same space of time that another Engine could fire a single shot.

AVENGER BOLT THROWER — Points Value: 70

	Strength	Defence	Batter Points
Avenger	(7)	10	3

	F	S	D	A	W	C
Gondor Crewman	3/4+	3	5	1	1	3

CREW
An Avenger Bolt Thrower consists of an Avenger Bolt Thrower and two Gondor crewmen armed with hand weapons and wearing heavy armour. Extra crew can be added at additional cost:

Gondor Crewman   *7 pts each*

SPECIAL RULES
Short Range. An Avenger Bolt Thrower has a Range of 24"/56cm rather than the normal 48"/112cm.

Rapid Fire. An Avenger Bolt Thrower fires D6 shots each turn rather than one. Resolve each shot individually, rolling to hit, to scatter, and to wound for each before proceeding with the next. Shots from an Avenger Bolt Thrower do not kill Battlefield targets outright nor knock them to the ground. The usual restrictions on targeting apply. In addition, the second and following shots must be targeted at models within 3"/8cm of the first target.

Accurate. These machines are easier to aim than catapults and other heavy Siege Engines. When firing an Avenger at a Battlefield target the shot will only Scatter 3"/8cm rather than 6"/14cm.

UPGRADES
A Trebuchet or Bolt Thrower may be given the following upgrades at additional cost (see page 36 for details).

Flaming Ammunition	15 pts
Siege Veterans	15 pts
Superior Construction *	20 pts
Swift Reload **	20 pts
Gondor Engineer Captain	75 pts

* Battlecry Trebuchet only
** Avenger Bolt Thrower only
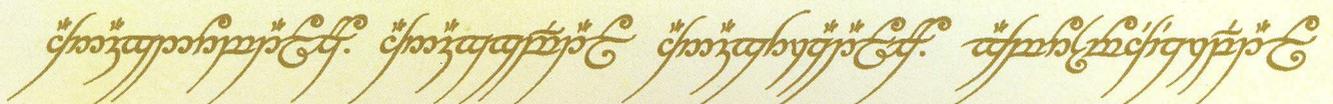
EVIL WARRIORS

MORDOR WAR CATAPULT   Points Value: 90

	Strength	Defence	Batter Points
Catapult	(10)	10	4

	F	S	D	A	W	C
Orc	3/5+	3	4	1	1	2
Mordor Troll	7/5+	7	7	3	3	3

CREW
A Mordor Catapult consists of a Catapult and three Orc crew armed with daggers and wearing armour. Extra crew can be added at additional cost:

Orc crewman   *5 pts each*

SPECIAL RULES
Indirect Fire. A Catapult always Volley Fires, as described on page 54 of the main rules manual, giving it a range of 18-96"/42-224cm but always hits on the roll of a 4+ rather than a 6. If you hit a Battlefield target, you must roll on the Scatter chart as normal.

Area Effect. Catapults fire a large stone that shatters on impact, hurling out a wave of debris as deadly as the main projectile. To represent this, if the Catapult scores a hit against a Battlefield target, all models within 2"/4cm of the target take a hit of Strength 6 (this hit does not kill Battlefield targets outright). All models with a Strength of 5 or less that are hit by the shot (either by the initial impact or the debris) are knocked to the ground.

MORDOR SIEGE BOW   Points Value: 50

	Strength	Defence	Batter Points
Siege Bow	(9)	10	3

	F	S	D	A	W	C
Orc	3/5+	3	4	1	1	2

CREW
A Mordor Siege Bow consists of a Siege Bow and two Orc crew armed with daggers and wearing armour. Extra crew can be added at additional cost:

Orc crewman   *5 pts each*

SPECIAL RULES
Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the Strength of the Siege Engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obtacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege Bows are easier to aim than Catapults and other heavy Siege Engines. When firing a Siege Bow at a Battlefield target the shot will Scatter only 3"/8cm rather than 6"/14cm.

Shown at 50% of actual size

Catapults are massive constructions of wood and iron that propel either immense boulders or clusters of smaller rock. Although able to destroy enemy warriors, the true value of catapults is their ability to swiftly break apart enemy defences.

This simple Siege Engine is a common sight in the armies of Mordor. The machine flings its payload (either an immense arrow or stone shot) at the target with punishing force.

Upgrades

A Mordor Catapult or Siege Bow may be given the following upgrades at additional cost (see page 36 for details).

Flaming Ammunition	15 pts
Orc Engineer Captain	65 pts
Severed Heads *	5 pts
Siege Veterans *	15 pts
Troll *	90 pts

* Mordor Catapult only

THE SIEGE OF GONDOR
ACT TWO:
SECOND ASSAULT ON CAIR ANDROS

How fleeting victory is, swiftly escaping my grasp almost before I can register the presence of the hope that it brings. Though Faramir has succeeded in holding Cair Andros against Sauron, in truth he has failed the people of Gondor in his wider task. The Orcs felled in the assault were by far too few in number. Though scattered before they could breach the defences of the isle, Faramir's reluctance to pursue them, and so turn a small victory into a grand triumph, is a half measure that does nothing to relieve the strain on our overtaxed forces. Even now I see the forces of Mordor regroup once more on the banks of the Anduin at both Cair Andros and Osgiliath. Their intentions are plain, and their forces almost without number. They remain undismayed at their losses and it is simple to comprehend why this should be so. Such is Sauron's might that his forces can lose many thousands and still retain more strength than we can hope to contain, while even the loss of a single warrior is a fell blow to us. With Osgiliath threatened once more I cannot spare the men to reinforce Cair Andros. Indeed, I will reappoint Faramir to the job he has done so well these long years, the harassing of our enemy's supply lines. His actions are tinged with disappointment, but he is still the ablest captain I have at my command since Boromir departed, and only through extraordinary means can we save Osgiliath. The city must not fall if we are to have any chance at mere survival. Is it not strange that even after so many years of ruin and decay, our long-abandoned capital reaches through the mists of time to influence our destiny once more?

In several hours of desperate fighting, Faramir's garrison at Cair Andros has succeeded in repelling the assault upon the fortress-island and inflicted heavy casualties upon the attackers – though not severe enough to please his father. Even as these Orcs retreat, more muster to press the attack upon Gondor, and Denethor, fast running out of warriors to defend his borders, sends Faramir to the uplands of Ithilien in an attempt to distract Sauron's gaze. In the next few days Faramir ambushes many columns of Southron and Easterling troops that are heading to the Black Gates, but these are mere pinpricks to the host the Dark Lord has assembled. Meantime, Sauron sends a force of Orcs from the Morannon to assail Cair Andros, and on the same day that the Witch-king leads his host from Minas Morgul, the fortress isle comes under attack once more.

PARTICIPANTS
GOOD
1 Captain of Gondor
4 Rangers of Gondor
4 Warriors of Minas Tirith with bow
4 Warriors of Minas Tirith with spear and shield
4 Warriors of Minas Tirith with shield

Up to one Good Warrior may be given a banner.

EVIL
Gothmog
12 Orcs with hand weapon and shield
9 Orcs with spear
8 Orcs with Orc bow
8 Orcs with two-handed weapon
1 Mordor Catapult with three Orc crew
2 Mordor Siege Bows with two Orc crew each
4 Orc Trackers

Up to one Evil Warrior may be given a banner. The Evil force may also include up to 4 Siege Ladders and 1 Battering Ram.

LAYOUT
The scenario is played on a board 48"/112cm by 48"/112cm. The remaining keep of Cair Andros' outward wall is located in one corner of the board and contains a single gateway. The ruins of the other keep are located in another corner (see map). A sturdy wooden palisade has been erected along the site of the old ring-wall and stretches across the board to the south of the keep, on the other side of which are the razor sharp rocks of the island's shore. In the centre of the palisade is a single gate that leads down to the eastern bridge. Both the palisade and the keep walls are about 6"/14cm high and have a 2"/4cm wide fire-step. The area covered by the ruined keep counts as difficult ground.

STARTING POSITIONS
The Good player deploys his entire force anywhere within the main keep and may choose if the gate in the main keep is open or closed. The Evil player then deploys his entire force within 18"/42cm of the southern board edge.
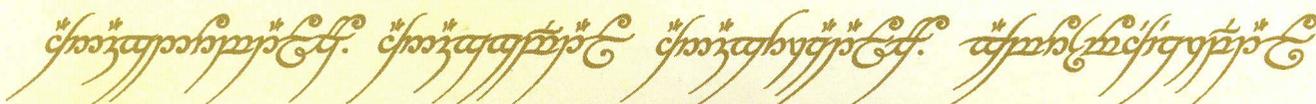
OBJECTIVES
The game lasts 12 turns, or until the Evil force is reduced to 50% or less of its starting numbers, at which point the game ends. The Evil player wins if he has 10 or more models on or behind the ramparts of the keep at the start of any turn. If he does not achieve this before the game ends, the Good player wins.

SPECIAL RULES
No Matter the Cost. The defenders have resigned themselves to this last, near hopeless, battle, and are now beyond fear. Come what may, they will fight to the last man. Good models do not take Courage tests for their force being reduced to half strength in this scenario.

POINTS MATCH: SIEGE
Although this scenario relives the doomed defence of Cair Andros you can also use it to play another 'Siege' scenario that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose a Good force of up to 150 points and an Evil force of up to 600 points. Each side must include at least one Hero. The Good player may not include any Siege Engines. The Evil force may include one ladder for every ten models (rounding up) in the force.

48" / 112cm

12" / 28cm

Good side deployment zone

12" / 28cm

12" / 28cm

12" / 28cm

12" / 28cm

48" / 112cm

N

18" / 42cm

12" / 28cm

Evil side deployment zone

The Siege of Gondor. If playing this scenario as part of the Siege of Gondor campaign, rather than as a one-off battle, the following changes apply:

If the Good player secured four out of the five objective markers in the previous scenario then the skill and courage of the defenders has enabled them to deal an almost crippling loss to the Orcs who have since retreated several leagues from the island. To represent this, the Evil player may only deploy up to 12"/28cm from the southern board edge rather than the normal 18"/42cm.

If the Evil player secured four out of the five objective markers in the previous scenario then, despite Faramir's desperate defence, they managed to retain a foothold upon Cair Andros, giving them a staging point from which to launch their next assault. The Evil player may deploy anywhere on the board outside of the main keep but no closer than 6"/14cm to the keep's walls.

BUILDING AN ORC SIEGE TOWER

Mordor Orcs use siege towers to scale castle walls, and here we show you how to build one for your own battles. If you've used the plans on pages 20-25 to build a fortress, the tower we build here is tall enough to reach the walls, with a bridge that drops down to fit the battlements. The model is made with nothing more than thin foamboard, cartridge paper and cocktail sticks.

The only addition is a ladder attached to the outside. If you want to you can build separate ladders for your Orc forces to use to attack the castle walls as well. Why not make some more to go inside the castle itself?

Materials

3.5mm foamboard, cartridge paper and cocktail sticks. Paints: Tin Bitz, Boltgun Metal, Bestial Brown, Snakebite Leather and Bleached Bone.

Tools

Modelling knife, metal ruler, PVA glue, pencil.

Cut the parts to size based on these plans. Take your time when cutting the four wheels. Alternatively, you can trace around a round slotta base.

Before you start, you need to make the drop-down bridge. Take the front piece and cut through the card layer on one side along the dotted guideline. Then carefully slice through the inner foam core. You will then be able to bend down the flap to make the bridge.

Side x2 — 50mm, 123mm

Bridge — 48mm, 28mm

Front — 52mm

Back — 93mm, 52mm

Bottom — 58mm, 70mm

Top — 52mm

Wheel x4 — 25mm

Shown at 66%. For correct size, photocopy at 150%

Building the Siege Tower

Start building the tower from the base upwards. Glue the front and one of the side pieces onto the base at the same time. Glue the back panel in place, followed by the top floor. To finish off the tower add the remaining side panel.

You'll find it easier to leave the wheels off the model for the time being. We recommend you texture and paint them separately.

Details

Use cocktail sticks to add details to the finished structure. Cut a stick in half and press both parts into the edge of the bridge. Make sure they are 30mm apart: that way they fit between the arrow slits on the castle walls. To give the tower a more lethal appearance, add cocktail sticks into the top to make cruel-looking stakes.

Texturing the Siege Tower

To create the effect of rough metal plates beaten onto the exterior of the siege tower, use crumpled cartridge paper. Tear off small pieces of the crumpled paper and glue them to the outside of the siege engine. Overlap the pieces as much as you like, this just adds to the finished effect. Paint a coat of watered down PVA glue over the surface to seal the paper. Then glue the wheels in place.

Painting

Once the PVA glue is dry, undercoat the model black. Overbrush the whole model with Tin Bitz, then Boltgun Metal.

Orcs swarm onto the walls from their siege tower.

THE SIEGE OF GONDOR
ACT THREE: THE RAMMAS

It is indeed a bitter draught from which I have supped, and its poison is made all the worse from the knowledge that it was I that mixed it for my own consumption. The arrival of Gandalf has reaffirmed the dire nature of recent events, and he himself confirmed something that I have known in my heart for many days now. Boromir is dead, slain upon the errand that I entrusted to him. I have robbed Gondor of its greatest hope. Would that I could place my faith in my remaining heir, but once more it would seem that Faramir has failed his people. The fortifications of Cair Andros are gone, swept away in a tide of darkness that left only death and ruin in its wake. This we could perhaps endure had Osgiliath held, but my remaining son has been unable to stand before the might unleashed upon him and the city has been lost. Even now, as the Grey Fool assails my authority and stalks my city, so too do the forces of Sauron throw themselves against the Rammas. We are now challenged to the north and to the east, by both the forces of Mordor and Imlad Morgul. I am besieged in every way, without and within. Now that war has broken upon us, it seems that none now care for the allegiances of old, preferring to take whatever course they believe shall best preserve them. Loyal men who have been in my service for many years now look to Gandalf and Imrahil for guidance, as though their wisdom were greater than mine, their perception deeper. My authority grows as thin as the defences of my realm. If Rohan marched to my aid we could perhaps endure. Rohan has not come.

As the final players move into position, Faramir is ejected from Osgiliath by the forces under Gothmog's command. Desperate to buy some time, Faramir rallies his survivors to the fortifications along the Rammas, the rampart that is the boundary of the Pelennor fields. Such an act is a brave one but ultimately doomed. Cair Andros has fallen, and even now the forces of Mordor press at the northern edge of the Rammas and when they break through the thin defences Faramir will be cut off from Minas Tirith. Even as Faramir flees to the Rammas, Gothmog pursues with a vengeance. If Faramir is to be saved, the defenders must sally forth from the Rammas and retrieve him to safety.

PARTICIPANTS

GOOD
Faramir, Captain of Gondor (on foot)
Damrod
1 Captain of Gondor
4 Rangers of Gondor
4 Warriors of Minas Tirith with bow
4 Warriors of Minas Tirith with spear and shield
4 Warriors of Minas Tirith with shield
10 Knights of Minas Tirith
1 Avenger Bolt Thrower with two crew
1 Battlecry Trebuchet with three crew

Up to two Good Warriors may be given a banner.

EVIL
Gothmog, Lieutenant of Morgul
2 Orc Captains
2 Orc Shamans
12 Morannon Orcs with spear and shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapon
2 Mordor Siege Bows with two Orc crew each
8 Orcs with hand weapon and shield
2 Warg Riders with throwing spear and shield
2 Warg Riders with Orc bow

Up to four Evil warriors may be given a banner. The Evil player may also include up to 8 Siege Ladders and 1 Battering Ram in his force.

LAYOUT
The scenario is played on a board 48"/112cm by 48"/112cm. The Rammas stretches across the board 12"/28cm in from the southern table edge (see map). The Rammas itself is made of stone and has a gate set into it in the very centre. Both sides of the Rammas have been cleared to enable the defenders to have clear fields of fire (and of retreat) but players can scatter a few trees and rocky outcrops on the board if they wish.

STARTING POSITIONS
The Good player deploys Faramir, Damrod and the Rangers up to 12"/28cm from the northern board edge. He then deploys the Warriors of Minas Tirith and the Siege Engines anywhere on or behind the Rammas. Finally, he deploys the Knights of Minas Tirith up to 3"/8cm in from the southern board edge. When the Good player has finished deploying, the Evil player may deploy his force up to 6"/14cm from the northern table edge.

OBJECTIVES
The game lasts 15 turns. The Evil player wins if he has achieved two out of the following three objectives at the end of any turn:

- Faramir has been slain.

- The Good force has been reduced to 25% or less of its starting numbers.

- The Evil player has 10 or more models on or behind the Rammas.

If the Evil player does not achieve his victory conditions before the game ends, the Good player wins.

SPECIAL RULES
Unrelenting Assault. The forces of Morgul are innumerable – for every Orc slain, there is another to take its place. When an Evil warrior is slain, the Evil player may move it on from the northern board edge at the end of his next Move phase. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally. Heroes and Siege Engine crew do not return to play in this way – once slain they are no longer available.

No Matter the Cost. The defenders have resigned themselves to this last, near hopeless, battle, and are now beyond fear. Come what may, they will fight to the last man. Good models do not take Courage tests for their force being reduced to half strength in this scenario.
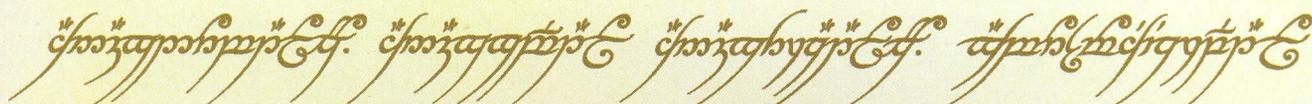
The Siege of Gondor. If playing this scenario as part of the Siege of Gondor campaign rather than as a one-off battle, the following changes apply:
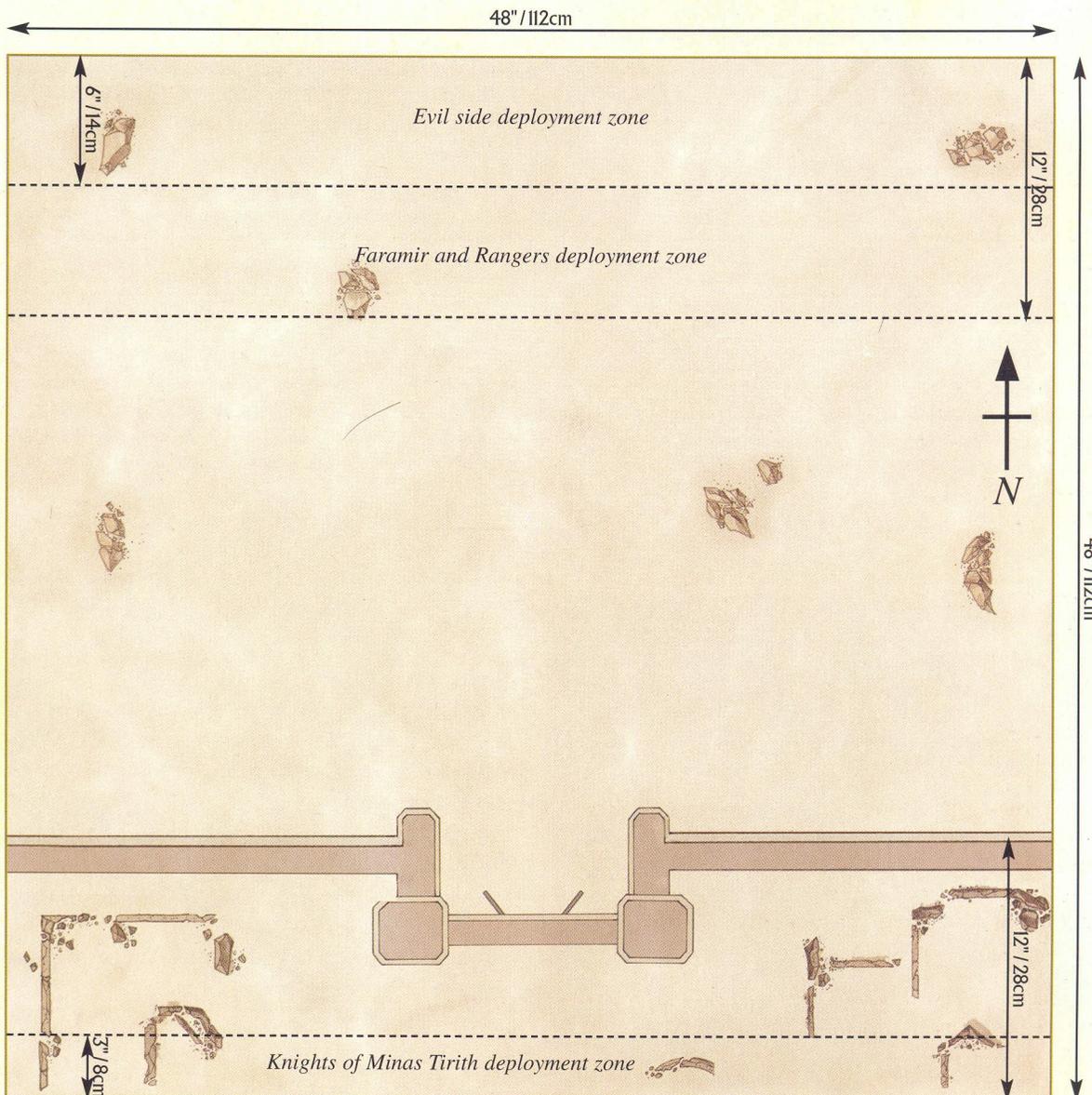
If the Good player won the previous scenario by reducing the Evil force to 50% or less of its starting value (rather than through the turn limit expiring), the resulting confusion in the ranks of the Orcs allowed a handful of Men to escape to the Rammas. The Good player starts this game with an additional 4 Warriors of Minas Tirith and 1 Ranger of Gondor (armed as the Good player wishes).

If the Evil player won the previous scenario within 8 turns, Cair Andros fell swiftly allowing the Orcs to breach the northern circle of the Rammas much earlier. The Evil player may hold back up to 6 Warriors when he deploys. These move onto the board from any point on a table edge of the Evil player's choice at the end of his first turn.

Weary with Much Toil. Faramir and Damrod have been battling hard at Osgiliath in bitter close-quarter fighting. Both start this scenario with only a single point of Might.

POINTS MATCH: SORTIE

Rather than re-enacting the defence of the Rammas, you can play another 'Sortie' scenario that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose a Good force of up to 500 points and an Evil force of up to 500 points. Each side must include at least one Hero. The Evil force may include one ladder for every ten models (rounding up) in the force.

48"/112cm

6"/14cm

Evil side deployment zone

12"/28cm

Faramir and Rangers deployment zone

N

48"/112cm

12"/28cm

3"/8cm

Knights of Minas Tirith deployment zone

THE SIEGE OF GONDOR
ACT FOUR:
THE SIEGE OF MINAS TIRITH

A nd now the final act in this careless tragedy is to be played out. Minas Tirith is under siege, her proud walls bounded by Sauron's might, and much of Gondor in the grip of his armies. About the walls, in the shadow of Mindolluin, all manner of creatures are as busy as ants, doubtless forging their devilry in the dim glow of innumerable torches. Even now, smoke billows from the trenches that they have torn in the ground below the city, a dark and choking vapour that settles over the city, extinguishing the fires of our torches and the ardour of our warriors alike. Faramir lies within the White Tower, an altogether different fire burning in his veins. In the retreat from the Rammas a poisoned dart struck him and now, unable to speak, he lies still and fever assails the house of his spirit. Would that I had never seen this day, a day where I lose both my son and my land to darkness and death. Rohan has not come.

The final defences of Minas Tirith have fallen, and now only the city itself stands between Sauron and the dawn of a new age where he is the dominant power. In these final hours of the siege it is Gandalf who saves Minas Tirith from doom. Wherever he strides, hope is renewed and strength redoubled, and without his presence the city would have fallen swiftly. The walls of Minas Tirith are strong and while men still defend them no enemy can prevail, but fear is a weapon the Witch-king long ago mastered. Even as the physical siege progresses, the Captain of Morgul assails the hearts and souls of his foe. Though neither side realises it, this final assault will determine the fate of Gondor. If the city holds for long enough, the Rohirrim will arrive to break the siege and hope will be snatched from the clutches of despair. If the city falls, Théoden and his warriors will arrive in time to gaze upon the ruin of Gondor.

PARTICIPANTS

GOOD
Gandalf the White
Pippin
Beregond
4 Citadel Guard with spear
4 Citadel Guard with longbow
4 Warriors of Minas Tirith with shield
4 Warriors of Minas Tirith with spear and shield
4 Warriors of Minas Tirith with bow
2 Battlecry Trebuchets with three crew each
2 Avenger Bolt Throwers with two crew each

Up to three Good Warriors may be given a banner.

EVIL
The Witch-king of Angmar
Gothmog, Lieutenant of Morgul
1 Orc Shaman
16 Morannon Orcs with spear and shield
8 Orcs with hand weapon and shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapon
2 Mordor Trolls
1 Mordor Catapult with three Orc crew and one Troll
2 Mordor Siege bows with two Orc crew each
4 Orc Trackers

Up to three Evil Warriors may be given a banner. The Evil force may also include up to 8 Siege Ladders, 2 Siege Towers and 1 Battering Ram.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The outer wall of Minas Tirith is made of stone and stretches across the board 12"/28cm in from the southern table edge. The inner edge of the wall faces onto the streets of the first circle of Minas Tirith. The outer edge of the wall faces onto a morass of trenches and siege works (the Pelennor itself is featureless to allow a clear field of fire).
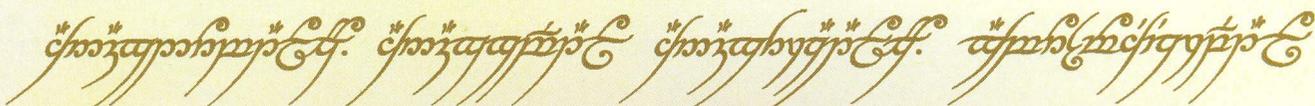
STARTING POSITIONS

The Good player deploys his entire force on or behind the walls of Minas Tirith. When the Good player has finished deploying, the Evil player may deploy his entire force up to 18"/42cm from the northern table edge.

OBJECTIVES

The game lasts for 12 turns. The Evil player wins if he has 16 or more models on or behind the wall, or has achieved two out of the following three objectives at the end of any turn:

- Gandalf has been slain.
- The Good force has been reduced to 25% or less of its starting numbers.
- The Evil player has 8 or more models on or behind the wall.

If the Evil player does not achieve his victory conditions before the game ends, the Good player wins.

SPECIAL RULES

Rohan has Come! From the sixth turn onwards, the Good player may roll a D6 at the start of his Move phase. If a 6 is rolled, the Rohirrim have arrived and the Witch-king leaves to confront this new threat – remove him from play as if he were a casualty.

The Final Battle. The defenders have resigned themselves to this last, near-hopeless battle and are now beyond fear, whilst the attackers are so numerous they give no heed to their losses. Neither Good nor Evil models take Courage tests for their force being reduced to half strength in this scenario.

The Siege of Gondor. If playing this scenario as part of the Siege of Gondor campaign, rather than as a one-off battle, the following changes apply:

If the Good player won the previous game and killed at least 50% of the Evil force, the Witch-king has been delayed in his final assault on Minas Tirith. The Evil force may only deploy up to 12"/28cm from the northern board edge.

If the Evil player won the previous scenario within 10 turns, the Rammas fell hastily allowing the Orcs to take their positions swiftly and place their Siege Engines that much sooner. At the start of the game, after both sides have deployed, the Evil player may take a single shot with each Siege Engine on his force.

POINTS MATCH: GRAND SIEGE

As well as re-enacting the siege of Minas Tirith you can use this scenario to play other 'Grand Siege' games. If you want to play this game with other forces, choose a Good force of up to 750 points and an Evil force of up to 1,000 points. Each side must include at least one Hero. The Evil force may include a single Battering Ram, two Siege Towers, and up to one ladder for every ten models (rounding up) in the force.

48"/112cm

18"/42cm

Evil deployment zone

48"/112cm

Good deployment zone

12"/28cm

THE BATTLE OF MINAS TIRITH

"The board is set. The pieces are moving. We come to it at last; the great battle of our time."

Gandalf, The Return of The King

Gandalf the White

Beregond

Pippin

"Old fool! This is my hour. Do you not know Death when you see it? Die now and curse in vain!"

The line of the defenders buckles under the charge of the Morannon Orcs.

The Witch-king

Morannon Orcs

THE SIEGE OF GONDOR
EPILOGUE: THE PYRE OF DENETHOR

*T*he West has ended, and only a fool would remain to face the darkness that follows. Two choices, only two, are now open to those who have defied Sauron, death or eternal slavery. Denethor will not end in ignominy and defeat, nor will Faramir, son of Denethor! We will not fade into nothing, nor be consumed by poisons without and within. Our line has kept Gondor safe for many hundreds of years and how are we rewarded? I am betrayed by all about me, by my knights, my advisors and even my own son. They think me a fool, but I am Steward of this city and ruler of this land – I shall not allow my fate to play out this way! The Grey Fool may have stolen my authority and the loyalty of my knights, but none shall rob me of my son. I will not tolerate a life diminished in stature, nor forsaken honour. As the world turns to ash and smoke, here, within the silent halls of Rath Dínen, we shall embrace the warmth of the flames together!

In the darkest hour, suddenly hope has been reborn. Sauron's armies now find themselves embattled upon three fronts. With Théoden at their head, the forces of Rohan drive like a spear into the heart of the Witch-king's army, the long years falling from the son of Thengel's shoulders as the battle is joined. To the east, surprise turns to panic as Aragorn leads a host from the ships of the corsairs, Orcs scattering before the coming of the King. The fighting at the gates of Minas Tirith slackens, and the defenders have time to catch their breath. While Gandalf continues to marshal the defence, Imrahil prepares another sortie to ride to the aid of their allies – but madness still lays a claim upon the White City. Denethor's mind has broken, and he has resolved to burn both himself and the gravely wounded Faramir on a funeral pyre. As almost all of his servants follow his insane wishes, only two, Pippin and Beregond, question his wisdom and sanity. Neither will let Faramir be slain by his father, and while Pippin hurries in search of Gandalf, Beregond takes a more direct approach – blood will soon be spilt on the steps of Rath Dínen.

PARTICIPANTS

GOOD
Gandalf the White
Pippin
Beregond of Gondor
4 Citadel Guard with spears
4 Citadel Guard with longbows
8 Warriors of Minas Tirith with bow
8 Warriors of Minas Tirith with spear and shield
8 Warriors of Minas Tirith with shield

Up to two Good Warriors may be given a banner.

EVIL
Denethor, Steward of Gondor
1 Orc Captain
1 Orc Shaman
16 Morannon Orcs with spear and shield
8 Orcs with hand weapon and shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapon
6 Servants of Denethor with daggers (count as Warriors of Gondor)

Up to two Orc Warriors may be given a banner.

LAYOUT
The scenario is played on a board 72"/180cm by 48"/112cm. The hall in which the pyre has been prepared is located in the centre of one of the short board edges (see map) and should have an internal dimension of about 6"/14cm. Faramir's pyre is in the centre of the chamber which has one door (a Heavy Door) to the city. The door is locked, although the servants and Denethor all have keys and may open and close it at will. At the opposite end of the board is the gate of Minas Tirith where the fighting still rages. The intervening space should be filled with buildings in various states of damage.

STARTING POSITIONS
Denethor is placed in base contact with Faramir's pyre, while Beregond is placed in base contact with the door to the pyre chamber. When this has been done, the Evil player places the Servants of Denethor at least 12"/28cm away from Beregond.

The remainder of the Good and Evil forces are split into two equal groups. The Good player deploys one of his groups anywhere between 12"/28cm and 24"/56cm away from the gate board edge. When he has done this, the Evil player places one of his groups within 12"/28cm of the gate board edge. The Good player then deploys his final group between 12"/28cm and 24"/56cm away from the gate board edge. Finally, the Evil player deploys his second group within 12"/28cm of the gate board edge.

> ## POINTS MATCH: RESCUE
> *Rather than re-enacting the rescue of Faramir, you can use this scenario to play another 'Rescue' that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose two forces of equal points value. Each side must include at least one Hero and may not equip more than 33% of its starting models with bows or crossbows.*
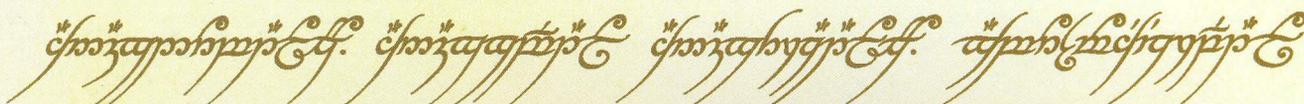
OBJECTIVES

To win, the Good player must prevent Faramir from being burned, and reduce the Evil force to 25% of their starting numbers or below. If the Good player achieves both of these conditions before his forces are reduced to 25% of their starting numbers or below, he wins. If only one of these conditions is achieved, the game is a draw. If the Evil player prevents both of these objectives from being met, he wins.

SPECIAL RULES

A Broken Man. Denethor is now well and truly insane, and accordingly is controlled solely by the Evil player – the Broken Mind special rule does not apply. The six Warriors of Gondor are dedicated to their lord's service and will follow his commands to the last and so also count as Evil models in this scenario. At the start of the game, Denethor is not aware that anything is amiss and will not leave his son's side. At the start of the fifth turn, he realises that his servants have become delayed and may be controlled by the Evil player as normal. The six Warriors of Gondor may be controlled as normal (by the Evil player) from the start of the game.

The Pyre. Denethor is awaiting his servants for the final preparation of the pyre and will not light it until they arrive. In the Move phase, Denethor can light the pyre automatically if he is stood atop it and there are at least three unengaged servants in base contact with it. If there are fewer servants, Denethor can only light the pyre on the D6 roll of a 6. If the pyre is lit, all models upon it are automatically slain.

Brink of Exhaustion. Gandalf has been fighting for many hours, and on top of that has had to confront the Witch-king of Angmar, so accordingly his reserves of power are at a low ebb. He starts this scenario with only 1 Might, 2 Will and 1 Fate.

The Siege of Gondor. If playing this scenario as part of the Siege of Gondor campaign, rather than as a one-off battle, the following changes apply:

If more than 50% of the Good force survived the last scenario, then more defenders will be alive at the start of this one. The Good player may include one extra Warrior of Minas Tirith in this scenario for each model that survived beyond the 50% cut off. For example, if playing Act 4 with the historical participants, if 24 Good models survived, the Good player could field an extra Warrior of Minas Tirith, if 25 Good models survived, the Good player could field two extra Warriors of Minas Tirith, and so on…

If Sauron's army spilled into the streets behind the wall in the last scenario, the fighting here will be that much harder. For each Evil model that escaped from the southern board edge in the last scenario, the Evil player may deploy two models up to 24"/56cm in from the gate board edge and at least 6"/14cm away from any enemy models. These models come from his existing 'pool' of troops – he does not receive additional warriors.

Map showing the deployment zones. Dimensions: 72"/168cm wide, 48"/112cm tall. Labels include: 12"/28cm sections; Evil side deployment zone; Good side deployment zone; Denethor's Servants deploy outside this area; 12"/28cm; 6"/14cm; Beregond; Denethor on pyre.
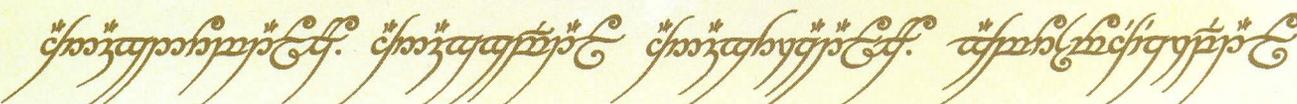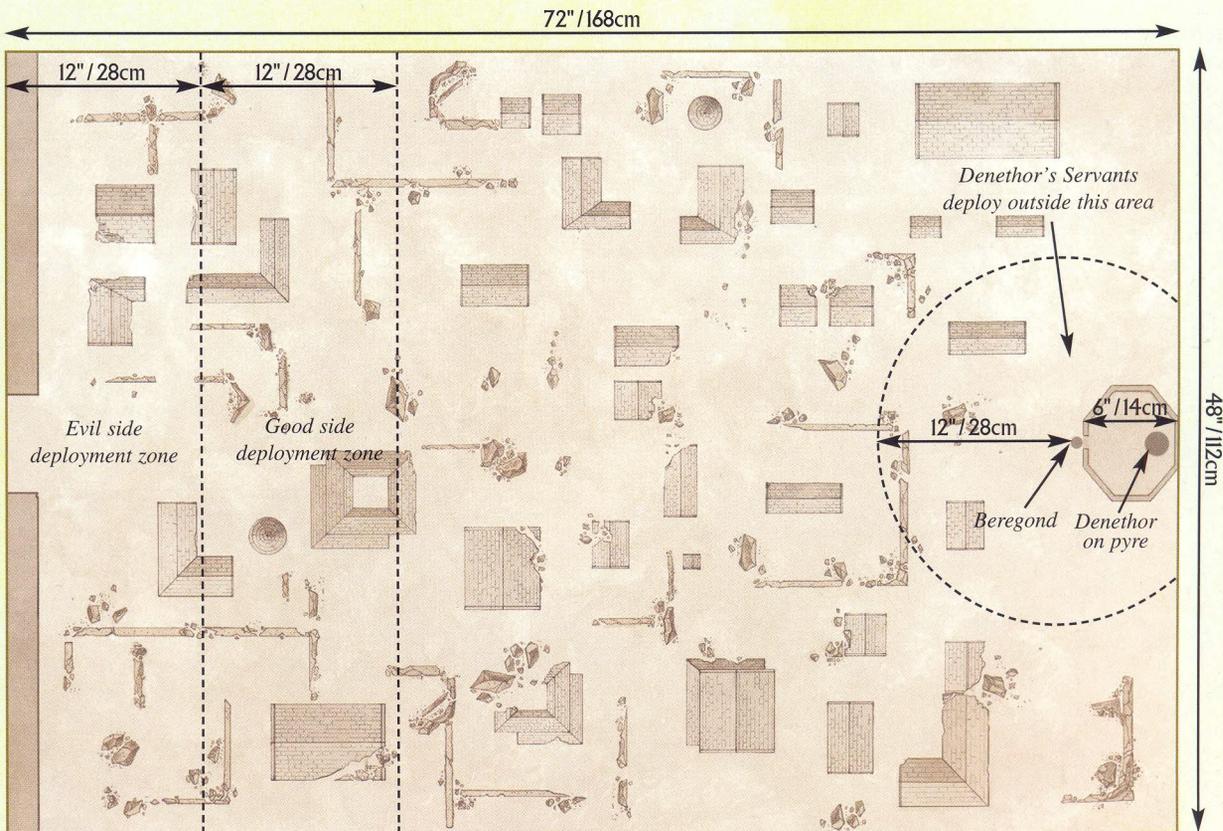
THE SIEGE OF HELM'S DEEP

URUK-HAI DEMOLITION CHARGES

Uruk-hai demolition charges consist of large chests full of highly unstable blasting powder. It is very destructive but probably as dangerous to its users as to the foe! Only warriors as heedless of their lives as the White Hand Uruk-hai would contemplate using such an infernal device. No models other than White Hand Uruk-hai are allowed to carry demolition charges.

MOVING THE CHARGE

A demolition charge can be picked up by one or two models that are touching the charge. Once picked up, the demolition charge cannot be moved further that turn. If two models carry a demolition charge they can move at no penalty. If a single model is carrying a demolition charge it moves at half speed. Uruk-hai carrying a demolition charge cannot shoot that turn or cast spells. They are not free to carry other burdens, such as ladders, battering rams or other warriors.

An Uruk-hai can drop a demolition charge at any point in his move. If an Uruk-hai carrying a demolition charge is charged he will automatically drop it to fight. If one carrier is slain, the remaining Uruk-hai can continue to move with the charge at half rate, as described above – an additional Uruk-hai can pick up the charge the following turn if the player wishes but may not move further that turn. If all carriers are slain the demolition charge is dropped immediately.

DETONATING THE CHARGE

To use the demolition charge it must be dropped. A demolition charge cannot be detonated in the same turn that it was dropped. An Uruk-hai model with a flaming brand in base contact with the charge may set it off during the Fight phase. This model must be otherwise unoccupied – a model that is fighting an enemy or operating a battering ram, carrying a ladder or other burden cannot set off the demolition charge. Anyone near the charge when it goes off is almost certain to be killed – so the Uruk-hai attempting to

set off the charge must test his Courage before doing so. If he fails he cannot detonate the charge. If he succeeds, the Evil player rolls on the following chart to determine the effects:

DETONATION CHART

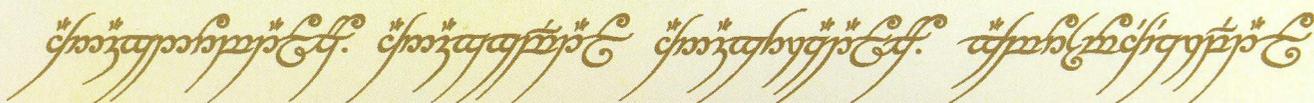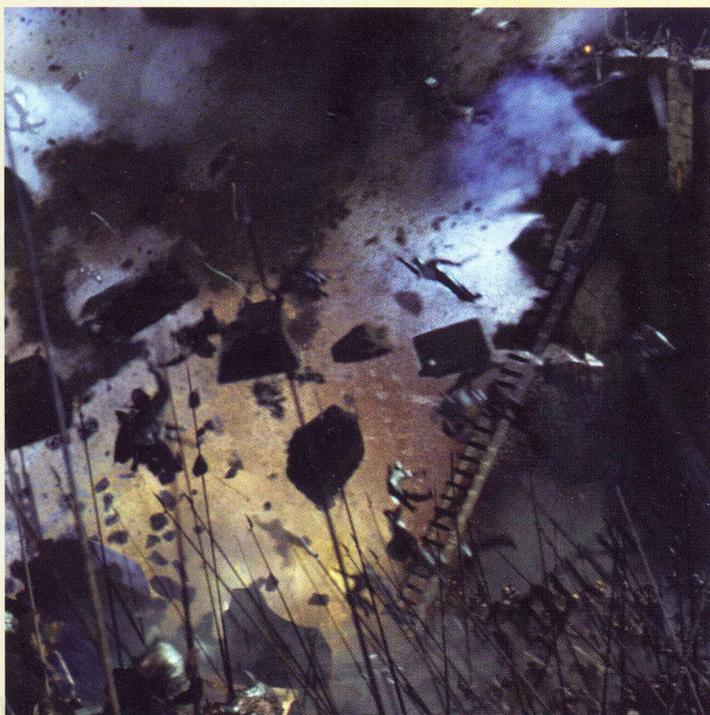| Dice	Result
1	Dud. The charge has been damaged in some way and will not detonate; remove it from play.
2-5	Instant Reaction. The charge catches instantly, exploding in a roar of smoke and flame. See below for details.
6	Titanic explosion. The powder in the charge detonates with colossal fury as described below, but inflicts 2D6 Wounds rather than D6.

When it explodes, a demolition charge automatically strikes everything within 2"/4cm of the model – including walls, gates, doors, and, of course, any warriors in range of it. Each target struck automatically takes D6 wounds, regardless of its Defence value. Even walls and towers suffer D6 wounds from demolition charges – roll once on the Battering chart for each wound inflicted. The demolition charge is removed once it has exploded.

DESPERATE DETONATIONS

In dire need, a demolition charge can be detonated without a flaming brand. An Uruk-hai in base contact with a charge may attempt to set it off by hitting the metal casing with his sword. This model must be otherwise unoccupied – a model that is fighting an enemy or operating a battering ram, carrying a ladder or other burden cannot set off the demolition charge – and must pass a Courage test as normal. If the Evil player wishes to do this he must roll a D6 for each Uruk-hai attempting to detonate the charge in this way. On the roll of one or more 6s, the charge is detonated – roll on the Detonation chart as usual.

ATTACKING THE CHARGE

The demolition charge can be shot at normally and has a Defence of 7 and 3 Wounds. If the charge is wounded, roll a D6 per Wound inflicted. On the roll of a 6, the charge is detonated – roll on the Detonation chart as normal. A demolition charge that is wounded by another demolition charge will be detonated on the roll of a 4+ (per wound suffered) rather than a 6. If brought to 0 wounds without explosive incident, the container is shattered and the powder scatters harmlessly on the ground – remove the charge from play. The demolition charge has no control zone and, if an enemy model spends a full turn in base contact with the charge without doing anything else (ie, not shooting, using magical powers, or fighting in combat), the charge is automatically dismantled as described above. Needless to say, Good models may not shoot at a demolition charge, or at a target with a demolition charge in the way, if another Good model is within 2"/4cm of the charge.

EVIL WARRIORS

URUK-HAI DEMOLITION TEAM   80 points

	F	S	D	A	W	C
Demolition charge	-	-	7	-	3	-
Uruk-hai Engineer	4/4+	4	5	1	1	3
Uruk-hai Berserker	4/-	4	6	2	1	8

Crew

An Uruk-hai Demolition Team consists of one demolition charge, one Uruk-hai Berserker armed with a long sword (counts as an Elven blade) and a flaming brand, and two Uruk-hai Engineers armed with hand weapons. The Uruk-hai Engineers can carry a flaming brand at additional cost.

Flaming Brand	*1 pt*

SPECIAL RULES

Flaming Brands. The Uruk-hai accompanying demolition charges can be given flaming brands to assist them in lighting the powder. Uruk-hai warriors equipped in this way cannot be given shields – they need a hand free to carry the brand. Similarly, an Uruk-hai Berserker carrying a flaming brand may not use his sword as a two-handed weapon. They otherwise suffer no penalty. If a model carrying a flaming brand is killed, the brand is extinguished and lost in the chaos of battle.

Alchemical Fury. The demolition charge, as its names suggests, is designed to explode in a burst of heat and flame. See page 56 for details.

Saruman's devilry has created a primitive explosive charge, able to destroy walls and fortifications as easily as it burns and ruins flesh.

URUK-HAI SIEGE ASSAULT BALLISTA   65 points

	Strength	Defence	Batter Points
Assault Ballista	(9)	10	4

	F	S	D	A	W	C
White Hand Uruk-hai	4/4+	4	5	1	1	3

Crew

An Uruk-hai Siege Assault Ballista consists of an Assault Ballista and three White Hand Uruk-hai crew armed with daggers and wearing armour. Extra crew can be added at additional cost:

Uruk-hai crew	*10 pts each*

Shown at 50% of actual size

In order to raise their ladders more quickly and secure them tightly against the enemy's walls, the Uruk-hai employ a unique engine of war that hurls a massive grapple at the foe's battlements.

SPECIAL RULES

Raise the Ladders! The Assault Ballista can attempt to raise a ladder to the enemy battlements during the Shoot phase. To do this, the player must first nominate a point on the battlements within range and which at least one crew member and the machine have line of sight to. Roll to hit as usual – if a hit is scored, the grapple has struck home; if the machine misses, there is no further effect. When the grappling hook hits, a single siege ladder within 6"/14cm of the wall base below the target point is moved forward to the wall and raised immediately. All ladder carriers drop their ladder as it is raised. Any one of the carriers can grab the top of the ladder and ride to the top as it ascends. The warrior is then treated exactly as if he had climbed to the top of the ladder that turn.

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the Strength of the Siege Engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Upgrades

An Uruk-hai Siege Assault Ballista may be given the following upgrade at additional cost (see page 36 for details).

Flaming Ammunition . . . . .10 pts
Superior Construction . . . . .15 pts
Uruk-hai Engineer Captain . . . . .85 pts

HELM'S DEEP
ACT ONE: THE DEFENCES MUST HOLD!

"So much death. What can men do against such reckless hate?"

– Théoden, The Two Towers

DESCRIPTION

Saruman has struck Rohan, scattering its armies and crushing its people. Théoden has led all those that he can gather – mostly old men and boys – to the great fortress of Helm's Deep, a mighty bastion which has saved Rohan from invaders in the past. Even reinforced by a contingent of Elves, led by Haldir of Lothlorien, the defenders are few and have scant time to organise. Before long a huge army of Uruk-hai is all about the stronghold, readying themselves to take the keep by storm. Though the walls of this mighty fastness have never been breached, Saruman's cunning has crafted a new weapon that could spell the end for this proud structure: a primitive explosive charge. Should this devilry rob the Rohirrim of their stout walls, then Rohan will surely fall.

PARTICIPANTS

GOOD

Aragorn (he does not carry Andúril nor wear heavy armour)
Gimli
Legolas
Haldir
Théoden
Gamling (he does not carry the Royal Standard of Rohan)
2 Rohan Royal Guard
4 Warriors of Rohan with throwing spears and shield
4 Warriors of Rohan with bows
4 Wood Elf warriors with Elf bows
4 Wood Elf warriors with Elven blades

All Good Heroes are on foot. Up to three Warriors may be given a banner.

EVIL

4 Uruk-hai Captains
1 Uruk-hai Shaman
1 Dunlending Chieftain
30 Uruk-hai with shields
10 Uruk-hai with crossbows
15 Uruk-hai Berserkers
5 Dunlendings with hand weapon
5 Dunlendings with two-handed weapon
2 Uruk-hai Siege Assault Machines with three crew each
3 Uruk-hai Demolition teams

Up to four Warriors may be given a banner. The Evil force can have up to 8 ladders and 1 battering ram.

LAYOUT

This game is played on a board 48"/112cm by 48"/112cm. The Deeping Wall runs across the table with the gatehouse and causeway just to the left of centre. The causeway carries the road up to the gate and should, ideally, be raised above the table surface a distance of about 6"/14cm. The main fortification of Helm's Deep consists of two concentric walls that are built into the walls of the mountain behind. The Deeping Wall and the walls of the fortress itself should be at least 6"/14cm high and have a fire-step at least two bases wide.

STARTING POSITIONS

The Good side is deployed first. Aragorn, Legolas, Gimli and Haldir are deployed along the Deeping Wall along with the Elves. Théoden, Gamling and the other Rohirrim are all deployed in the main keep.

The Evil side is then deployed within 6"/14cm of the north or west board edges, but no closer than 6"/14cm to the walls of Helm's Deep.

OBJECTIVES

The game is played until 15 turns have elapsed, at which point the assault will stall unless the Evil force have seized enough of the fortress and the game ends. There are five locations of strategic importance in Helm's Deep: the Deeping Wall fire-step, the Deeping Wall gate, the Hornburg, the main gate and the courtyard. At the start of

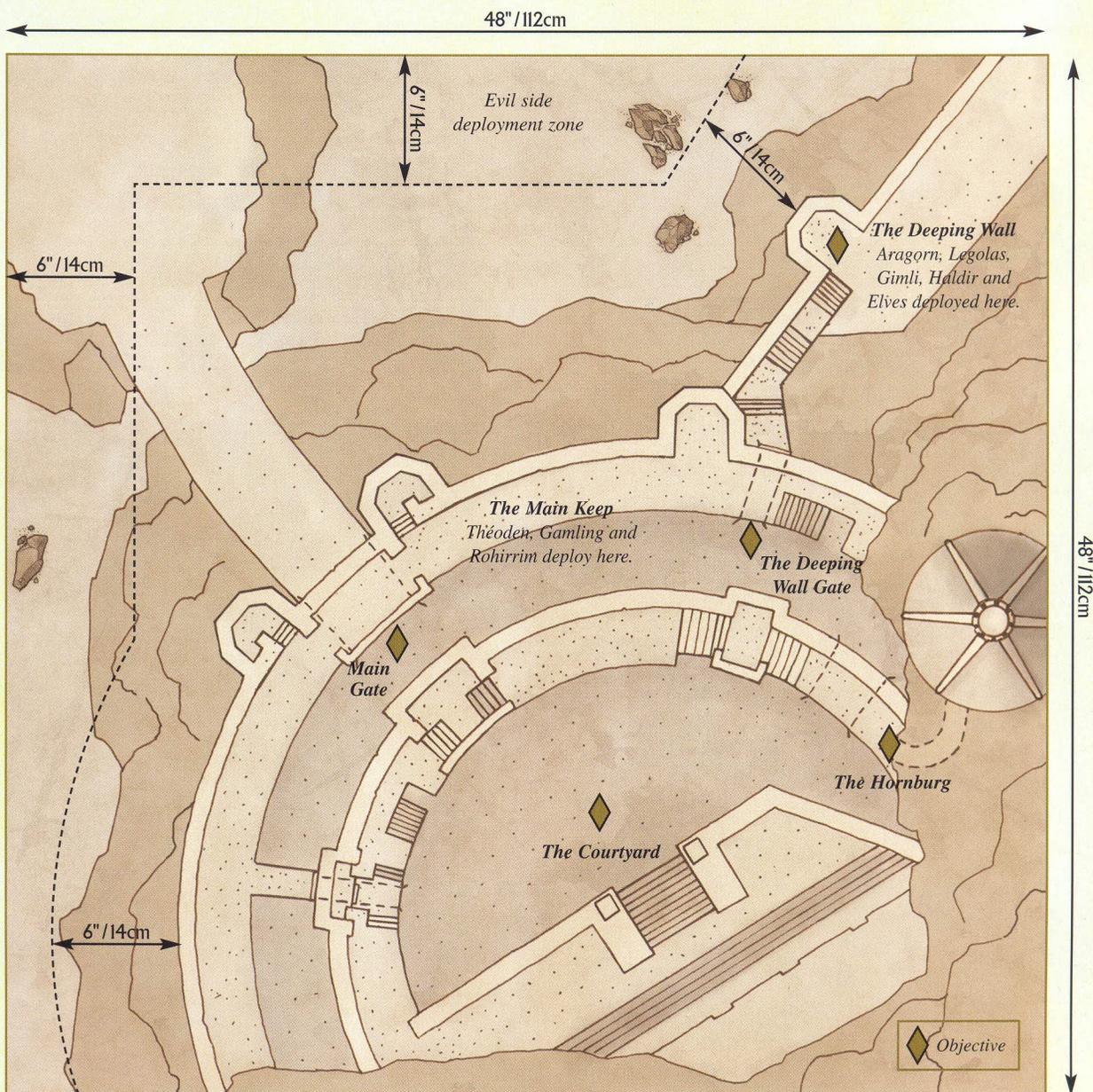*Young and old stand together to defend their people.*
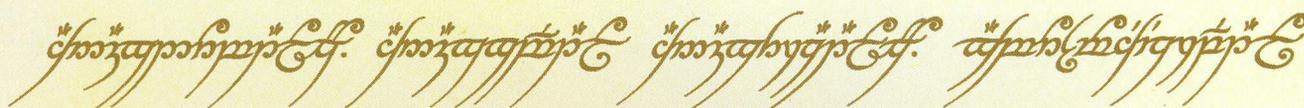
the game an objective marker is placed in each of these locations, as shown on the map. When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of each objective marker. If an objective marker has more Evil models than Good within 3"/8cm of it, the Evil player controls that objective, otherwise it is controlled by the Good player. The player holding the most objectives wins the game unless the Good side has been eliminated, in which case the Evil player wins.

SPECIAL RULES

Unrelenting Assault. Saruman's forces are innumerable, for every foe slain another takes its place. When an Evil warrior is slain, the Evil player may move it on from the either the northern or western board edge at the end of his next Move phase. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally. Heroes, and Siege Engine crew do not return to play in this way – once slain they are no longer available.

A Eruchîn, ú-dano i faelas a hyn an uben tanatha le faelas. The defenders have resigned themselves to this last, near hopeless, battle, and are now beyond fear. Come what may, they will fight to the last man. Good models do not take Courage tests for their force being reduced to half strength in this scenario.

POINTS MATCH: LAST STAND

You can also use this scenario to play another 'Last Stand' that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose a Good force of at least 250 points and an Evil force at least half as big again. Each side must include at least one Hero. The Evil force may include one ladder for every ten models (rounding up) in the force.

48" / 112cm

6" /14cm

Evil side deployment zone

6" /14cm

6" /14cm

The Deeping Wall
Aragorn, Legolas, Gimli, Haldir and Elves deployed here.

The Main Keep
Théoden, Gamling and Rohirrim deploy here.

The Deeping Wall Gate

Main Gate

The Hornburg

48" /112cm

The Courtyard

6" /14cm

◆ *Objective*

FALL OF THE DEEPING WALL

Haldir's Company
Standard Bearer

Haldir

Gimli

Wood Elf bowman

Legolas

Aragorn

Uruk-hai
Berserkers

Uruk-hai
Warriors

Uruk-hai
Standard bearer

Uruk-hai
Shaman

HELM'S DEEP
ACT TWO: FORTH EORLINGAS!

'Fell deeds awake. Now for wrath! Now for ruin! And a red dawn!'

– Théoden, The Two Towers

The battle for Helm's Deep has not gone well. Though the Rohirrim and their Elven allies have fought gallantly in the face of overwhelming odds, the weight of numbers and the alchemical fury of Saruman's primitive explosive charges have carried the day. The fighting has been bitter, and the reaper's tithe has been a steep one. Many Rohirrim will not return to their homes, and neither shall Haldir of Lothlorien nor any of his followers return to the woodland realm. No defender died in vain, and the defence of Helm's Deep was replete with acts of bravery, but though the attackers paid dearly for each inch of wall, their numbers were so great that they could afford such losses. The Uruk-hai now hold the outer courtyard and the Deeping Wall. Seemingly unopposed in their conquest, they batter against the gates of the inner hall where Théoden and the remaining defenders prepare a last line of defence for the women and children in the caves beyond. As dawn breaks over the eastern hills, Théoden takes desperate counsel.

As the women and children escape through the glittering caves, the Horn of Helm Hammerhand rings out through the valley once more. With the king at their head, those still able to fight ride out against the horde in a suicidal charge that will live forever in song, unaware that help is at hand.

PARTICIPANTS
GOOD
Aragorn (he does not carry Andúril nor wear heavy armour)
Legolas
Théoden
Gamling
6 Rohan Royal Guard
Gandalf the White
Éomer
18 Riders of Rohan

All of the Good models are on horseback. Up to two Good Warriors may be given a banner.

EVIL
4 Uruk-hai Captains
1 Uruk-hai Shaman
20 Uruk-hai with shields
15 Uruk-hai with crossbows
15 Uruk-hai Berserkers
20 Uruk-hai with pikes

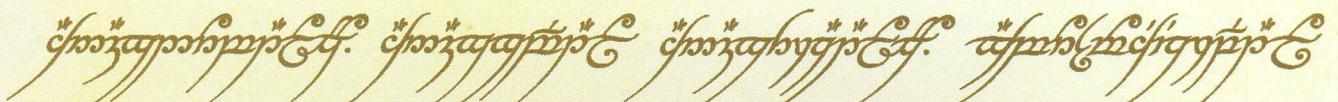Up to two Evil Warriors may be given a banner.

LAYOUT
The layout represents the outer courtyard of Helm's Deep and the valley immediately outside the walls. The main gateway is located in the centre of the board about 12"/28cm in from one of the short table edges (see map). The long table edges represent the steep valley sides and the far edge the exit from the valley itself. The floor of the valley is largely empty, although you can scatter it with occasional trees and rocky outcrops. The gate of Helm's Deep is broken open.

STARTING POSITIONS
The Good player deploys everyone apart from Gandalf, Éomer and the Riders of Rohan within the courtyard of Helm's Deep – Gandalf and the others will be available later in the game. The Evil player then splits his force into four numerically equal groups. He places one group, chosen by the Good player, on the causeway. He then places a second group between 24"/56cm and 36"/84cm from the gate, a third group between 36"/84cm and 48"/112cm from the gate, and a fourth group between 48"/112cm and 60"/140cm from the gate. Note that although the Good player chooses which group of Evil models is deployed first, the Evil player can choose which of the other groups is deployed where.

Théoden and Gamling prepare to take the fight to the Uruk-hai.

72" / 112cm

12" / 28cm

Evil force – first group deployment zone

12" / 28cm

Evil force – second group deployment zone

12" / 28cm

Evil force – third group deployment zone

12" / 28cm

Evil force – fourth group deployment zone

48" / 112cm

Aragorn, Legolas, Théoden, Gamling and Rohan Royal Guard deploy here.
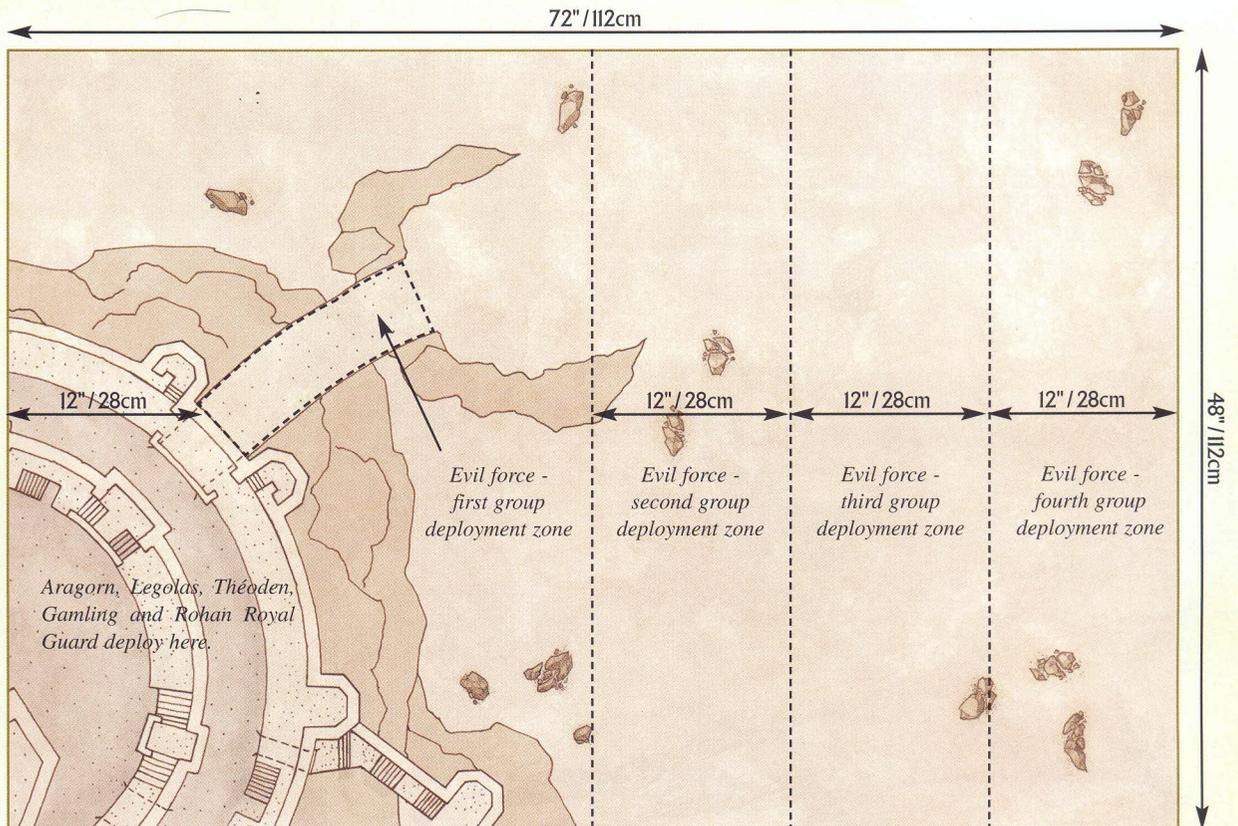
OBJECTIVES

The Good side wins if it reduces the Evil side to 25% or less of its starting numbers.

The Evil side wins if it kills four or more of the six Good Heroes before the Good side achieves its objectives.

If both sides achieve their objectives in the same turn, the game is a draw.

SPECIAL RULES

'til Death! The remaining defenders are fighting to protect the non-combatants from the fury of the Uruk-hai, whilst Éomer and his followers are consumed with rage as they exact their vengeance for the sack of Rohan. Good models do not take Courage tests for their force being reduced to half strength in this scenario.

The White Rider. As Aragorn and Théoden lead the charge from Helm's Deep, Gandalf and Éomer are spurring towards the bastion. At the start of the sixth turn, Gandalf, Éomer and the Riders of Rohan may move on from the eastern board edge. They may act normally on the turn that they arrive, and may charge if they wish.

The Element of Surprise. The Uruk-hai have been caught off-guard by the suicidal charge of the defenders. This combined with the stentorian blasts of the Horn of Helm Hammerhand has left them disorganised and slow to react. To represent this, when rolling for Priority the Good player rolls two dice rather than one and uses the highest result. This effect only applies until Gandalf and the other Good reinforcements arrive.

Helm's Deep. If you wish you can play both 'The Defences Must Hold' and 'Forth Eorlingas!' as a mini-campaign. If you play this way then Aragorn, Legolas, Gamling and Théoden will take part in this scenario only if they survived 'The Defences Must Hold'. Any wounds suffered in the previous game will carry over into this one, and any Might, Will or Fate expended in the first game will not be available for the second. In addition, the following changes apply:

If the Good player secured four out of the five objective markers in the previous scenario then the keep of Helm's Deep has held for longer, giving Gandalf and Éomer more time to arrive. The Good reinforcements arrive on Turn 5, rather than Turn 6.

If the Evil player secured four out of the five objective markers in the previous scenario then Théoden and the Royal Guard had to lead a desperate counter-attack to keep the battlements clear. Only three of the Royal Guard are available at the start of this game, and Théoden starts the scenario with no Fate and no Might.

> ## POINTS MATCH: SALLY FORTH!
> *You can also use this scenario to 'Sally Forth!' with alternative forces and/or in a different location. If you want to play this game with other forces, choose a Good and an Evil force of the same size. Each side must include at least one Hero. No more than 33% of the Evil force may be given missile weapons.*

PROFILES AND TABLES

	F	S	D	A	W	C	M/W/F	Special Rules
Boromir	6/-	4	6	3	3	6	6/3/3	Horn of Gondor; Banner of Minas Tirith.
Beregond	4/3+	4	6	1	1	4	1/1/1	Bodyguard.
Citadel Guard	4/4+	3	5	1	1	3		Bodyguard.
Gothmog	5/-	4	6	3	3	5	3/3/3	Master of Battle.
Orc Shaman	3/-	3	5	1	2	3	1/3/1	Fury; Transfix.
Morannon Orc	3/-	4	5	1	1	2		
Orc Tracker	3/4+	2	3	1	1	2		
Gondor Crewman	3/4+	3	5	1	1	3		
Orc	3/5+	3	4	1	1	2		
Mordor Troll	7/5+	7	7	3	3	3		
Uruk-hai Engineer	4/4+	4	5	1	1	3		
Uruk-hai Berserker	4/-	4	6	2	1	8		
Demolition charge	-	-	7	-	3	-		

	Strength	Defence	Batter Points	Special Rules
Battlecry Trebuchet	(10)	10	4	Indirect Fire; Area Effect; Wall-breaker
Avenger Bolt Thrower	(7)	10	3	Short Range; Rapid Fire; Accurate
Mordor War Catapult	(10)	10	4	Indirect Fire; Area Effect
Mordor Siege Bow	(9)	10	3	Piercing Shot; Accurate
Uruk-Hai Siege Assault Ballista	(9)	10	4	Piercing Shot; Raise the Ladders!

STRUCTURE	DEFENCE VALUE	BATTER POINTS
Internal Domestic Door	5	1
External Domestic Door	6	2
Heavy Door	7	2
Armoured Door	8	2
Heavy Armoured Door	9	2
Fortress Gate	10	3
Access Ladder	5	2
Siege Ladder	8	2
Battering Ram	10	2
Wooden Palisade	10	10
Stone Wall	100	12
Wooden Tower	10	14
Stone Tower	100	16
Siege Tower	10	4

SCATTER CHART

D6   Result

1   Wide of the mark. Your opponent may nominate one of your Battlefield targets or a Siege target within 6"/14cm of the initial target as the new target. If no alternative target is within 6"/14cm, or if the player does not want to do this, the shot misses completely.

2-5   Slight deviation. Your opponent may nominate one of his own Battlefield targets within 6"/14cm of the initial target as the new target, if he wishes. If there is no other suitable target within 6"/14cm, the shot misses completely.

6   Dead on! The shot lands exactly on target.

BATTERING CHART

Dice   Result

1   No effect. Your blow rebounds uselessly from the hard surface.

2-5   Damaged. You have damaged the target and score 1 Batter Point on it (strikes with a Strength of 10 cause 2 Batter Points of damage, not 1).

6   Broken in. The target is badly damaged and suffers 2 Batter Points (strikes with a Strength of 10 cause 4 Batter Points of damage, not 2).

Men of Gondor counterattack against an Orc invasion.

The Uruk-hai assault Helm's Deep.

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

"The Darkness has begun. There will be no dawn."

Gandalf the White,
The Return of The King.

This supplement is an invaluable guide to collecting, modelling and gaming with Games Workshop's detailed The Lord of The Rings miniatures. Within its colourfully illustrated pages you will find essential rules, information, and inspiration to bring the battles of Middle-earth to your own tabletop.

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