

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

A SHADOW IN THE EAST



THE LORD OF THE RINGS
STRATEGY BATTLE GAME
SOURCEBOOK



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NEW LINE CINEMA
A Time Warner Company

A SHADOW IN THE EAST

A Sourcebook for
The Lord of The Rings Strategy Battle Game



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FOREWORD

A shadow is growing in the east of Middle-earth; armies that march to Sauron's command, yet are filled with warriors more dangerous than those who make up his Orcish legions. These are the Easterlings and the Variags of Khand – evil men who have thrown their lot in with the Dark Lord and fight against the Free Peoples. They are led by Khamul, one of the nine Ringwraiths – within these pages are individual rules for this terrible being. This supplement also unveils the rules for chariots in the game, allowing you to field the formidable Khandish charioteers.

As readers of the books know, the term 'Easterling' – as presented in *The Lord of The Rings* – encompasses pretty much every eastern race to cross the path of the defenders of Gondor. As *The Lord of The Rings* is largely told from the point of view of the Free Peoples, this is utterly fitting, but leaves us little to work with when describing them. Accordingly, we've chosen to develop the vision of the Easterlings as laid out in the movies: a single, unified race dedicated to Sauron's service. For the Variags of Khand there is even less reference, but as a distinct and 'named' race of Men from the east, we wanted to include them in the volume. As always whenever we've created our own warriors, we've tried to present images that are true to those presented in the films and to Tolkien's works – in this case drawing from real-world Far East history. Obviously, players are free to use the models and profiles for Easterlings and Khandish warriors to represent other Eastern realms if they wish; the choice is up to you.

WHAT'S IN THIS BOOK?

As a sourcebook for *The Lord of The Rings* strategy battle game, *A Shadow in the East* is split into several different sections:

SCENARIOS

This book contains eight scenarios. The first four present players with a campaign that re-enacts an incursion into Ithilien by a force of Easterlings and Khandish warriors. Though there is no comparable event within the story of *The Lord of The Rings*, the passage of events described is fully in keeping with what could have happened at that point in the story – they effectively present a sequence of 'What If' scenarios based alongside historical events. The other scenarios touch on different areas in Middle-earth, giving players the opportunity to play games using their existing collections, such as the Rohirrim and the Dwarves.

FORCES

Prior to each scenario, you'll be presented with all the Warriors and Heroes profiles you will need, but that are not necessarily within your main *The Lord of The Rings* rules manual (including the chariot rules). Where there is variation between the profiles included in the book and ones printed in the main rules manual, this volume takes precedence.

PAINTING AND MODELLING

As well as presenting detailed painting guides for both the Easterlings and Khandish warriors, these sections give you practical guidance on building many of the more unusual and challenging hobby projects within this book.



The Easterling Army



THE EASTERN REALMS

From the wise and graceful Elves to the stubborn and taciturn Dwarves, from the innocent Halflings and the ageless Ents of Fangorn, the Free Peoples are truly an incredible array of cultures and ideals. No less varied are the fouler creatures of the world, from the multitudinous Orcs and their many sub-races, to brutish Trolls and even Wargs. Even then, there are the creatures of a less easily defined nature, such as wizards and wraiths, who are found in only the smallest of numbers but still, nonetheless, owe their allegiance solely and precisely to either light or darkness.

At the time of the War of the Ring, there is but one race whose loyalties are split between freedom and tyranny; Man.

Foremost in the tales of The Lord of The Rings are the western races of Men, the descendants of Númenor and their allies in Rohan and Dale who fight against Sauron whilst they still draw breath.

Elsewhere there remain other realms of Men who either know little, nor care overmuch, about the darkness that threatens their lives, such as the Breelanders or the Woses of Druadan Forest.

Yet, at the extreme opposite, are those realms of Men that lie beyond Gondor's bounds, kingdoms and principalities who serve the Dark Lord. These Men have forsaken the grace of the light to stand alongside one that embodies everything the Valar oppose. Some, like the Haradrim of the south, serve Sauron through a strange combination of willingness and coercion, yet there are others whose allegiance to the Dark Lord is freely given.

VARIAGS OF KHAND

Khand is a strange land that borders the realms of both Mordor and Harad. The Variags, the folk of Khand, are belligerent and warlike, their fractious nature dictating that there is no one ruler of their people. Rather, the realm of Khand is divided into smaller, constantly warring, kingdoms. Each has a royal line all of its own, the unceasing conflict between the various royal lines ensuring that the boundaries between realms do not remain constant for long.

This history of warfare has forged many highly skilled mercenary groups who sell their services to the highest bidder and keep their eyes firmly on their payment, some changing sides many times over the course of a war.

To the Dark Lord, Khand must seem a simple land to dominate, for no individual king has the power to oppose Sauron's will, and cooperation between rivals is almost unknown. Many thousands of Variags serve the Dark Lord; whether as armies given in tithe by a fearful ruler, or as mercenaries plying their trade for a darker master than most.

The truth of the matter is that the Khandish folk are content with their servitude, for willing submission is a shield against the Dark Lord's wrath. Whilst gold flows



into the coffers of the various kings and chieftains, the Variags of Khand will plunder and raid at Sauron's will, contributing a near-unceasing supply of slaves and warriors at the dictates of the Lord of Mordor.

EASTERLINGS

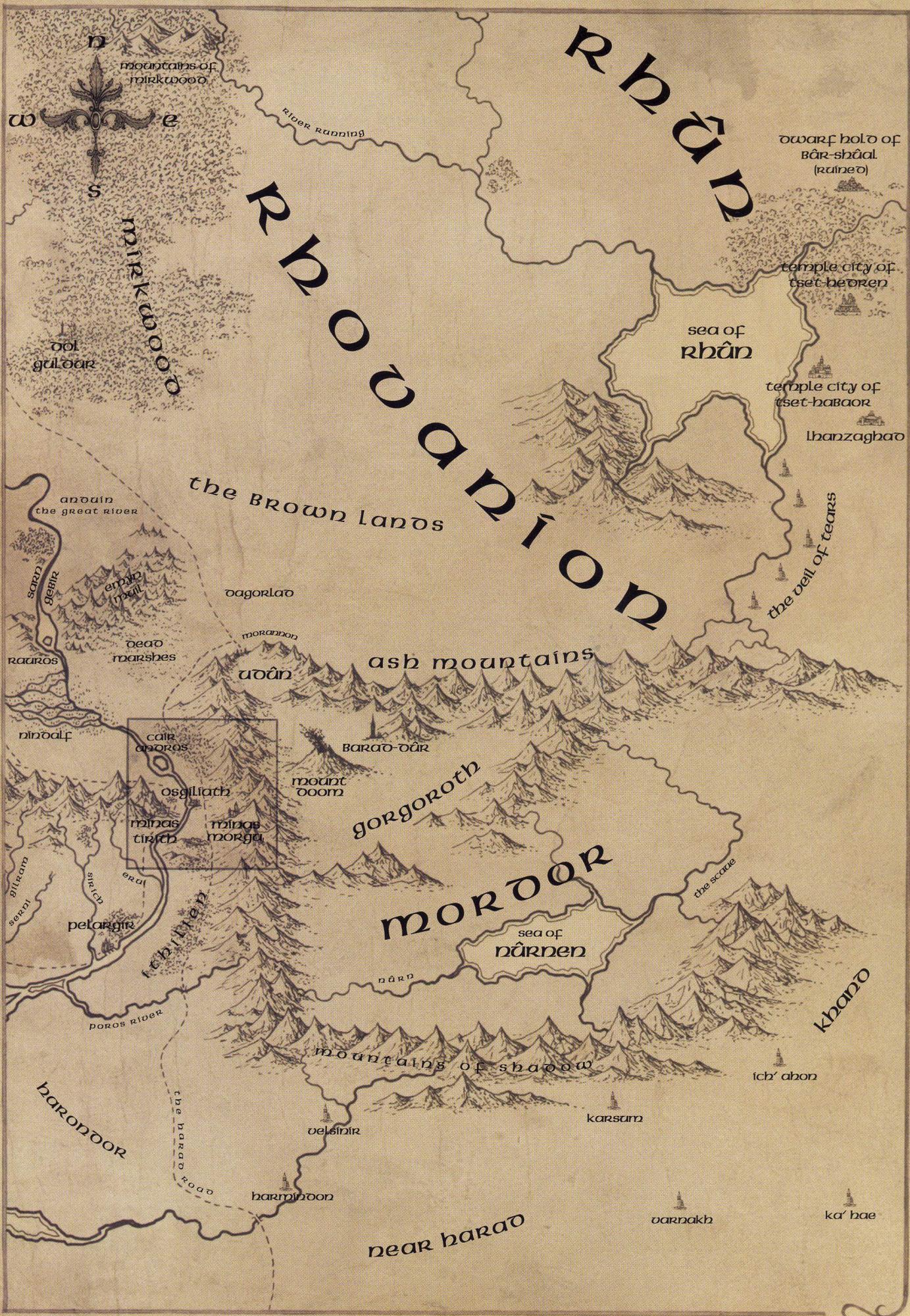
Upon Khand's northern border and shrouded in mystery to western eyes, are the Rhûnish lands – home of those known as 'Easterlings'. Where most of the Dark Lord's vassals, even the brutish Trolls and cankerous Orcs, submit to his rule chiefly through fear, these Easterlings worship Sauron as a noble and vengeful deity to be praised above all others, and honour the wights and wraiths that share in his power.

Amongst the councils of the Wise it is speculated that Sauron may have spent many years in the Rhûnish lands before assuming the role of the Necromancer in Dol Guldur; years that were dedicated to forging the many disparate folk of the eastern plains into one people committed to his goal. Such theories have proven difficult to confirm, for though allies of the White Council have passed into the east in search of answers, none have ever returned and any knowledge they may have gained was lost with them.

Beyond argument is that the Easterlings are a fierce and well-disciplined force upon the battlefields of Middle-earth, their warriors trained beyond reproach in the arts of sword, spear and bow and governed by a complex system of honour that is all but impenetrable and seemingly contradictory to outsiders. Children are schooled in war from the time they can wield a blade and, uniquely in the Mannish realms of Middle-earth, the Easterling womenfolk fight alongside the men as equals. Without question, theirs is a nation dedicated to war for the greater glory of Sauron.

As the Third Age comes to a close and Sauron strives to impose his will upon the world once again, the armies of Rhûn and Khand will all too soon become a familiar sight in the land of Gondor. Against such battle-hardened warriors, courage will likely be the best defence for the children of Númenor and all who depend upon them...





n
w e
s

Rhân

Mirkwood

the Brown Lands

ash mountains

Gorgoroth

MORDOR

sea of Nârnen

mountains of shadow

dwarf hold of Bâr-shûal (Ruineo)

temple city of tset-beoren

temple city of tset-habaor

Ihanzaghao

the veil of tears

Anduin the great river

Saran gleir

emmo moil

dead marshes

Oagorlao

Morannon

Adûn

Barad-dûr

Mount doom

Osgiliath

Minas tirith

Minas morgul

Nindalf

Gilreard

Sauri

Pelargir

Doros river

Barondor

the Harad Road

Harmindor

Velsinir

Karsum

Varrakh

Ka' hae

Near harad

Kharo

Ich' ahon



SHADOW IN THE EAST

- 1** Striking at the dead of night, Khamûl's forces scatter the garrison of Amon Barad and drive the survivors into the north. Amon Barad is slighted and torn down (Scenario One).
- 2** Cirion and other survivors from Amon Barad swiftly escape northwards with the Easterling army on their heels (Scenario Two).
- 3** A strong piquet of Rangers becomes embattled by Khamûl's advancing forces. Though they inflict heavy losses upon the Easterlings, the Men of Gondor are forced to withdraw.
- 4** At Madril's direction, Cirion assaults a Khandish fort and captures the enemy commander. Subsequent interrogations reveal the extent of Khamûl's plans (Scenario Three).
- 5** Khandish warriors, led by King Keiseimu, unsuccessfully assail Gondor's defence in Osgiliath.
- 6** Khandish mercenaries retreating from Osgiliath join a battle between Orcs and Rangers of Ithilien.
- 7** Madril and Cirion assault Khamûl's encampment. In a costly battle, the Nazgûl is driven away and the passage of Anduin made secure once again (Scenario Four).

DEFENDERS OF ITHILIEN

GOOD HEROES



Named for a Steward of old, Cirion hails from one of Minas Tirith's nobler families. Though not amongst the most experienced of Gondor's captains, Cirion compensates for his lack of years with a self-confidence that may one day prove to be his undoing.

Cirion,
Lieutenant of Amon Barad (Man) Points value: 55

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

Wargear

Cirion wears armour. He carries a sword (hand weapon) and a shield.

Special Rules

Boldest of the Bold. Cirion is at his most determined when facing dangers that would crush the spirit of a lesser man. When attempting to charge an enemy that causes Terror, Cirion receives a +2 bonus to his Courage.



Madril is a Ranger, with many long years of experience of a profession in which few survive more than a handful of seasons. A master of ambush and stealth, Madril directs his efforts against those of Sauron's forces who are slowly tightening their grip on the land of Ithilien.

Madril, Captain of Ithilien (Man) Points value: 55

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

Wargear

Madril wears armour. He carries a sword (hand weapon) and a bow.

Special Rules

Master of Ambush. Madril's true forté is the crafting of surprise attacks and careful ambushes where a portion of the warriors at his command appear upon the enemy's flanks at a critical moment in the battle. In scenarios where the Good player can roll for additional forces to arrive (such as those that use the Reinforcements rule) he receives a +1 bonus to the dice rolls if Madril is on the board. If Madril is not on the board and is waiting to arrive as reinforcements, he may only apply this bonus to his own roll to arrive.





In the Third Age, few Dwarves are prone to wanderlust, preferring the sanctuary and familiarity of their holds to the dubious pursuit of life in the wider world. Múrin and Drár are two exceptions to this rule, having travelled far and wide beyond their home in the Iron Hills. Though not blood relatives, the two are inseparable friends (though they still quarrel frequently, as one should expect of Dwarves) and are more than willing to take their blades to Orc-flesh on behalf of those in need. It is whilst returning home from the fiefdom of Lossarnach that Múrin and Drár's path crosses that of Cirion and the other defenders of Ithilien. Having almost as much hatred for Easterlings as they do for Orcs (the Iron Hills often find themselves beset by the Rhûnish kingdoms), the two Dwarves choose to ally themselves with the beleaguered Men.

Múrin & Drár (Dwarves)

Points value: 150

	F	S	D	A	W	C	M/W/F
Múrin	5/4+	4	8	2	2	5	3 / 1 / 1
Drár	5/4+	4	7	2	2	5	3 / 1 / 1

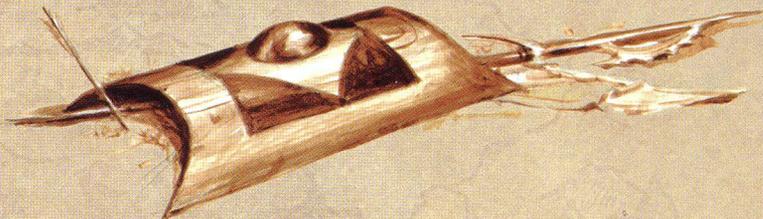
Wargear

Múrin wears Dwarf armour and carries a shield. He also carries the sword Kalazâl. Drár wears Dwarf armour. He also carries an axe and a Dwarf bow.

Special Rules

Kalazâl. This blade is of exceptional craftsmanship, a weapon forged in the wondrous catacombs of Dwarrowdelf in the days of its glory. Like many Dwarven weapons, it was crafted with Orcs in mind and almost seems eager to taste the blood of the ancestral enemies of the Dwarves. Kalazâl is a hand weapon and allows Múrin to re-roll any to wound rolls made against Orcs, Goblins and Uruk-hai.

Expert Shot. Drár has exceptional skill with a bow, far surpassing the abilities of other Dwarves. He may shoot twice in the Shoot phase.



WARRIORS OF RHÛN

EVIL HEROES

Khamûl the Easterling (Spirit)

Points value: 120

	F	S	D	A	W	C	M/W/F
Khamûl the Easterling	5/-	4	8	1	1	6	2 /12/2



Lieutenant of Dol Guldur, Khamûl is second amongst the Ringwraiths, a dark terror clad in an impenetrable shroud of cloth and armour. The knowledge of how he came into the service of the Lord of The Rings has long been lost, though a few of the Wise believe that he once ruled a land beyond Mordor's eastern boundaries. This at least must be partially true, for only a king of great influence would have received the tainted gift of a Ring of Power. Other than this, little is known of Khamûl's past save what he has done since in the service of Mordor. Whatever the deeds of the man that he once was, Khamûl walks now only where Sauron bids him, his will bound solely to that of his dark master.

Note on Choosing Ringwraiths: This version of Khamûl represents him at the height of his power and proximity to the Dark Lord. If you use Khamûl, he replaces one of the ordinary Ringwraiths as detailed in the main rules manual, ie, you may include the Witch-king, Khamûl, and seven ordinary Ringwraiths in your force.

Wargear

Khamûl carries a wicked-bladed sword (hand weapon). He may ride the following at additional cost:

Horse10 pts
Armoured horse15 pts
Fell beast50 pts

Special Rules

Essence Leech. Khamûl's touch can drain foes of their vitality. If Khamûl causes a wound, he instantly regains a point of Will for each wound caused (unless that wound is 'saved' with a point of Fate). This ability cannot be used to take his Will above 12.

In addition, Khamûl may expend a single point of Will at the start of the Fight phase (before heroic combats are resolved) to increase either his Strength, Fight, or Attacks value by one for the remainder of the Fight phase. He may only expend a single point of Will in this way each turn.

The Will of Evil. During the game, Khamûl must give up 1 point of Will at the end of the Fight phase if he has been in a fight. Note that if Khamûl is touching an enemy he must fight, he cannot choose not to fight! He does not have to give up Will if he is fighting against a model wearing the Ring – not even if other enemy models are included as part of a multiple combat. Once Khamûl suffers 1 Wound or has 0 Will remaining, he is banished and removed as a casualty.

Terror. Khamûl is a terrifying supernatural creature. He evokes Terror as described in the Courage section.

Harbinger of Evil. All Good models within 12"/28cm of Khamûl suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Balrog's Ancient Evil rule).

Magical Powers

Black Dart. Range 12"/28cm. Dice score to use: 6+.

Compel. Range 12"/28cm. Dice score to use: 5+.

Drain Courage. Range 12"/28cm. Dice score to use: 3+.

Sap Will. Range 12"/28cm. Dice score to use: 4+.

Transfix. Range 12"/28cm. Dice score to use: 4+.

Fell Beast. Ringwraiths often ride these evil creatures. Rules for monstrous mounts are given in the Advanced Rules section in the main rules manual.

	F	S	D	A	W	C
Fell Beast	5	6	6	2	3	3

Fly. A Fell Beast moves by flying – its move is 12"/28cm. It can fly over the top of any models or terrain without penalty. It cannot enter woods, buildings and other terrain that has been deemed impassable, but can land on top of any of these if the players so agree at the beginning of the game. Fell Beasts cannot be used in scenarios that take place in Moria or other subterranean areas.

Feral. If the Ringwraith riding the Fell Beast is killed or dismounts, the creature will automatically fail its Courage test and flee the field.



Easterling Captain (Man)

Points value: 50

	F	S	D	A	W	C	M/W/F
Easterling Captain	4/4+	4	6	2	2	4	2 / 1 / 1

Wargear

An Easterling Captain carries a sword (hand weapon) and wears heavy armour. He may be given the following items at additional cost:

- Easterling halberd (counts as Elven blade)*5 pts
- Bow*5 pts
- Shield*5 pts
- Armoured horse*15 pts

The armies of the Rhûnish lands are marshalled by war chiefs; men whose loyalty to Sauron knows no bounds. Easterling Captains combine their ferocious fighting skills with canny battlefield tactics.



EVIL WARRIORS

Easterling Warrior (Man)

Points value: 7

	F	S	D	A	W	C
Easterling Warrior	3/4+	3	5	1	1	3

Wargear

An Easterling Warrior carries a sword (hand weapon) and wears heavy armour. He may be given the following items at additional cost:

- Spear*2 pts
- Bow*1 pts
- Shield*1 pts
- Banner (maximum one per Hero in the same force)*25 pts

Easterlings are amongst the most fanatical followers of the Dark Lord, and the best equipped of all the warriors at his command. As such, when they fight in concert with the armies of Mordor, they are often held in reserve and directed towards where Sauron's armies are hardest pressed.

Special Rules

Phalanx. Easterling Warriors are trained to fight in phalanxes, where their spears form an almost impenetrable hedge of sharpened blades. Easterling spears may be used to support friends exactly as if they were pikes, though the model still gains a Defence bonus for carrying a shield.



Easterling Kataphrakt (Man)

Points value: 14

	F	S	D	A	W	C
Easterling	3/4+	3	6	1	1	3
Armoured Horse	0	3	5	0	1	3

Wargear

Easterling Kataphrakts ride armoured horses. They carry a sword (hand weapon), shield and wear heavy armour. They can be given a banner at additional cost:

- Banner (maximum one per Hero in the same force)*25 pts

Easterling Kataphrakts are nigh unstoppable killing machines, sweeping enemy cavalymen from their saddles and riding down unprepared foot soldiers like a scythe through wheat.



PAINING EASTERLING

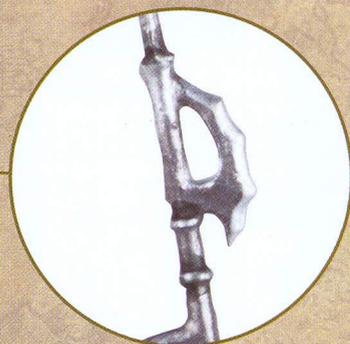
Unlike much of the forces commanded by Sauron, the Easterlings dress in strict uniform. On these pages, you'll find a guide to painting the forces of the Easterlings, from the armoured infantry who make up the bulk of their forces, to the mounted Kataphrakts and Khamûl the Easterling himself.

EASTERLING WARRIOR



ARMOUR

- Paint the armour with Shining Gold.
- Apply a wash of Brown Ink.
- Drybrush the armour with Shining Gold.
- Highlight with a mix of Shining Gold and Mithril Silver.



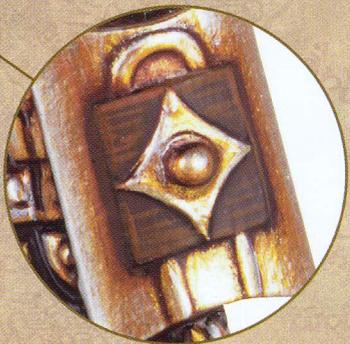
BLADE

- Paint the blade with Chainmail.
- Highlight with Mithril Silver.



SPEAR SHAFT

- Paint the wood with Chaos Black.
- Highlight with a mix of Chaos Black and Codex Grey.



SHIELD PATTERN

- Paint the pattern with Scorched Brown.
- Highlight with a mix of Bestial Brown and Bleached Bone.



LEATHER

- Apply a basecoat of Chaos Black.
- Highlight with Codex Grey.



CLOTH

- Paint the cloth with Scab Red.
- Apply a layer of Red Gore.
- Highlight the cloth with a mix of Red Gore and Bleached Bone.



EASTERLING KATAPHRAKT



HORSE

- Apply a basecoat of Scorched Brown
- Highlight the model with Vermin Brown.



HARNESS LEATHER

- Paint the straps with Dark Flesh.
- Highlight the straps with a mix of Dark Flesh and Bleached Bone.



BLACK CLOAK

- Apply a basecoat of Chaos Black.
- Drybrush the cloak with a mix of Chaos Black and Codex Grey.

KHAMÛL



ARMOUR

- Paint on Shining Gold as the basecoat.
- Then apply a Brown Ink wash.
- Highlight with a mix of Shining Gold and Mithril Silver.



THE FALL OF AMON BARAD

It is still some years before the War of the Ring begins in earnest, yet even now Sauron is beginning to marshal his strength and chip away at Gondor's resolve. In the south, the Haradrim have become more active, raiding across the Poros and into Gondor and Orcs roam the eastern bank of the Anduin with increasing impunity. Yet the greatest danger lies further to the north. The armies of the Rhûnish kingdoms are beginning to move, ever eager to serve Sauron's malice. Travelling south from the desolate Dagorlad, a large force of Easterlings moves into the woods of Ithilien. They are guided by the dread presence of Khamûl, he who is second amongst the Nine, though his identity is unknown even to his followers. Though the common inhabitants of that land have long since fled, Gondor maintains a large martial presence to hold the crossings of the Anduin secure against the forces of their enemy. There are two principal defences in Ithilien. The first, Henneth Annûn, is a secret place, a natural network of caverns that is all but invisible to all but those who know how to find it. The second, and more southerly defence, of Amon Barad is a bastion of a more traditional sort, a great tower that commands the land about it. It is here that Khamûl's blow will fall. Unfortunately, Amon Barad's commander, Hedrigan, has been slain before battle is joined, and the sentries are still none the wiser to their danger.

PARTICIPANTS

GOOD

Cirion

4 Warriors of Minas Tirith with spear and shield

4 Warriors of Minas Tirith with shield

4 Warriors of Minas Tirith with bow

6 Rangers of Gondor

EVIL

Khamûl the Easterling (fights on foot)

4 Easterling Warriors with shield

4 Easterling Warriors with bow

2 Easterling Warriors with shield and spear

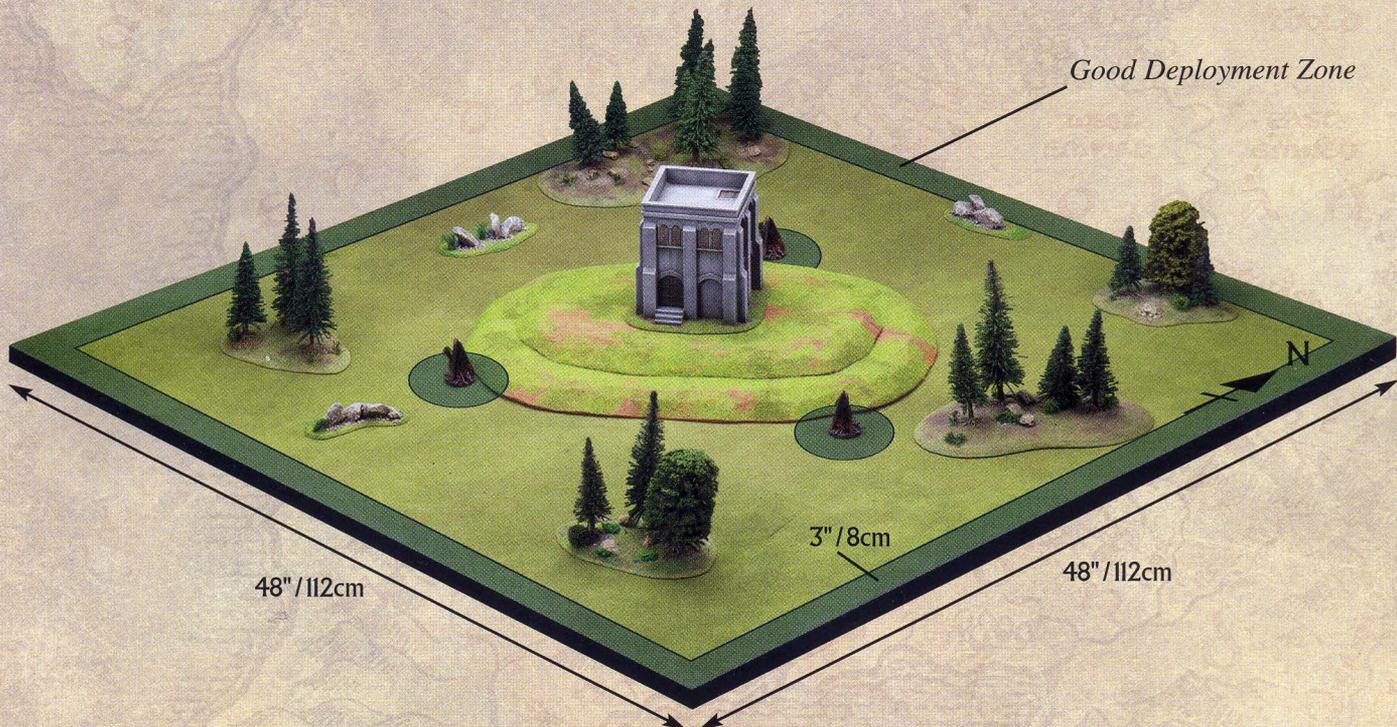
POINTS MATCH – ALTERNATIVE FORCES

GOOD (200 points)

Must include a single Hero with no more than 2 Wounds (who takes the role of Cirion). No Good models may ride steeds of any kind.

EVIL (200 points)

Must include a single Hero with no more than 2 Wounds (who takes the role of Khamûl). No more than 50% of the Evil models may carry bows, and no Evil models may ride steeds of any kind.



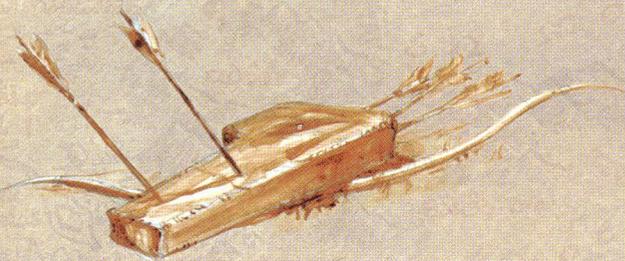


LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The tower of Amon Barad sits atop a large hill in the centre of the board. The remainder of the board is covered with trees and rocks as befits the land of Ithilien (see map). Three small campfires should be placed at least 6"/14cm from the tower – they must be at least 6"/14cm away from each other.

STARTING POSITIONS

The Good player deploys his Rangers of Gondor within 3"/8cm of any board edge. No Ranger may be deployed within 12"/28cm of another. The Good player then deploys four Warriors of Minas Tirith within 3"/8cm of each fire – these are guards. Cirion may be deployed within 3"/8cm of any fire. The Easterlings enter the board from any edge during the first Evil Move phase. Khamûl is not available at the start, but may be available as the game goes on.



OBJECTIVES

The Good side wins if there are no Evil models within 6"/14cm of the tower at the start of any turn from turn seven onwards. The Evil side wins if there are no Good models within 6"/14cm of the tower at the start of any turn from turn seven onwards.

SPECIAL RULES

Sentries. At the start of the game, the Rangers of Gondor follow the rules for Sentries (see the main rules manual for details). The other Good models may not move until the alarm is raised – although they can detect enemy models in the same way as sentries.

Khamûl. Having already entered the tower by means of dark sorcery, Khamûl has killed the garrison commander while he slept. As the game begins, he is working his way through the tower, killing any other sleeping warriors that he finds. Khamûl starts the game with 2 Might, 10 Will and 2 Fate. At the end of each Evil Move phase from the third turn onwards, the Evil player may roll a dice to see if Khamûl has worked his way to the bottom of the tower and is thus available. On the roll of a 4+, Khamûl may be placed in contact with the doorway of the tower. He may not move further that turn and may not use any magical powers.

CAMPAIGN

You can play this scenario as part of the 'A Shadow in the East' campaign if you wish, in which case the outcome of this scenario will directly affect the next one.

There are several named Heroes in this campaign; two of them – Cirion and Khamûl – have been introduced. Should any named Hero be slain, they will start their next scenario with only a single Wound, one point of Will, and no Might or Fate.

Specifically for this scenario, keep a note of the Good models that have been slain – this will have an impact on the forces available to the Good player in the next scenario.



PURSUIT THROUGH ITHILIEN

A mon Barad has fallen. Cirion has taken command of the handful of survivors and led them northwards towards the sanctuary of Henneth Annûn. So far the Easterling advance has gone well, and the bulk of Gondor's forces remain unaware that an attack has begun. Hoping to maintain the momentum he has won, Khamûl sends part of his force in pursuit of the fleeing Gondor soldiers. Amongst the pursuers are several Kataphrakts, heavily armoured Easterling knights whose powerful steeds can move at great speed despite the heavy scales of their armour. Cirion now finds himself in a race in which his head is the prize and his only advantage is that he knows the land far better than his pursuers. Desperately outnumbered, there is no realistic chance that he and his followers will be able to escape their pursuers, yet still he does not lose hope and, by chance, his determination is rewarded, for unseen help is close at hand.



*"Oft hope is born,
when all is forlorn."*

– The Two Towers

PARTICIPANTS

GOOD

Cirion

Múrin and Drár

2 Warriors of Minas Tirith with spear and shield

2 Warriors of Minas Tirith with shield

2 Warriors of Minas Tirith with bow

3 Rangers of Gondor

EVIL

1 Easterling Captain

4 Easterling Warriors with shield

4 Easterling Warriors with bow

2 Easterling Warriors with shield and spear

5 Easterling Kataphrakts

POINTS MATCH – ALTERNATIVE FORCES

GOOD (275 points)

Must include a single Hero with no more than 2 Wounds (who takes the role of Cirion). Must also include two additional Heroes to take the role of Múrin and Drár. No Good models may ride steeds of any kind.

EVIL (225 points)

Must include a single Hero with no more than 2 Wounds. No more than 50% of the Evil models may carry bows, and up to a third of Evil models may ride steeds.





LAYOUT

The scenario is played on a board 48"/112cm by 24"/56cm. The board is heavily forested with lots of undergrowth that counts as difficult terrain, but there should still be plenty of gaps to allow the cavalry to pass.

STARTING POSITIONS

No models are deployed at the start of the game – they will arrive as play goes on.

OBJECTIVES

It is imperative that Cirion survives to carry news of the invasion further north. The Good player wins if Cirion leaves the table via the northern board edge. If the Evil player manages to prevent this, the Evil player wins.

SPECIAL RULES

Reinforcements. At the end of each player's Move phase, players roll a dice for each model (with the exception of the Kataphrakts, Múrin and Drár) not yet on the table and consult the following chart.

D6 Result

- 1-2 The model is delayed and doesn't move onto the table yet. Delayed models count as being on the table for the purpose of Courage tests.
- 3-4 The model moves onto the table from a point on the south board edge chosen by the other player.
- 5-6 The model moves onto the table from a point on the south board edge chosen by the controlling player.

The Kataphrakts arrive in the manner described above, but may not be rolled for until the third turn. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

Múrin and Drár. Wandering in Ithilien for reasons best known to themselves, the clatter of hooves and the guttural cries of the Easterlings alert Múrin and Drár to Cirion's flight. As with all their kin, the two wayfaring Dwarves hate Sauron's warriors. As such, and though they hold no great affection for the folk of Gondor, when the pursuit crosses their path they decide to assist Cirion. At the end of the Good player's third Move phase onwards, the Good player may roll a dice to see if the Dwarves have arrived. On the roll of a 4+, Múrin and Drár may move onto the board from the northern table edge. On turn 4, they will arrive on a 3+, turn 5 a 2+ and they will automatically arrive on turn 6. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

CAMPAIGN

If playing this scenario as part of the 'A Shadow in the East' campaign, the forces available to the Good player will vary, depending on how many casualties his side took in the previous scenario.

Rather than using the forces described opposite, the Good player instead fields up to nine Warriors (of his choice) that survived 'The Fall of Amon Barad'. Potentially, this means he could field more of each type of Warrior than described opposite. If the Good player does not have nine Warriors eligible for deployment in this scenario, he must use as many as he has. Cirion will always be fielded.

Keep track of the number of turns in this game; this will have an effect on the next scenario.



THE KHANDISH HOSTS

EVIL HEROES



While it may not be true that there is more royalty in Khand than there are cattle, the nation is divided into dozens of satraps, each of which sports a royal line. The kings of these provinces are fiercely protective of both their own power base and their personal honour. Only by sheer personal might and charisma does one remain king for long, for there is always a slew of relatives and chieftains who would dearly love the throne for their own. In Khand, regicide is only a crime if you fail in its enactment.

Few of these leaders have made names for themselves in the western realms for any attempt to carve out an enduring Khandish domain beyond the land of Mordor has failed thus far. That said, Khand's borders with Harad and other, more exotic, lands further east are in a constant state of flux as various kings carve out new domains, only to see them fall again a handful of years later.

Khandish King (Man)

Points value: 85

	F	S	D	A	W	C	M/W/F
Khandish King	5/4+	4	6	2	2	5	2 / 2 / 1
Khandish Chariot	0	3	6	0	3	0	

Wargear

A Khandish King carries a chieftain's axe (Elven blade) and wears armour. He may have the following equipment at additional cost:

Bow5 pts
Horse10 pts
Khandish Chariot30 pts

Special Rules

Commanding Presence. Khandish warriors fight all the harder when the gaze of their lords is upon them, as favour won in battle invariably brings rank and wealth. All Khandish Warriors, Horsemen, Charioteers and Chieftains (including Mercenaries) treat a Khandish King as a Banner.

Khandish Chariot. This is a steed that moves 10"/24cm a turn. It follows all the normal rules for monstrous mounts, with the following exceptions:

- 1) The chariot may not jump obstacles that form a physical barrier, such as hedges, fences or rocks. It may attempt to cross such obstacles as streams or gullies if the controlling player wishes, but if a 1 is rolled on the Jump test, the chariot is automatically destroyed and the rider is thrown.
- 2) Chariots allow greater freedom of movement, and make for much more stable fighting platforms than other steeds. A model in a chariot may move their full distance and still shoot a bow. In addition, a model riding a chariot may use a two-handed weapon if they wish, and may carry both a bow and a two-handed weapon. If they become dismounted, they must abandon either their bow or their two-handed weapon.





Khandish Chieftain (Man)

Points value: 50

	F	S	D	A	W	C	M/W/F
Khandish Chieftain	4/4+	4	5	2	2	4	2 / 1 / 1

Wargear

A Khandish Chieftain carries a chieftain's axe (Elven blade) and wears armour. He may have the following equipment at additional cost:

Bow5 pts
Horse10 pts
Khandish Chariot30 pts

Khandish Chariot. See Khandish King entry for details.

There are some Khandish Chieftains who choose loyalty to their kings over the material rewards of plunder.



Khandish Mercenary Chieftain (Man)

Points value: 40

	F	S	D	A	W	C	M/W/F
Mercenary Chieftain	5/4+	4	5	2	2	3	2 / 1 / 1

Wargear

A Khandish Mercenary Chieftain carries a chieftain's axe (Elven blade) and wears armour. He may have the following equipment at additional cost:

Bow5 pts
Horse10 pts

Mercenary Chieftains are little more than unreliable bandit-kings, following wealth and plunder across the wide Khandish plains and the eastern edges of Harad. They and their men carry no personal heraldry into battle, for a mercenary has little honour and no claim at all to nobility.

Special Rules

Sellswords. At the start of the game, before forces have been deployed, the controlling player rolls a dice for each Mercenary in his force. On the roll of a 1, the Mercenary Chieftain has been bribed, and is not available for that battle (Might may not be used to modify this roll). Models that are bribed do not count towards the size of the force for victory conditions or Courage tests.



EVIL WARRIORS



The personal guard of the Khandish kings ride to battle in formidable chariots. Only the most loyal of all the Variags in a king's army are chosen for this honour.

Khandish Charioteer (Man)

Points value: 25

	F	S	D	A	W	C
Khandish Charioteer	3/4+	3	4	1	1	3
Khandish Chariot	0	3	6	0	3	0

Wargear

A Khandish Charioteer wears armour, carries a two-handed axe and rides in a chariot. He may have the following equipment at additional cost:

Bow 1 pt

Khandish Chariot. See Khandish King for details.



Many Khandish warriors elect to fight from horseback, the better to close swiftly with their enemies. Though not as skilled as the Riders of Rohan, these Khandish riders are formidable horsemen, as capable of bringing down a foe with deadly archery as they are at crushing them in mêlée.

Khandish Horseman (Man)

Points value: 11

	F	S	D	A	W	C
Khandish Horseman	3/4+	3	4	1	1	3
Horse	0	3	4	0	1	3

Wargear

A Khandish Horseman carries a bow and wears armour.



The backbone of the Khandish hosts are steady warriors, as skilled at fighting from horseback as they are at fighting on foot. All have sworn allegiance to a particular king or chieftain whose heraldry they carry into battle.

Khandish Warrior (Man)

Points value: 7

	F	S	D	A	W	C
Khandish Warrior	3/4+	3	4	1	1	3

Wargear

A Khandish Warrior carries a two-handed axe and wears armour. He may exchange his two-handed axe for a bow at no additional cost.





Mercenary Horsemen are particularly feared in those realms that border the Khandish kingdoms, for they have advanced the tactics of border raiding to the level of a bloody art.

Khandish Mercenary Horseman (Man) Points value: 9

	F	S	D	A	W	C
Mercenary Horseman	4/4+	3	4	1	1	2
Horse	0	3	4	0	1	3

Wargear

A Khandish Mercenary Horseman carries a bow and wears armour.

Special Rules

Sellswords. At the start of the game, before forces have been deployed, the controlling player rolls a dice for each Mercenary in his force. On the roll of a 1, the Mercenary has been bribed, and is not available for that battle. Models that are bribed do not count towards the size of the force for victory conditions or Courage tests.



The allegiance of a good mercenary band is a thing much sought after, both in Khand and the neighbouring kingdoms, for these battle-hardened warriors are deadly foes.

Khandish Mercenary (Man) Points value: 7

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

Wargear

A Khandish Mercenary carries a two-handed axe and wears armour. He may exchange his two-handed axe for a bow at no additional cost.

Special Rules

Sellswords. At the start of the game, before forces have been deployed, the controlling player rolls a dice for each Mercenary in his force. On the roll of a 1, the Mercenary has been bribed, and is not available for that battle. Models that are bribed do not count towards the size of the force for victory conditions or Courage tests.



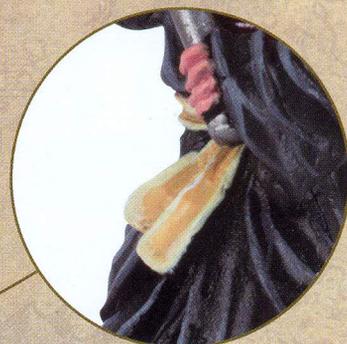
PAINTING THE WARRIORS OF KHAND

Unlike some of the forces of Evil in Middle-Earth, the warriors of Khand are divided; not just into a multitude of tribes, but into tribesmen and mercenaries. On these pages, you'll find a guide to painting the warriors of Khand, from infantry to cavalry and chariots. In addition, there are also some notes on painting Khandish Mercenaries and a selection of banner designs.



ARMOUR

- Paint the armour with Red Gore.
- Apply a layer of Blood Red.
- Finish with a coat of Gloss Varnish.



SASH

- Paint the sash with Vomit Brown.
- Highlight with Bleached Bone.



BOOTS

- Paint the boots with Dark Flesh.
- Highlight with a mix of Dark Flesh and Bleached Bone.



BANNER

- Paint the banner with Scab Red.
- Apply a layer of Red Gore.
- Paint the design in the same way as the sash.



CLOTH

- Apply a basecoat of Chaos Black.
- Highlight with a mix of Chaos Black and Codex Grey.



GOLD DETAILS

- Apply a basecoat of Shining Gold.
- Apply a wash of Chestnut Ink.
- Highlight with a mix of Shining Gold and Mithril Silver.



KHANDISH CHARIOTEER



HORSE

- Apply a basecoat of Chaos Black.
- Highlight with a mix of Chaos Black and Codex Grey.



WOODEN FRAME

- Paint the frame with Dark Flesh.



ANIMAL SKINS

- Paint the skins with Snakebite Leather.
- Highlight with Bleached Bone.
- Add the spots with Chaos Black.

KHANDISH MERCENARIES

When you paint your own force of Khandish warriors you are, of course, free to invent your own colour schemes. The important thing to remember, is that it must be possible to tell at a glance which elements of your force are mercenaries, and which are not. The simplest way to do this is to use a distinct colour scheme for each.

In the Studio army, the colours used on the mercenaries are the reverse of that for the rest of the army – the sash colour becomes the colour of the cloak, and the colour of the cloak becomes the colour of the sash. The advantage of this approach is that, by using the same colours in different ways, the army still has a unified appearance.



Unlike the warriors who come from a single tribe, mercenaries tend not to use heraldry.

Instead, they wear a plain black banner. This is another way to keep your mercenaries distinct from the rest of your warriors.



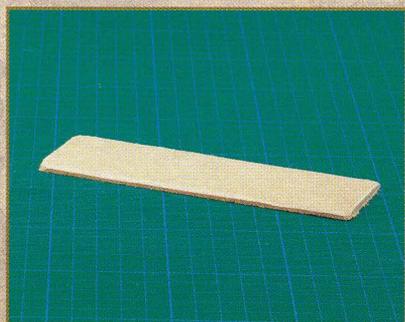
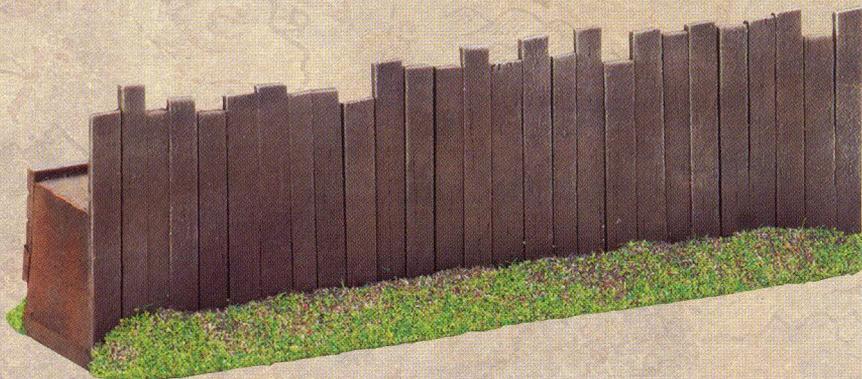
BUILDING AN EASTERLING ENCAMPMENT

When the armies of the East invade the lands of Gondor and Rohan, they construct temporary fortifications to protect their supplies and to act as a defensible base. Over the following pages, we'll be showing you how to make such an encampment, from the palisade walls and towers that surround the camp to the tents within. To play all of the scenarios featured in this book, we recommend that you build nine tents, two towers, five sections of palisade, one gate and four corner pieces.

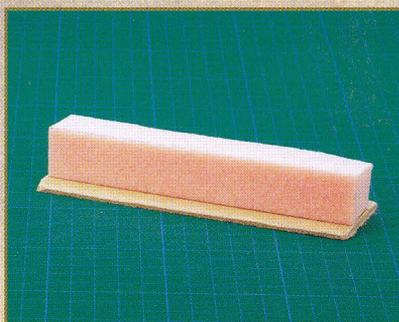
MATERIALS

Sharp knife
Pencil
Steel ruler
PVA woodworking glue
5mm foamboard
Thin card
Thick card
Balsa wood
5mm square wooden rod
Textured paint
Thick thread
Polystyrene
Half-round plastic rod (optional)

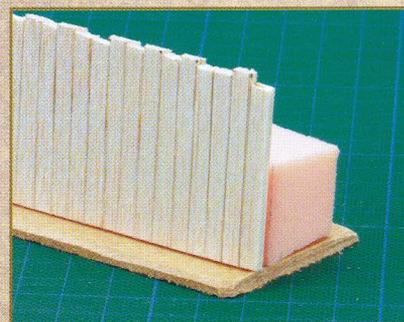
PALISADES



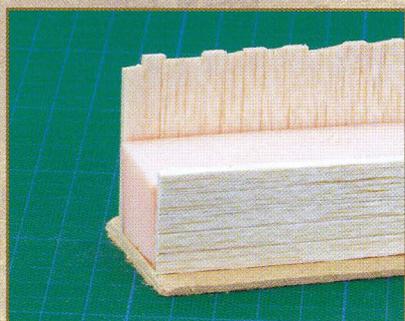
1. Cut out a base, 50mm wide and 150mm long.



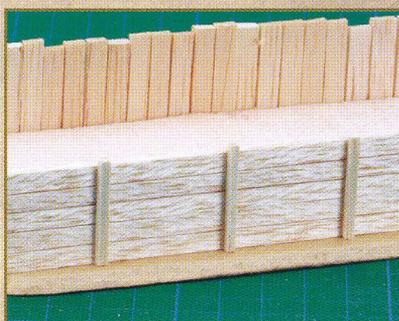
2. Cut a block of polystyrene to the same length, 25mm high and 25mm wide.



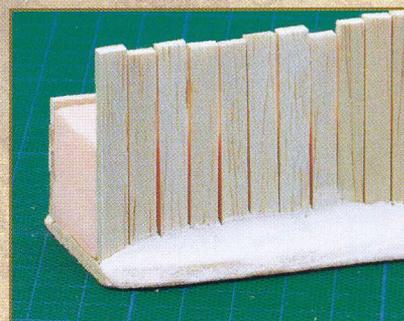
3. Glue a row of vertical balsa wood planks, 45mm high, along the front of the block.



4. Glue a row of horizontal balsa wood planks to cover the back of the block.



5. Add vertical strips of balsa wood (matchsticks will do) along the length of the palisade.

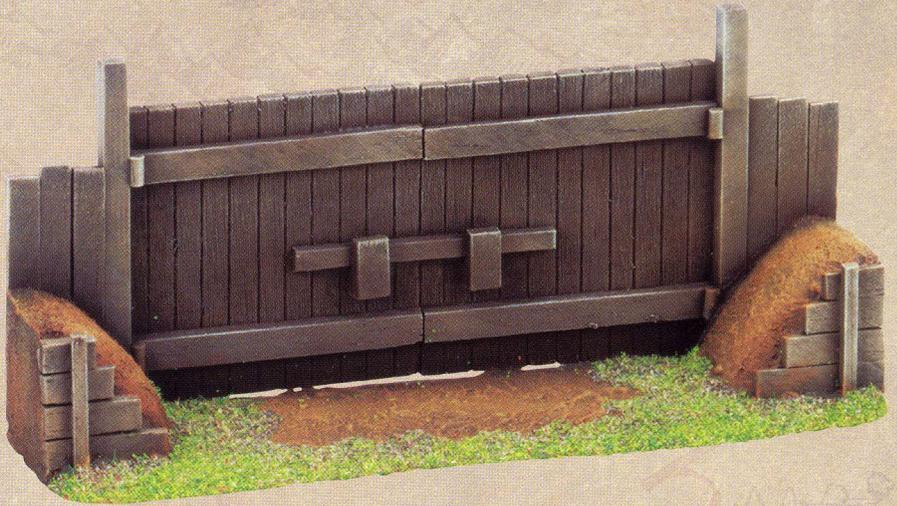


6. Apply some ready mixed filler to the base, in front of the palisade and into any gaps.



GATE

As you can see, building a gate section is a lot like making a normal palisade. The main difference is the addition of 5mm square rod as gateposts and round plastic rod as hinges; everything else can be made using the materials you've already used to make the other sections.

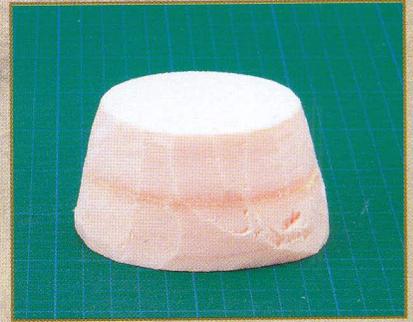


END PIECES

As all of the palisade sections are straight pieces, designed to make up a variety of differently shaped fortifications, it's a good idea to create end pieces to fill any gaps.

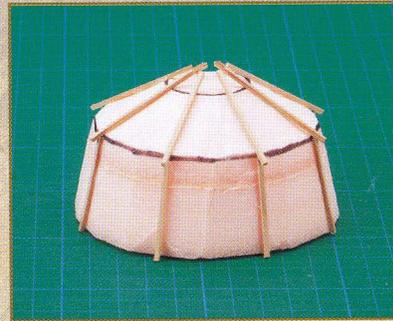
Simply create a vertical wall, identical to the front wall on your palisades, and wide enough to cover the side of the palisades. Then, glue it to a base, add some filler to the front and paint it to match.

TENTS



1. Glue two blocks of polystyrene together to form a single block, 100mm square and 50mm high.

2. Carve the block away to form a circle, tapering towards a 70mm circle at the top.



3. Begin to carve the roof 35mm up the block, centred on a smaller circle, 30mm wide.

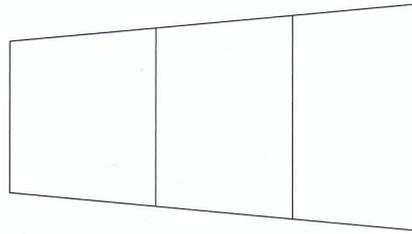
4. Make a frame from strips of balsa wood, or plastic rod.



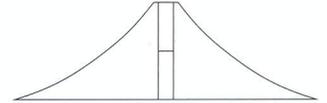
5. Tear up a sheet of cartridge paper, soak it in PVA glue, and then plaster the tent with it.



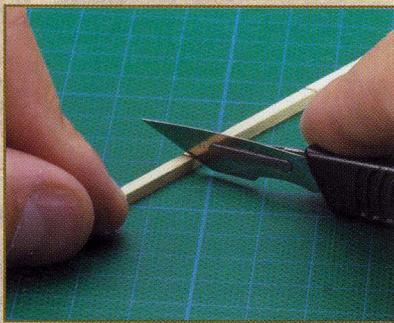
WATCHTOWER



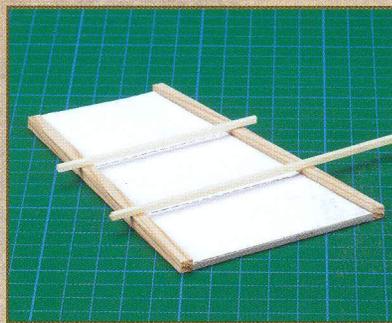
All templates are shown at 40%.
Photocopy at 250% to produce
templates at the correct size.



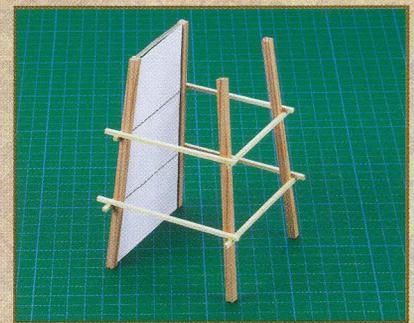
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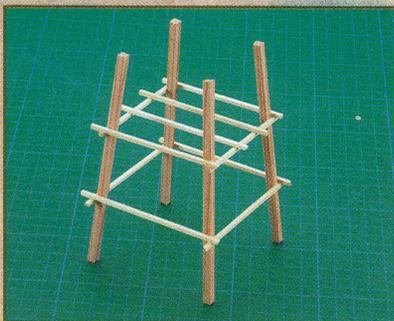
1. Cut a set of four legs 130mm long, from square wooden rod.



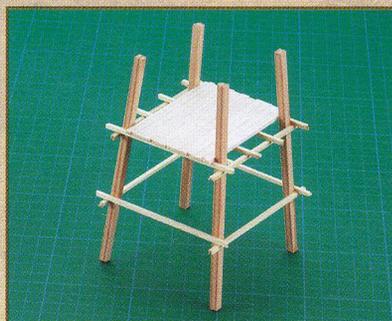
2. Take two legs and, using the tower frame template as a guide, lay two cross-beams between them, level with the marking on the template. Cut them to size and glue them in place. Repeat this for the other set of legs.



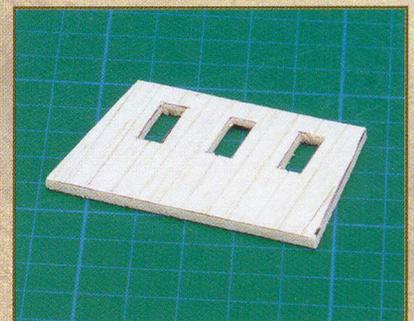
3. Take the two sets of legs and then, using the tower frame template as a guide, make two more sets of cross-beams to join them together. Glue the cross-beams in place on top of the ends of the existing beams, creating a frame for the tower.



4. To form a level support for the tower floor, glue two more beams across the frame.

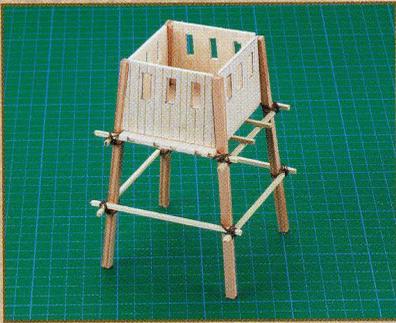


5. Cut strips of balsa wood, just slightly longer than the floor area, and glue them in place.

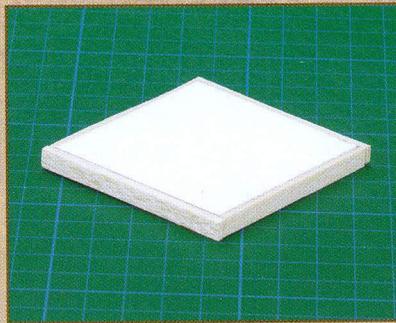


6. Cut four rectangles of balsa wood, 45mm high and 60mm wide, and then trim them to fit inside the frame. Score planking onto the surface of each with a pencil and then cut rectangular windows.

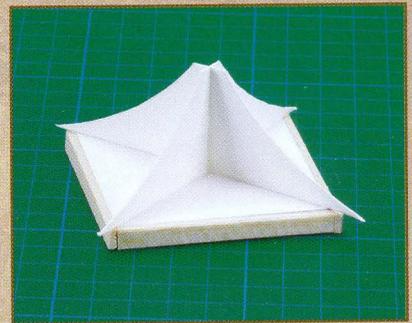




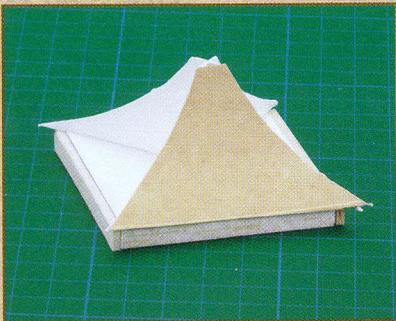
7. Glue the walls in place, inside the frame. Tie thick thread around all of the joints in the frame.



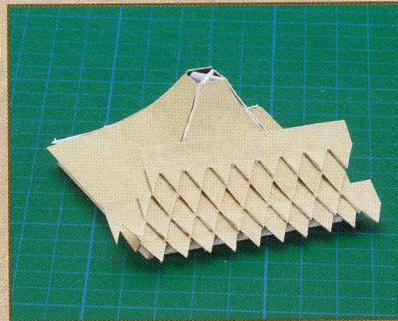
8. Cut a square from 5mm foamboard, roughly 2mm wider on each side than the top of the frame. Add a rim of balsa wood to the edges, and then glue it in place on top of the frame to form the roof.



9. Using the templates provided make two main roof supports from 5mm thick foamboard. Glue them in place, diagonally across the roof.



10. Take a sheet of thin card and cut it to approximately the size of one side of the roof, bend it into shape and then glue it in place. Once dry, trim away any excess. Do the same for the other sides of the roof, one at a time.



11. Using the template provided, cut out several rows of tiles and begin tiling the roof, taking one side at a time, starting at the bottom and working up.



12. Use thin card or half-round plastic rod to disguise the joints between roof sides. Use a few offcuts of card to cap the roof. To allow access to the tower room during play, remember not to glue the roof in place.

PAINTING THE ENCAMPMENT



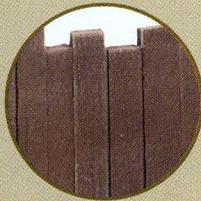
METAL DETAILS

- Apply a layer of Brazen Brass to the metal details, and then complete them with Shining Gold.



TILES

- Drybrush the tiles with Dark Flesh, Vomit Brown, and finally with Bleached Bone.



WOOD

- Paint the wood with Scorched Brown, and then drybrush it with Graveyard Earth.



TENT

- Paint the tent with Scorched Brown and then drybrush it with Graveyard Earth, followed by Bleached Bone.

It's a good idea to add a base to your terrain pieces. A base will help protect your models from damage and will also help your model blend in with the rest of your gaming table. In most cases, you can simply create a suitable sized base from thin wood, foamboard or thick card, and then apply the same texture as you apply to your models. In the case of the watchtower, we added a defensive ditch, built using the same techniques as the palisade. A ladder can also be added to allow models to climb the tower during play. We used the ladder from the Uruk-hai Siege Troops box, but you can also make a ladder from the same square, wooden rod that you used for making the tower frame.

GATHERING INFORMATION

Having escaped from their Easterling pursuers, Cirion and his followers arrive at Henneth Annûn and find the garrison of the refuge readying for battle. Alerted by the disappearance of several dispatch runners and scouts, the commander of Henneth Annûn, a captain named Madril, has begun to prepare for the worst and has sent word back to Cair Andros for reinforcements. After hearing Cirion's news, he mobilises every fighting man under his command. Many are veterans of the defence of Ithilien and those that are not, such as the youngest son of the Steward, Faramir, show great promise. However, despite their skill and experience, they lack artillery and cavalry – Henneth Annûn does not lend itself for the garrisoning of such troops. As the force moves out, Madril sends Cirion ahead with a small band of men, with instructions to capture one of the enemy commanders. Having committed themselves thus far, it is to no one's surprise that Múrin and Drár choose to accompany Cirion in his mission. The next day, Cirion and his companions find themselves looking down upon a newly cleared patch of forest from which a palisaded encampment has sprung.

PARTICIPANTS

GOOD

- Cirion
- Múrin and Drár
- 4 Warriors of Minas Tirith with spear and shield
- 4 Warriors of Minas Tirith with shield
- 4 Warriors of Minas Tirith with bow
- 3 Rangers of Gondor

EVIL

- 2 Khandish Chieftains
- 4 Khandish Warriors with bow
- 8 Khandish Warriors with two-handed weapon
- 5 Khandish Horsemen
- 4 Easterling Warriors with shield
- 2 Easterling Warriors with spear and shield
- 4 Easterling Warriors with bow
- One Easterling Warrior may carry a banner.

"...the Enemy increases while we decrease."

– The Two Towers

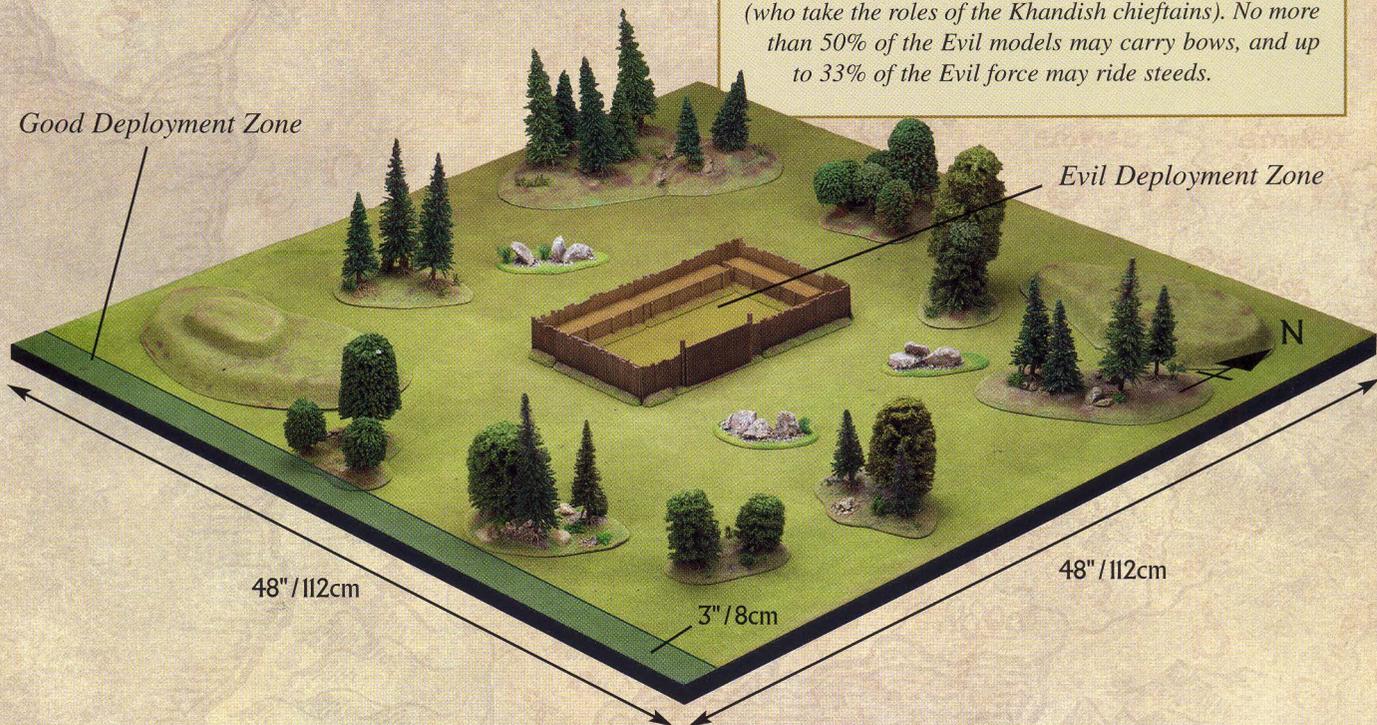
POINTS MATCH – ALTERNATIVE FORCES

GOOD (350 points)

Must include a single Hero with no more than 2 Wounds (who takes the role of Cirion). May also include two Heroes chosen from anywhere in the Free Peoples to take the role of Múrin and Drár. No more than 50% of the Good models may carry bows, nor ride steeds of any kind.

EVIL (350 points)

Must include two Heroes with no more than 2 Wounds (who take the roles of the Khandish chieftains). No more than 50% of the Evil models may carry bows, and up to 33% of the Evil force may ride steeds.





LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. Set up the Easterling fort in the centre of the board as shown. The immediate area around the palisade has been cleared of trees and other obstructions – place no terrain within 3"/8cm of the palisade walls. The remainder of the board is heavily forested, scattered with lots of undergrowth that counts as difficult terrain.

STARTING POSITIONS

The Evil player deploys one Khandish Chieftain and the Khandish Warriors within the walls of the palisade. The Good player then deploys his models within 3"/8cm of the south table edge. The remaining Evil models are kept in reserve and will be available later in the game.

OBJECTIVES

For the Good side to win they must capture an enemy Hero and move him off the board via the southern table edge (see below). If the Evil player can prevent this by killing the whole of the Good force, he wins the game.

SPECIAL RULES

Capturing the Captains. When an Evil Hero loses his last wound in combat, he is assumed to have been knocked unconscious. Place the model on its side to represent this – he may not act further in the game. Good models can move the Evil Hero using the rules for Carrying Heavy Objects as given

in the main rules manual. If an Evil Hero loses his last wound from a ranged attack, he is slain as normal. If a Khandish Hero fails a Courage test for his force being below half strength, he is automatically knocked unconscious (he trips over a tree stump as he flees for example).

Grapnels. The Good side have come prepared to attack the fort and each man carries a grapnel and line. Good models may ascend the fort walls following the normal rules for climbing.

Reinforcements. This small fort is intended as a staging area from which the Easterlings can strike deeper into Ithilien – there is a good chance that further reinforcements may arrive at any time. From the third turn, at the end of each Evil Move phase, the Evil player may roll a dice to determine if more forces have arrived. On the roll of a 4+, the Evil forces not deployed at the start of the game have arrived and may move onto the board from any point along the western table edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

CAMPAIGN

If playing this scenario as part of the 'A Shadow in the East' campaign, the Evil reinforcements will arrive on a roll of 3+ (rather than 4+) if the preceding scenario lasted for more than ten turns. If the game took less than eight turns, they arrive on a 5+.

TURNING THE TIDE

Cirion's mission has been a success and careful questioning of the Easterling leader has revealed the objectives of this invasion. Khamûl hopes to establish an encampment and, over time, a fortress, on the eastern bank of the Anduin. With the marshes of the Nindalf to the north and the river to its west, any fortress sited there could swiftly be made nigh-on impregnable and prove a constant threat to Cair Andros. When this information is relayed to Madril, he orders his army west. Khamûl's encampment can as yet only be as strong as the one Cirion lately attacked – a thing of wood and earth. If the Easterling presence is to be driven from Ithilien, it must be done before they can reinforce their settlement into a more permanent structure. Such an assault will still be difficult, for the wooden gates are strong, and the fear inspired by Khamûl will make the Easterlings difficult to rout. Madril's solution is to send Cirion back across the Anduin, to have him swim across the river and enter the Easterling camp from its most vulnerable side. Such a crossing is likely to be dangerous, for the Anduin is strong and wide, but, for the chance to open the gates, he considers it worth the risk. Cirion's force is a small one, for Madril cannot spare many men, but it will have to be enough.

PARTICIPANTS

GOOD

- Cirion
- Múrin and Drár
- Madril
- Faramir
- 1 Captain of Minas Tirith
- 3 Citadel Guard with spear
- 3 Citadel Guard with longbow
- 12 Warriors of Minas Tirith with spear and shield
- 12 Warriors of Minas Tirith with shield
- 12 Warriors of Minas Tirith with bow
- 9 Rangers of Gondor
- One Warrior of Minas Tirith may carry a banner. The Good force may have up to four ladders and one boat.

EVIL

- Khamûl the Easterling (fights on foot)
- 1 Easterling Captain
- 1 Khandish Chieftain
- 12 Easterling Warriors with shield
- 12 Easterling Warriors with bow
- 9 Easterling Warriors with shield and spear
- 12 Khandish Warriors with two-handed weapon
- 6 Khandish Warriors with bow
- 5 Khandish Horsemen
- 5 Easterling Kataphraks
- One Easterling Warrior may carry a banner.

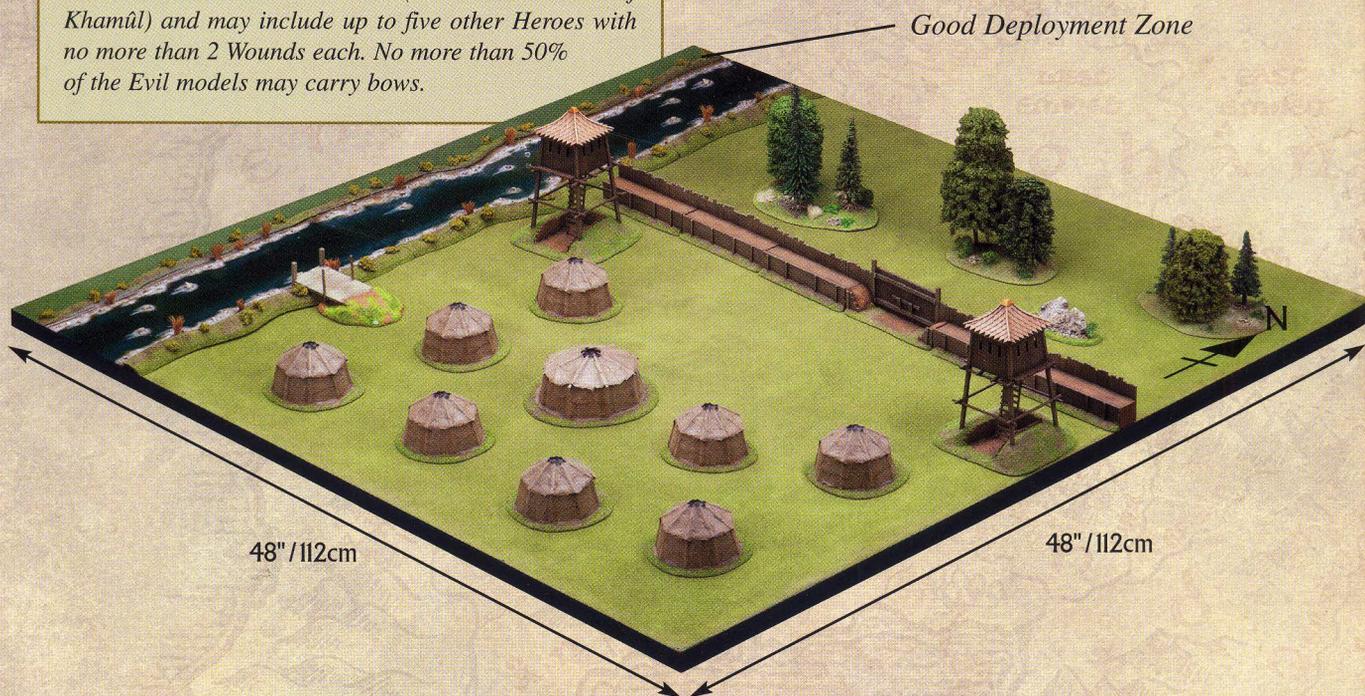
POINTS MATCH – ALTERNATIVE FORCES

GOOD (900 points)

Must include at least one Hero (who takes the role of Cirion) and up to five other Heroes with no more than 2 Wounds each. No Good models may ride steeds of any kind. The Good force may also include up to four ladders and a single boat.

EVIL (600 points)

Must include at least one Hero (who takes the role of Khamûl) and may include up to five other Heroes with no more than 2 Wounds each. No more than 50% of the Evil models may carry bows.



LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The Anduin is a river 8"/20cm wide and is placed 1"/2cm away from the western board edge. A palisade runs across the board 30"/70cm from the southern board edge – it has a tower at each end and a gate approximately 6"/14cm wide in the centre. A line of low barricades runs along the eastern edge of the river with a jetty approximately in the centre of the run. The inside of the palisade has nine tents, equally spaced, spread around it – one of these is nominated as Khamûl's.

STARTING POSITIONS

The Evil player chooses eight Easterling Warriors – these are the guards. One must be placed on the jetty, one must be placed at the entrance to Khamûl's tent, two must be placed touching the palisade gate – the remainder may be deployed anywhere within the palisade. He also chooses six Khandish Warriors; these may be deployed anywhere between the palisade and the river – these are sentries. No model, either guards or sentries, may be deployed within 6"/14cm of another Evil model. When this has been done, the Good player deploys Cirion, Múrin, Drár, and 3 Rangers of Gondor (hereafter referred to as the infiltrators) touching the western board edge on the bank of the Anduin.

OBJECTIVES

Whichever side destroys the other first wins the game.

SPECIAL RULES

The Gateway. This is treated as a heavy armoured door as described in the main rules manual – it starts the game closed, but may be opened and attacked as normal. In addition, any one of the infiltrators is assumed to be carrying enough flammable oils to set fire to the gate. An infiltrator may attempt to set fire to the gate at the end of the Combat phase, providing they are in base contact with it. On a 4+ (Might can be used to modify this roll), the gate has been successfully set alight and immediately takes D3 Strength 9 hits. It takes another D3 Strength 9 hits at the end of each subsequent Priority phase. Setting fire to the gate automatically raises the alarm.

All is Quiet. The Khandish Warriors follow the rules for sentries at the start of the game; no other models may move until the alarm is raised. Guards are considered to be sentries excepting the fact that they do not move.

The Sleeping Host. Once the alarm has been raised, the Evil player rolls a D3 for each tent at the end of each subsequent Move phase – roll for each tent in turn. He may immediately place an equal or lesser number of Evil Warriors (of his own choice) in base contact with that tent. They may not act further than turn. Khamûl never sleeps and so is automatically placed in base contact with his tent once the alarm is raised (no other model may emerge from his tent). Other Evil Heroes are awakened on a 4+ at the end of any Evil Move phase after the alarm has been raised. They may be placed in base contact with a tent chosen by the Good player.



Until the alarm is raised, any of the infiltrators may attempt to slay the Easterlings as they sleep. An infiltrator may attempt to do this at the end of the Fight phase if they are in base contact with the tent. Roll a dice: on a 1-3 the Good player may choose the victim, on a 4-6 the Evil player may choose. Whoever chooses, the victim must be a Warrior (Heroes are far too tough and lucky to kill this way). The infiltrator may then make two strikes per attack on his profile – exactly as if he were striking a trapped model. Victims receive no benefit for wearing armour while sleeping (all the Warriors in this scenario have Defence 3 if attacked in this way). If the infiltrator fails to kill the model, the alarm is raised.

Note that the number of models that are killed in each tent has no bearing on how many can later emerge from within. This is a deliberate abstraction to keep the scenario simple.

Madril. The remainder of the Good force is waiting out of sight of the encampment. They may enter the board from the north table edge at the end of any Move phase, but the alarm will automatically be raised if they do so. Up to one Hero and eight Warriors may arrive in a boat – see the main rules manual for details on boats.

Faramir. At this point in time, Faramir is only a young man and is, as yet, a long way from his final potential. He starts this game with only a single point each of Might, Will and Fate.

CAMPAIGN

If playing this scenario as part of the 'A Shadow in the East' campaign, the number of sentries and guards is each reduced by one for each scenario that the Good player has won to this point (ie, if the Good player won two scenarios, there will be six sentries and four guards).

For each scenario that the Evil player won, reduce the total number of Warriors of Minas Tirith by two (the Good player may choose which are removed).



With the aid of their Khandish allies, Easterlings defend their temple from a Gondorian attack.





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APPENDIX: THE EASTERN RAIDERS

Raiders from the east have ever been a mainstay of the histories in the western lands of Middle-earth. Though the forces of Good have always triumphed against such raids, it cannot be denied that the eastern borders belonging to the civilised lands of Gondor, Dale and the Iron Hills have proved dangerous even when Sauron's Orcs are silent in Mordor. These eastern frontiers are place of near-constant battle, of desperate men clashing with shield and spear, each seeking to make a name for themselves or simply to protect hearth and home. This section of the book presents four such conflicts between the evil Men of the East and those that they would destroy.

GOOD HEROES



Eorl the Young was the first king of the Rohirrim. Tall and fair, he was a leader both bold in battle and just in rule. After he came to Gondor's aid upon the Field of Celebrant, he was granted rule of the land of Calenardhon, thereafter known as Rohan.

Eorl The Young (Man)

Points value: 90

	F	S	D	A	W	C	M/W/F
Eorl	5/4+	4	6	2	2	5	3*/2/2
Felaróf	0	4	6	0	1	5	

Wargear

Eorl the Young wears heavy armour and carries a shield. He also carries a throwing spear and a sword (hand weapon). He rides Felaróf, father of the Mearas.

Special Rules

Expert Rider. Eorl can re-roll the dice on the Jump chart when jumping an obstacle while mounted (see main rules manual for details).

Legendary Hero. Tales of Eorl are still told in Rohan and Gondor, his deeds and valour forever immortalised in song. To represent his formidable leadership and prowess in battle, the Good player may roll a dice when Eorl first spends a point of Might each turn. On a 1-3 there is no effect. On a 4-6 the Good player need not reduce Eorl's Might score – the Might point was effectively 'free'. This only applies to the first point of Might Eorl spends each turn.

Felaróf. As a Mearas, Felaróf is a horse that moves 12"/28cm each turn.



We have included the option to have one or more Dwarf Captains as part of your force – note that you can include more than one if you wish. You can use this profile for famous heroes such as Óin and Ori. Other Dwarves that are named in the fragments of the book of Mazarbul – such as Flói, Frár, Lóni and Náli – can be represented by this profile, as well as all the leaders amongst the Dwarves who go unnamed in the story of The Lord of The Rings.

Dwarf Captain

Points value: 60

	F	S	D	A	W	C	M/W/F
Dwarf Captain	5/4+	4	7	2	2	5	2/1/1

Wargear

A Dwarf Captain wears Dwarf armour and carries an axe (hand weapon). At an additional cost he may be equipped with the following:

- Two-handed axe*5 pts
- Shield*5 pts
- Throwing axes*5 pts



Dáin Ironfoot, King of Erebor (Dwarf) Points value: 125



Dáin Ironfoot is the King of Durin's folk and holds court beneath the Lonely Mountain in Erebor. Though burdened by many years, Dáin is a mighty king descended in direct line from Durin, the sire of his race. He has fought many battles across the face of Middle-earth, and grown wise in the arts of leadership and battle. As a result, Dáin commands incredible loyalty from his followers – so much so that they will never surrender while he lives.

	F	S	D	A	W	C	M/W/F
Dáin Ironfoot	5/4+	4	9	3	3	7	3 / 3 / 2

Wargear

Dáin wears mithril armour and carries the great axe Barazantathûl, both heirlooms of his family.

Special Rules

The King under the Mountain. The Dwarves hold Dáin in supreme regard, and will do his bidding without question. Such is Dáin's awesome presence on the battlefield that the range of his 'Stand Fast!' rolls is 12"/28cm rather than 6"/14cm.

Venerable. Whenever Dáin has to make a Jump or Climb test the Good player rolls two dice and must choose the lowest. This roll can be influenced by Might in the usual way.

Barazantathûl. When Dáin fights with this axe, he adds +1 to his dice roll on the Wound chart, as normal with two-handed weapons, but he does not suffer the usual -1 penalty to the dice for deciding which side wins the fight.

DWARF WARRIORS



The sharp axes of the Dwarves and their stubborn courage are rightly feared among the servants of Evil.

Dwarf Warrior

Points value: 8

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

Wargear

A Dwarf warrior wears Dwarf armour. He can be given additional items at the following cost:

- Axe or two-handed axe (choose one)Free*
- Dwarf bow1 pt*
- Shield1 pt*
- Banner (up to one per Hero included in the same force)30 pts*

Khazâd Guard (Dwarf)

Points value: 11



The veterans of the Khazâd Guard, hand-picked from among the strongest Dwarf warriors, are sworn to defend their Lord with their lives. They wear terrifying war-masks and are equipped with the best weapons and armour.

	F	S	D	A	W	C
Khazâd Guard	4/-	4	7	1	1	4

Wargear

Each Khazâd Guard wears Dwarf heavy armour and carries an axe (hand weapon) and a two-handed axe.

Special Rules

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



REPRISALS

Whilst the people of Gondor are without doubt those who have most cause to hate and fear the Easterlings, they are often not the first to feel the blades of the phalanxes and Kataphrakts. Far to the north and east of Gondor lies the Dwarf hold of the Iron Hills. Many are the occasions that these doughty folk have had to stand against foes from the Eastern Realms, for the Rhûnish kings have a great love of Dwarven-crafted weaponry and armour, but are less enamoured of paying a fair price for such things. Time and again, outlying regions of the Iron Hills shake to the sound of armoured feet, a sign that the Rhûnish legions are marching to take by force that for which they do not want to pay. Such practices have left the Dwarves with a hatred for the Easterlings that rivals that which they hold for the Orcs, a loathing made all the worse by the fact that they feel Men should know better than to engage in such acts. In this way, clashes between the Iron Hills Dwarves and the armies of Rhûn are bitter and closely fought affairs, with no quarter given or asked for.

In one such encounter, a cohort of Easterling warriors has conducted a successful raid on a Dwarven town. In the pursuit that followed, the Dwarves were easily out-stripped and the Easterlings escaped their wrath, yet too many valuable works have been stolen for them to sit idly by. With his blood calling for vengeance, Dáin Ironfoot leads a reprisal against an Easterling temple, some leagues away from the Iron Hills. Dáin believes that it is to here that many of the stolen items are likely to have been taken – even if this is not the case, Dwarven axes will take a tithe of Easterling blood in payment for their loss.

PARTICIPANTS

GOOD

Dáin Ironfoot
1 Dwarf Captain
6 Khazâd Guard
9 Dwarves with Dwarf bow
8 Dwarves with shield
4 Dwarves with two-handed axe
One Dwarf may carry a banner.

EVIL

2 Easterling Captains
12 Easterling Warriors with shield
12 Easterling Warriors with bow
6 Easterling Warriors with shield and spear
10 Easterling Kataphrakts
One Easterling may carry a banner.

POINTS MATCH – ALTERNATIVE FORCES

GOOD (500 points)

Must include at least one Hero (who takes the role of Dáin). No Good models may ride steeds of any kind and no more than 50% of the Good force may carry bows.

EVIL (550 points)

May include up to three Heroes. Up to 25% of the Evil force may be mounted, but no more than 33% may carry bows.





LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The Easterling temple is placed in the centre of the board, set up as shown opposite.

STARTING POSITIONS

The Good player deploys his force within 6"/14cm of the western board edge. The Evil player then deploys his Easterling Warriors and Easterling Captains in base contact with the temple, and his Kataphrakts within 6"/14cm of the eastern board edge.

OBJECTIVES

To win this game, the Dwarves must score more than 25 Victory Points. They score points for the following actions – see the special rules for details:

Burning down the Easterling temple:	10 points
Each artefact rescued (a Dwarf carrying an artefact must move off the board to rescue it):	3 points
Each Easterling Captain slain:	1 point
Dáin Ironfoot is slain:	-10 points

If the Dwarves score 25 Victory Points before they are eliminated, they win the game. Otherwise, the Evil player wins.

SPECIAL RULES

Artefacts. The items the Dwarves seek to reclaim should be represented by small counters or tokens. A Dwarf may claim a single artefact counter by moving into base contact with the temple – place a counter in base contact with the Dwarf. A Dwarf can also seize an unclaimed counter by moving into

base contact with it during the Move phase. The artefacts are otherwise treated as light items, as described in the main rules manual.

Reinforcements. At the end of each Evil Movement phase, the Evil player may select D6 Easterling Warriors and/or Kataphrakts previously removed as casualties and move them on from the eastern board edge. The Easterling force will be considered to be reduced to half its starting strength or less once it has lost half of the models listed in the Forces section – make a note on a scrap of paper to keep track.

Burning the temple. The Dwarves may attempt to set fire to the temple during the Fight phase, providing they are in base contact and have performed no action other than moving that turn. The Good player may roll a D6 for each of his models that are trying to set fire to a building. On each roll of a 5 or 6, the fire catches hold – indicate this with a suitable marker for each such roll. At the start of each turn, before priority is rolled, add an additional marker to the temple as the fire rages through its structure. If the winning roll for priority is lower than the number of fire counters on the temple, the building collapses – replace it with a pile of rubble. Any models inside the temple suffer a single Strength 10 hit (as well as any falling damage) and are knocked to the ground. Evil models may attempt to douse the flames on the building in the Fight phase, providing that they are in base contact with it and have performed no action other than moving that turn. The player may roll a D6 for each of his models that are trying to douse the flames. For each roll of a 6, they have been partially successful – remove a marker. The Dwarves can continue to take artefacts from the temple once it is alight, but will suffer a single Strength 8 hit from the flames and burning debris if they do so.



STRANGE CIRCUMSTANCES

Some years after the events in Ithilien, Cirion's path crosses that of the Khandish foe once again. Sent on a scouting mission into northern Harad with only a few men at his side, he is ambushed by Keiseimu, a Khandish leader of great renown. Severely outnumbered, and with many of his men slain, Cirion is taken back to Khand in chains where it is Keiseimu's intention to hold him to ransom. As it happens, Cirion has only been captive a few weeks when the situation changes. An Orc captain, Lazdrag, has fallen out of favour with his masters in Lugbúrz, as is often the lot of the Orcs. He has resolved to rectify this situation by attacking several Khandish settlements to garner fresh workers for the slave fields of Núrn – the Dark Lord doesn't much care where his slaves come from, so long as they are plentiful. As fate decrees, it is Keiseimu's village that first attracts Lazdrag's attention, for though the king's men are almost unswervingly loyal, they are relatively few in number and, as such, provide an almost irresistible temptation. Upon learning of the Orc warband marching on his home, Keiseimu sends for help from other nearby settlements, but almost all refuse him, preferring to let Lazdrag's forces tire themselves on Keiseimu's defenses. Desperate for additional aid, Keiseimu strikes a bargain with his captives – if they will fight with him to defend the village, they will be allowed to go free when the battle is done. So it is that Cirion and his surviving followers find themselves fighting side-by-side with their erstwhile enemies, for it is by far preferable in their eyes to fight against the Orcs than to be captured as spoils by them.

Historical Note: As fate transpires, the Orcs were defeated, but Keiseimu went back on his word and so Cirion was forced to fight his way to freedom.

PARTICIPANTS

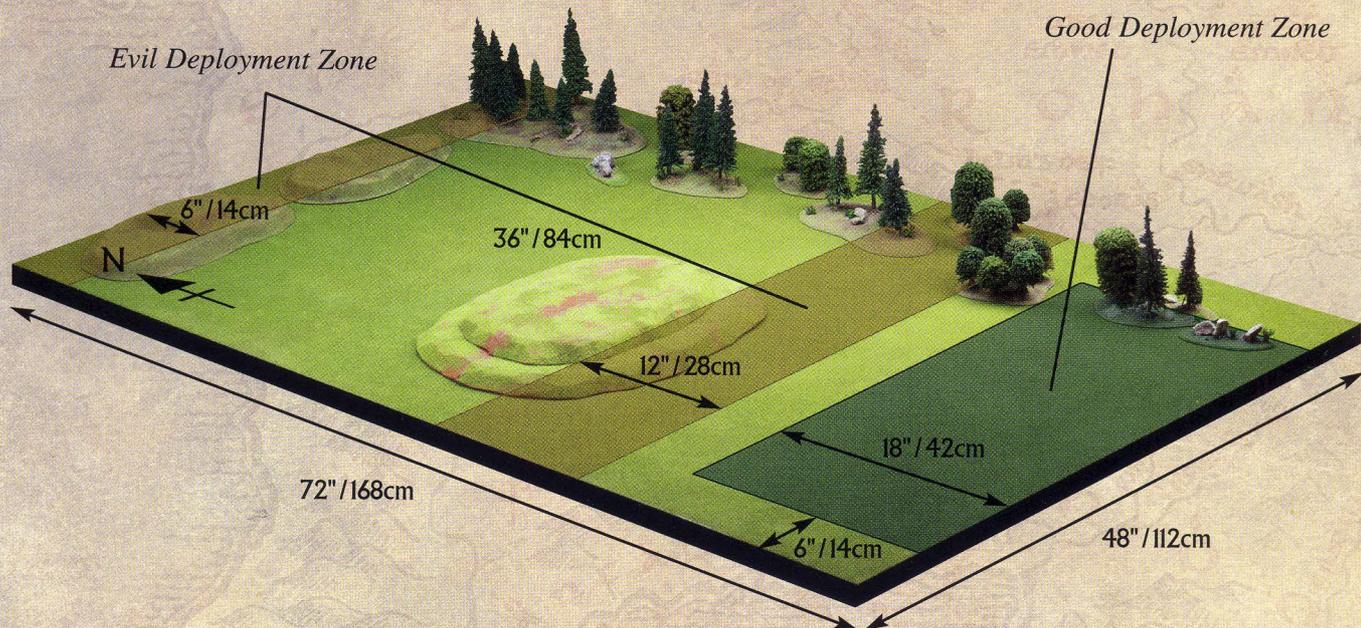
GOOD

- Cirion
- 1 Khandish King (rides in chariot)
- 2 Khandish Chieftains (on horseback)
- 3 Rangers of Gondor
- 8 Khandish Warriors with bow
- 16 Khandish Warriors with two-handed axe
- 12 Khandish Horsemen



EVIL

- 3 Orc Captains (on foot)
- 1 Orc Captain (rides a Warg)
- 12 Orcs with shield
- 12 Orcs with spear
- 6 Orcs with two-handed weapon
- 6 Orcs with Orc bow
- 4 Warg Riders with throwing spear
- 4 Warg Riders with Orc bow
- 4 Warg Riders with shield
- 1 Mordor War Catapult with Troll
- Up to two Orcs may carry a banner.





POINTS MATCH – ALTERNATIVE FORCES

GOOD (500 points)

Must include four Heroes of up to 2 Wounds each. No more than 66% of the Good force may carry bows and no more than 33% may be mounted.

EVIL (750 points)

Must include four Heroes of up to 2 Wounds each. No more than 33% of the Evil force may carry bows and no more than 33% may be mounted.

LAYOUT

The scenario is played on a board 48"/112cm by 72"/180cm. The eastern edge of the board is heavily forested with lots of undergrowth that counts as difficult terrain. A hill runs along the north board edge, and there is a larger hill approximately 30"/70cm from the northern board edge. Other than this, the battlefield is completely flat and clear of terrain.

STARTING POSITIONS

Dismayed by the Orcish war engines, Keiseimu's forces have withdrawn behind the southern hill to shelter beneath its slopes. The Good player deploys his entire force within 18"/42cm of the southern board edge, no closer than 6"/14cm to the eastern or western board edges. The Evil force is split into two groups. The first, consisting of the catapult, Orc Archers, and Warg Riders, is deployed within 6"/14cm of the northern board edge. The second is deployed between 36"/84cm and 48"/112cm from the northern board edge. The Orc Captains may be deployed with either group, in any combination.

OBJECTIVES

The Good player wins if the Orc Captains are slain. The Evil player wins if Cirion and the Khandish Heroes are slain. If both sides achieve their objectives in the same turn, the game is a draw.

SPECIAL RULES

This scenario uses the Loose Mounts and Passengers special rules as described in the main rules manual.

Disordered Leadership. The Orcs have been taken by surprise by Keiseimu's withdrawal, a problem compounded by the fact that they have become separated into two groups. When each Orc Captain moves, the Evil player rolls a D6. On the roll of a 3 or more, that Captain has been able to marshal his followers – the Captain and any Evil models within 6"/14cm may act normally this turn – this includes heroic actions. On any other result, confusion has set in – the Orc Captain may move, but other models may not unless they are within 6"/14cm of another Orc Captain who passes his test. Regardless of the outcome of these tests, models may still fire missile weapons and fight in close combat, they simply may not move. If the Captain is unable to move (if he was charged, or is *Transfixed*, for example) he may still test.

Might may be used to modify this roll.



THE FIELD OF CELEBRANT

Gondor has often been beset by warlike men come out of the east. So many tribes have come and gone, ruled by kings both cruel and fair, that it is almost impossible to tally them, let alone recount their lineage and their deeds. Some have been all but forgotten by history, but the strongest brought Gondor to its knees.

So it was five hundred years before the events of the War of the Ring, when foes from the east forced Gondor to the brink of ruin. The servants of Sauron marched plainly across the White City's domains and hope was fading. The steward of Minas Tirith, Cirion (for whom the Cirion mentioned elsewhere in this volume is named), marshalled his forces as best he could, but his enemies were too great in number. Only with allies could the land of Gondor be made safe, but such allies were few and far between.

It was as the invaders broke onto Gondor's western province of Calenardhon that the fortunes of war changed once again. Out of the north he came, his hair streaming in the wind and a mighty army at his back: Eorl the Young, greatest warrior of the Age and king of the Horse-lords who would one day become known as the Rohirrim. With spear and bow, the Éorlingas challenged Sauron's servants for dominion of Calenardhon and cast them back in a single bloody battle that saved Gondor.

Historical Note: For his victory at Celebrant, Cirion gifted Eorl and his folk the land of Calenardhon in which to dwell in exchange for Eorl's pledge to aid Gondor in times of need. For the next five hundred years this new kingdom, Rohan, stood firm alongside Gondor, remaining ever true to the oath of Eorl.

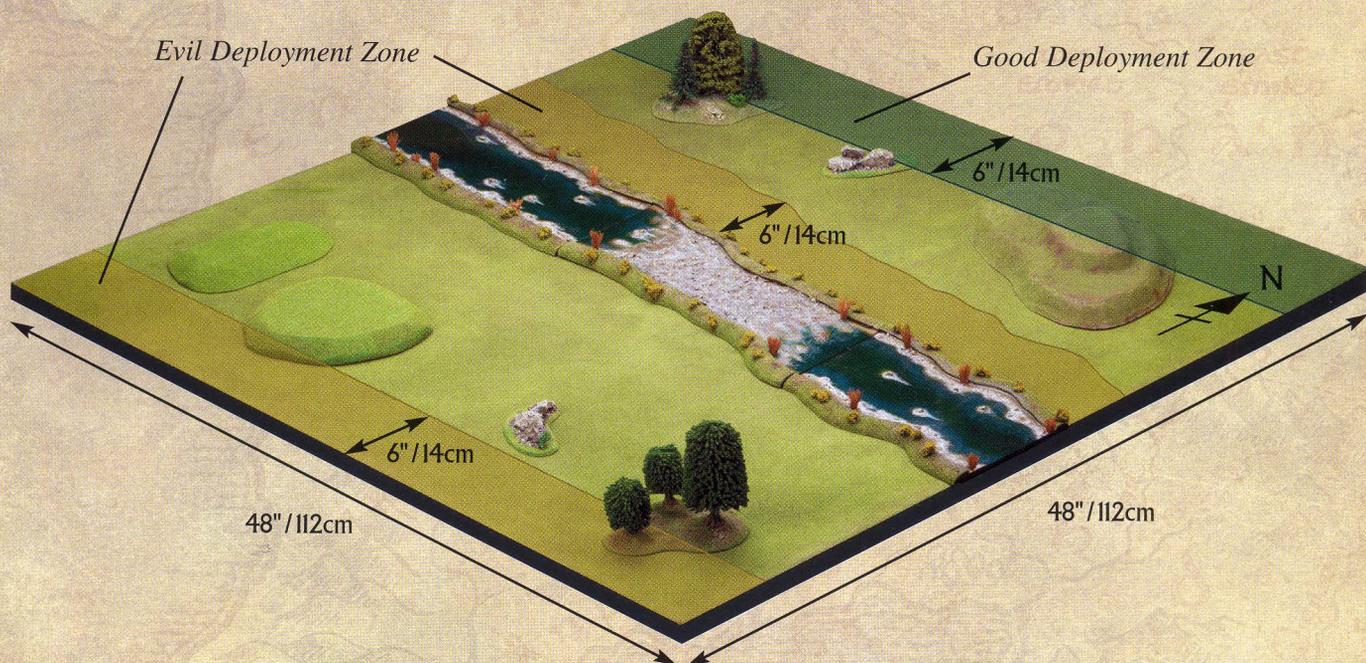
PARTICIPANTS

GOOD

- Eorl the Young
- 2 Captains of Rohan (on horseback)
- 8 Rohan Royal Guard with throwing spears (on horseback)
- 12 Riders of Rohan
- 6 Riders of Rohan with throwing spears
- One of the Rohirrim may carry a banner.

EVIL

- 1 Khandish King (in chariot)
- 1 Khandish Chieftain (on foot)
- 1 Khandish Chieftain (on horseback)
- 1 Orc Captain
- 8 Khandish Warriors with bow
- 16 Khandish Warriors with two-handed axe
- 12 Khandish Horsemen
- 2 Khandish Charioteers with bow
- 12 Orcs with shield
- 12 Orcs with spear
- 6 Orcs with two-handed weapon
- 6 Orcs with Orc bow
- One Orc may carry a banner.





POINTS MATCH – ALTERNATIVE FORCES GOOD (650 points)

Must include at least one Hero of up to 2 Wounds. No more than 66% of the Good force may carry bows, but all Good models must be mounted.

EVIL (800 points)

Must include at least one Hero of up to 2 Wounds. No more than 66% of the Evil force may carry bows and no more than 33% may be mounted. The Evil player may nominate up to 100 points of Warriors to form the flanking force (see below).

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. A river runs down the centre of the board from the centre of the west edge to the centre of the east edge. There are also two small forests, and a handful of low hills (see map).

STARTING POSITIONS

The Evil player deploys the Orcs between the northern bank of the river and the northern board edge, up to 6"/14cm away from the river. The Good player then deploys his force within 6"/14cm of the northern board edge. The Evil player then deploys his Khandish forces within 6"/14cm of the southern board edge – he may keep up to one Charioteer and six Khandish Horsemen to one side to use as reinforcements if he wishes (see below).

OBJECTIVES

This is a fight to the death – no quarter will be asked for and none shall be given. Whichever side destroys its opponent first, wins the game. In the (rather unlikely) event that both sides are wiped out in the same turn, the game is a draw.

SPECIAL RULES

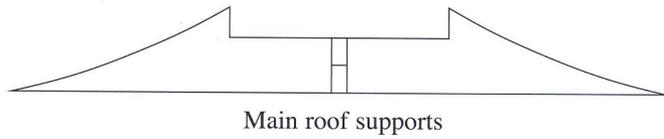
The Celebrant. The river is fast flowing, but fordable – though not without risk. The river counts as difficult terrain. In addition, any model ending its move in the river must roll a D6. On the roll of a 1 they are knocked to the ground by the current. Cavalry affected in this way are automatically thrown. Models with the Expert Rider special rule may re-roll this test if they wish.

Flanking Force. If the Evil player has set aside any models at the start of the game, these can be directed to enter the board from a chosen table edge as the game goes on. Note that, depending on where the Evil player wishes them to arrive, they may meet with delay. Before the game begins, the Evil player must make a note of which board edge he wishes his reinforcements to move on from: north, east, or west – all models must be assigned to the same edge. From the end of the fourth Evil Move phase, the Evil player may roll a dice to see if his flanking force has arrived. If he has directed the force to arrive on either the eastern or western edges, he requires a 4 or more; if he has chosen the northern edge, he requires a 5 or more. He may continue to roll in each subsequent Move phase until they arrive. Newly arrived models may not charge, but may otherwise act normally.



HOW TO MAKE AN EASTERLING TEMPLE

The tents and defences featured earlier in this book represent Easterling structures that are likely to be encountered in the lands of Gondor or Rohan. This is a guide to making a building that might be encountered in the homeland of the Easterlings – the temple is featured in the Reprisals scenario.



Main roof supports



Tiles



Tower roof support



Door decoration



Window frames

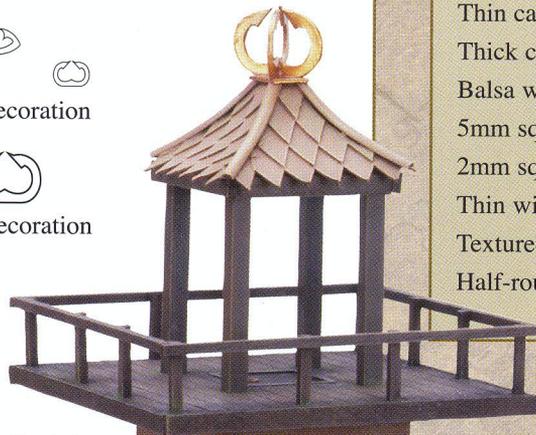


Eave decoration

All templates are shown at 40%.
Photocopy at 250% to produce
templates at the correct size.

MATERIALS

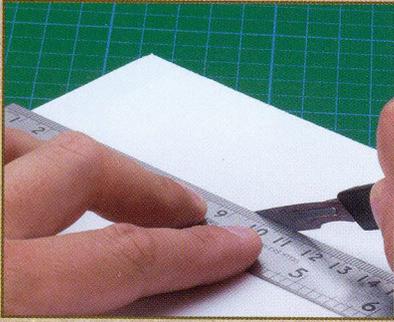
- Sharp knife
- Pencil
- Steel ruler
- PVA woodworking glue
- 5mm foamboard
- 10mm foamboard
- Thin card
- Thick card
- Balsa wood
- 5mm square wooden rod
- 2mm square wooden strip
- Thin wire
- Textured paint
- Half-round plastic rod (optional)



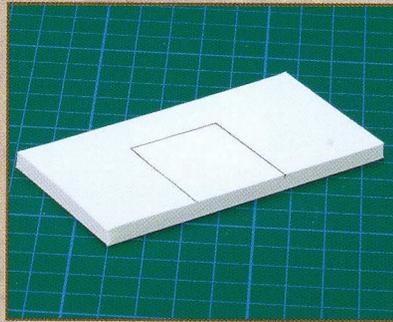
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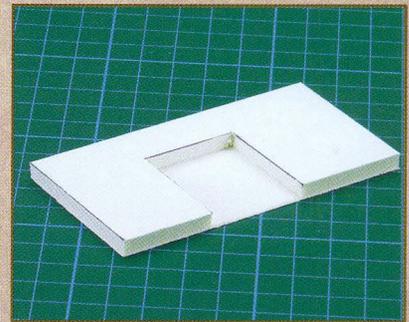
GROUND FLOOR



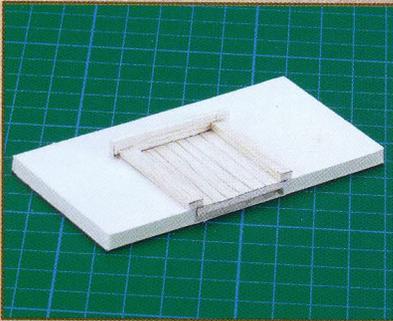
1. Cut out four pieces of 5mm foamboard, each measuring 95mm long and 50mm high, to make the ground floor walls.



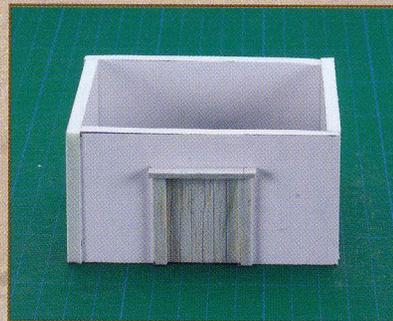
2. It's best to cut a recess for the door into one of the walls before gluing them together. Take one wall piece and mark a rectangle 30mm wide and 35mm high, halfway along the long edge. Once the floor is assembled, the wall will be 100mm long, so centre your door 50mm from the right edge.



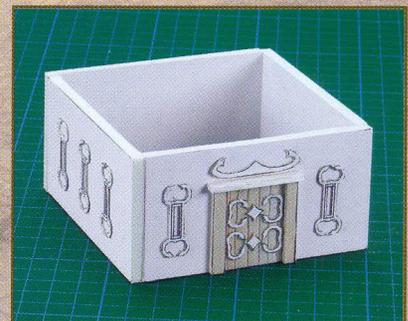
3. Remove the first layer of card and the foam beneath from the rectangle. Leave the back layer of card intact to give the wall greater strength.



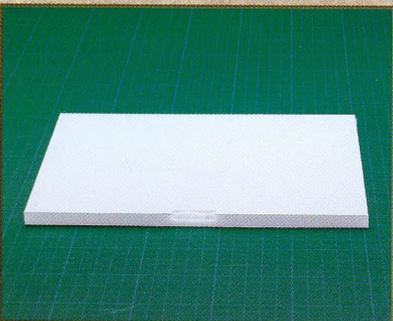
4. Build a door from balsa wood to fill the recess, and then score it with a pencil to create the appearance of planking. Make a door frame from three pieces of balsa wood, and then glue both door and frame in place.



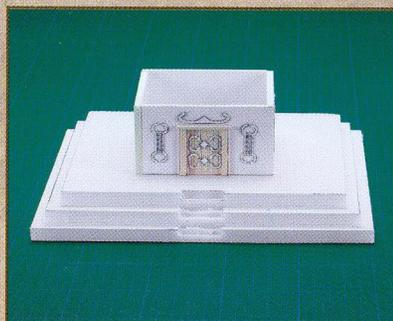
5. Glue the walls together to form a square. Make sure to position the panel containing the door so that the door remains in the centre of the wall.



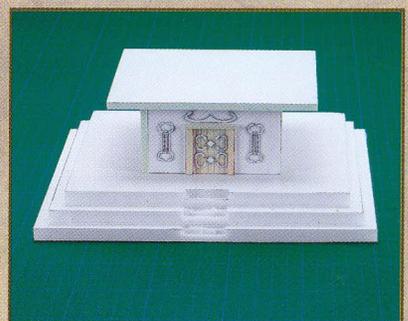
6. Use the templates provided to make a set of door decorations and eleven window frames from thin card. Glue these in place around the building.



7. Cut three squares of 10mm thick foamboard, 200mm, 220mm and 240mm square. Cut steps into each, of appropriate width, and position them to match the temple door.



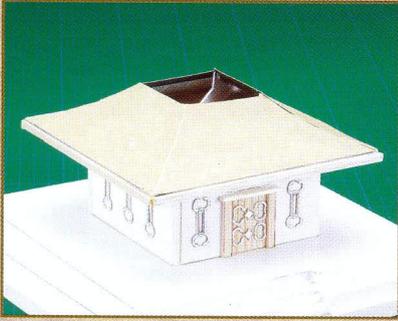
8. Glue the squares together to form the base of the temple, and then glue the ground floor in place on top.



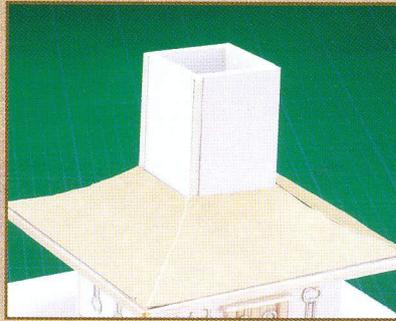
9. Cut a piece of 5mm thick foamboard, 150mm square, and glue it on top of the ground floor to form a base for the roof.



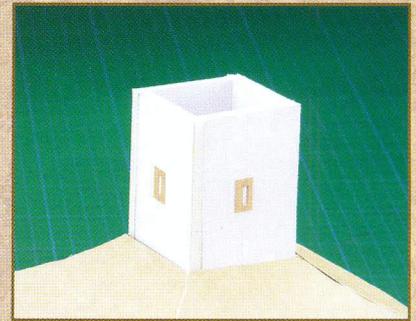
ROOF AND TOWER



1. Build the roof using the same methods used on the encampment tower earlier. Make sure to leave space for the tower at the apex of the roof.



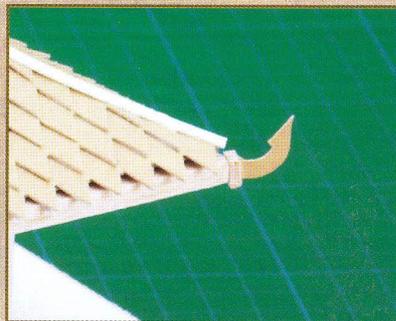
2. Cut four pieces of 5mm thick foamboard, 45mm wide and 70mm high. Assemble these to form the tower, in the same way as you assembled the ground floor.



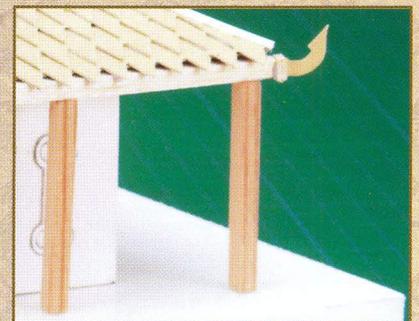
3. Cut four pieces of thin card, 8mm wide and 14mm high then cut a slot into the middle of each. These are the tower windows. Glue them in place on the tower walls.



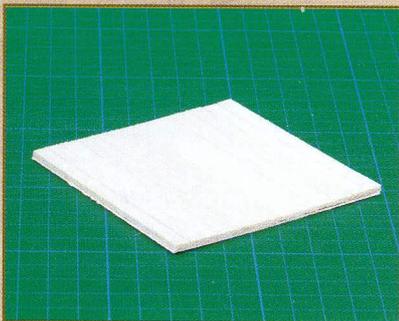
4. Tile the roof in the same way as the encampment tower roof. Glue the tower in place on the roof.



5. Copy the eave decoration template and then cut it in half and use each half to make decorations for the eaves.



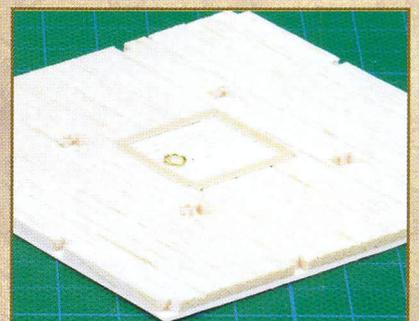
6. Cut twelve pillars from lengths of square wooden rod, 50mm long. Glue these in place around the ground floor of the temple.



7. Cut a piece of thick card, 90mm square, and also a sheet of balsa wood of the same size. Glue the two together and then score planking onto the balsa wood with your pencil. This will be the tower floor.

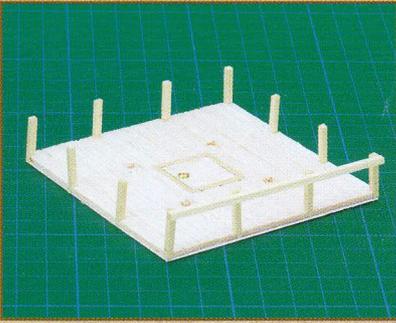


8. Cut a 20mm square from the centre of the tower floor, turn it 90° and then glue it back in place. Surround the square with a thin frame made from thin card and add a ring of wire at one end.

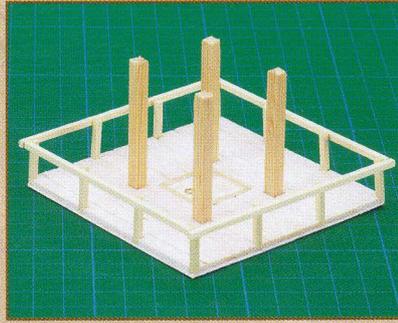


9. Cut four holes on each side of the tower floor, 2mm square, to act as holes for the tower railings. Mark out a square, 40mm wide around the centre of the tower floor, and then cut a 5mm square hole inside each corner.

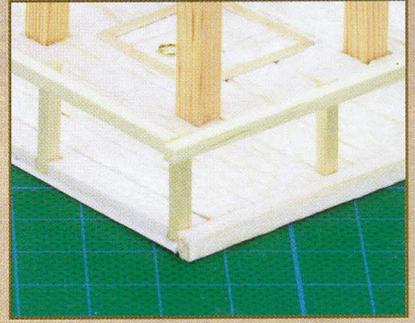




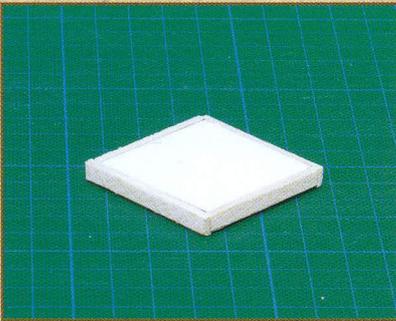
10. Cut twelve 17mm posts from a 2mm wooden strip, and then glue them into the holes around the edge of the tower floor. Then make railings to go around the posts from the same material. Remember, two of the four rails will need to be 90mm long, while the others are 94mm.



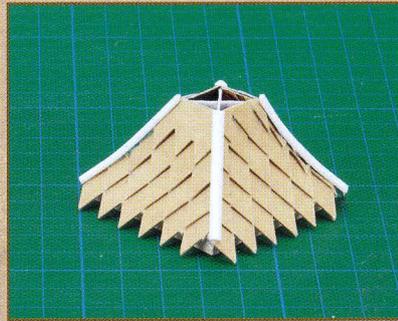
11. Cut four lengths of square wooden rod, 50mm high, to act as roof pillars, and then glue them into the 5mm holes.



12. Make a balsa wood frame to go around the outside of the tower floor and roof, and then glue it in place.



13. Cut a 40mm square of 5mm thick foamboard and edge it with balsa wood, in the same way that you edged the tower floor. This will form the base of the tower roof.



14. Using the tower roof support and tile templates, make a roof for the tower in the same way as you did for the ground floor before.

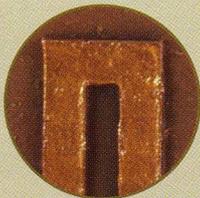


15. Complete the roof by adding a peak made from two eave decorations mounted on a piece of thin card, and then glue it in place on the roof pillars.

PAINTING THE TEMPLE

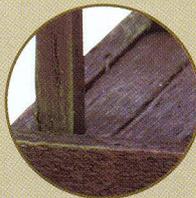
PREPARATION

- Paint the plinth and temple walls with textured paint, then apply a black undercoat to
- the whole model, and a coat of Dark Flesh to all but the wooden parts of the model.



METAL DETAILS

- Apply a layer of
- Brazen Brass to the metal details, and then complete them with Shining Gold.



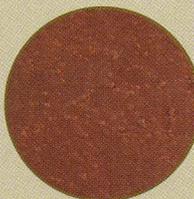
WOOD

- Paint the wood with
- Scorched Brown, and then drybrush it with Graveyard Earth.



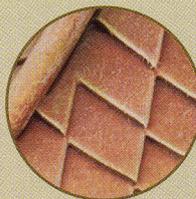
BASE

- Drybrush the plinth with a mix of Codex
- Grey and Graveyard Earth, followed by a light drybrushing with Skull White.



WALLS

- Drybrush the walls with Terracotta, and then with Vermin Brown.



TILES

- Drybrush the tiles with
- Dark Flesh, Vomit Brown, and finally with Bleached Bone.



HUNTER & HUNTED

Fangorn is a forest that all who live nearby treat with great respect. Though few indeed know the extent of the power that dwells beneath its leaves, no one doubts that such a power exists. Alas, intruders in the west of Rohan learn such lessons all too slowly, seeing the forest only as a ready source of shelter and firewood. So it is when, some years after Eorl's victory at Celebrant, a Khandish Mercenary warband abandons a battle on the plains of Rohan and escapes into the seemingly welcome shelter of the trees. Their desertion costs the forces of the Dark Lord the battle and, consumed with rage, Khamûl leads a group of more dependable followers into the forest to find the traitors. As the Nazgûl and his warriors begin to hunt amongst the trees, a power awakens that is older even than he, a power that is dismayed to find such a creature stalking the groves of his beloved forest. Though Treebeard's fellow Ents are slumbering too deeply to respond to his enraged bellow, others hear his call...

PARTICIPANTS

GOOD (400 POINTS)

Treebeard
Gwaihir
2 Giant Eagles

EVIL (450 POINTS)

Khamûl the Easterling (on horseback)
1 Khandish Mercenary Chieftain
10 Easterling Kataphrakts
4 Khandish Mercenaries with bow
8 Khandish Mercenaries with two-handed axe

*"Come not between the
Nazgûl and his prey."*

– The Return of the King

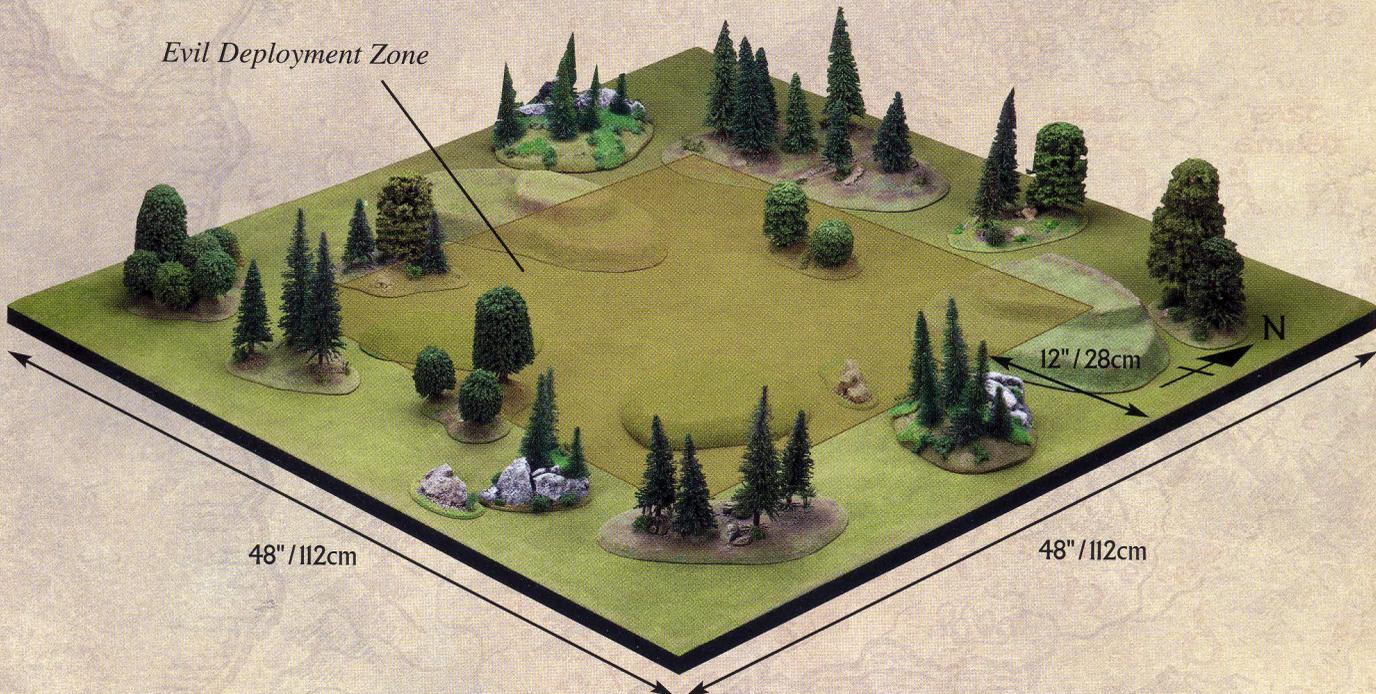
POINTS MATCH – ALTERNATIVE FORCES

GOOD (400 points)

Must include at least two Heroes. The Good force may not include models armed with bows or mounted models.

EVIL (450 points)

Must include at least two Heroes. Up to 50% of the Evil force may be mounted, but no more than 33% may carry bows. At least one Hero and 100 points of Warriors must take the place of the Khandish Mercenaries (see below).





LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The board is heavily forested with lots of undergrowth that counts as difficult terrain, as well as a great many hills to represent the foothills of the Misty Mountains upon which the forest of Fangorn grows. A relatively clear glade, approximately 12"/28cm across, should be left in the centre of the board.

STARTING POSITIONS

The Evil player deploys the Khandish Mercenaries anywhere on the board, but no closer than 12"/28cm to any board edge. Treebeard is then deployed touching the western board edge. Khamûl and the Kataphrakts move onto the board from the eastern board edge during the first Evil Move phase.

OBJECTIVES

The Evil player wins if he kills Treebeard. The Good player wins if he manages to kill Khamûl and at least six Easterling Kataphrakts. In the event that both players achieve their objectives during the same turn, the game is a draw.

SPECIAL RULES

The Khandish Mercenaries – two player variant. If there are only two players in the game, the Khandish Mercenaries are always controlled by the player with priority, though they

treat all models as causing Terror and never take Courage tests for forces being reduced to half strength. The Sellswords special rule is ignored for the purposes of this scenario.

The Khandish Mercenaries – three player variant. If you wish, this scenario can be played with three players, with the third player taking command of the Khandish Mercenaries. In this event, the Khandish Mercenaries do not roll for priority, but always act second in each phase. They only test for half strength if the Khandish Mercenaries themselves are reduced to half strength – they are not counted as part of the Evil force in any way, though they may always fire into combat. If playing this variant, the victory conditions are altered – whichever force survives, wins the game. The Sellswords special rule is ignored for the purposes of this scenario.

The Eagles are Coming! Drawn by the sound of Treebeard's battle, Gwaihir and two of his brothers have come to Fangorn. Unfortunately, the dense forest is something of an impediment to these noble creatures due to their sizeable wingspans. Once Treebeard has been wounded, the Good player may roll a dice at the end of each subsequent Move phase. On a 4+, one Eagle (of the Good player's choice) has arrived and may enter the board from a table edge of his choice. Note that if an Eagle wishes to charge an enemy in base contact with a tree they must roll a D6 before they move. On the roll of a 4 or more, they successfully reach their target as normal. On any other result they may not move that turn.



SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules
Cirion	4/4+	4	6	2	2	4	3/1/1	Boldest of the Bold
Madril	4/3+	4	5	2	2	4	3/1/1	Master of Ambush
Múrin	5/4+	4	8	2	2	5	3/1/1	Kalazâl
Drár	5/4+	4	7	2	2	5	3/1/1	Expert Shot
Khamûl the Easterling	5/-	4	8	1	1	6	2/12/2	Essence Leech, The Will of Evil, Terror, Harbinger of Evil
Fell Beast	5	6	6	2	3	3		Fly, Feral
Easterling Captain	4/4+	4	6	2	2	4	2/1/1	
Easterling Warrior	3/4+	3	5(6)	1	1	3		Phalanx
King	5/4+	4	6	2	2	5	2/2/1	Commanding Presence
Khandish Chieftain	4/4+	4	5	2	2	4	2/1/1	
Mercenary Chieftain	5/4+	4	5	2	2	3	2/1/1	Sellswords
Charioteer	3/4+	3	4	1	1	3		
Mercenary Horseman	4/4+	3	4	1	1	2		Sellswords
Mercenary Warrior	4/4+	3	4	1	1	2		Sellswords
Khandish Warrior	3/4+	3	4	1	1	3		
Eorl	5/4+	4	6	2	2	5	3*/2/2	Expert Rider, Legendary Hero, Felaróf
Felaróf	0	4	6	0	1	5		
Dwarf Captain	5/4+	4	7	2	2	5	2/1/1	
Dáin Ironfoot	5/4+	4	9	3	3	7	3/3/2	The King under the Mountain, Venerable, Barazantathûl
Dwarf Warrior	4/4+	3	6(7)	1	1	4		
Khazâd Guard	4/-	4	7	1	1	4		Bodyguard
Khandish Chariot	0	3	6	0	3	0		Khandish Chariot
Armoured Horse	0	3	5	0	1	3		
Horse	0	3	4	0	1	3		





Easterling Kataphrakts charge the Men of Gondor.



Eorl the Young leads the attack on the Warriors of Khand.



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

"...and out of the East, Men were moving endlessly: swordsmen, spearmen, bowmen upon horses, chariots of chieftains, and laden wains."

The Fellowship of The Ring

This Sourcebook provides additional rules and background for collecting, modelling and gaming with Games Workshop's detailed The Lord of The Rings miniatures.

RULES

Includes new rules for: • Khandish Chariots • Easterling Kataphrakts • Eorl the Young • the Variags of Khand
• the Dwarves Múrin and Drár • Khamûl the Easterling, second amongst the Nazgûl.

SCENARIOS

Four linked scenarios that narrate an Easterling invasion into the land of Ithilien prior to the events of The Lord of The Rings. Take command of the outnumbered defenders of Gondor or the might of the Easterling war machine to dictate the path of history. An additional four scenarios allow players to re-enact battles against the eastern warriors all across Middle-earth.

PAINTING AND MODELLING TIPS

Detailed advice on painting your Easterlings and Khandish warriors, as well as a series of step-by-step guides to creating themed Easterling terrain over which to fight your battles.



 ENGLISH

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