

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

KINGDOMS OF MEN



'By the blood of our people are your lands kept safe.'

– Boromir, *The Fellowship of the Ring*

GAMES
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INTRODUCTION

It is the Third Age of the world. Sauron's legions spill forth from the black lands of Mordor, their mission to bring all of Middle-earth under control of the Dark Lord. Few races can hope to stand against this threat, for the realms of the elder races are dwindling. Middle-earth's fate therefore rests upon the valour to be found in the Kingdoms of Men.

This sourcebook is your guide to collecting armies from the Kingdoms of Men, and fielding them in games of The Lord of the Rings. The main rules manual for The Lord of the Rings Strategy Battle Game contains the rules you will need to fight battles with your Citadel miniatures.

This sourcebook contains five separate army lists that work with those rules, along with information on how to forge your collection of Citadel miniatures into an organised force that reflects the history and narrative of The Lord of the Rings. With this book you can assemble your army and prepare to do battle against the servants of the Dark Lord.



CHOOSING YOUR FORCES (page 4–15)

This part of the book contains details of how to organise your collection of Citadel miniatures into an army for Points Match games of The Lord of the Rings – perfect for playing 'pick-up and play' battles in your gaming club or at your local hobby centre. This section also includes six exciting Points Match scenarios for you to test your armies in, allowing you to match wits and armies with your friends.

THE ARMIES OF MEN

Each army has its own section, in which is presented the rules for all of its Warriors and Heroes, including any special rules or unique items of wargear that they may have access to. The armies in question are:

Minas Tirith (page 16–23)

This army represents the stalwart defenders of northern Gondor, the ruins of Osgiliath and the wilds of Ithilien. It includes such mighty Heroes as Boromir, Captain of the White Tower, and Faramir, Captain of Gondor. Long years of constant war have made the army of Minas Tirith a thing of enduring strength, fit to crush any foe.

The Fiefdoms (page 24–29)

Herein can be found the Warriors and Heroes of Gondor's client realms – the noble Knights of Dol Amroth, the fierce Clansmen of Lamedon and the dead-eyed Blackroot Vale Archers. Though they hail from many different realms, these valorous warriors are united in their allegiance to Gondor's crown, and will fight to the last for their fellows.

Rohan (page 30–35)

It is for good reason that the Rohirrim are famed as horse-masters, for their horse archers and cavalry charges are second-to-none. Furthermore, Rohan has access to many famous Heroes, such as Théoden, Éomer, Erkenbrand, and even more. If a last great ride to death or glory calls to your blood, then you can do no better than to command an army of Rohan!

Arnor (page 36–39)

Arnor is now a desolate ruin, but at its height flourished as strong as Gondor. Now its armies are gone, and all that remain are the Rangers of the North, the Dúnedain of Isildur's line, chief of whom is Aragorn, son of Arathorn. The bloodlines of Arnor may be scattered, but they are far from defeated – they are peerless woodsmen and rangers who excel at unleashing ambushes upon their foes.

Númenor (page 40–41)

The exiles of sundered Númenor fought alongside the Elves throughout the battles of the Last Alliance. Though the bloodline of Númenor has since all but perished, its influence and traditions echo throughout the kingdoms of Men that exist in the Third Age.

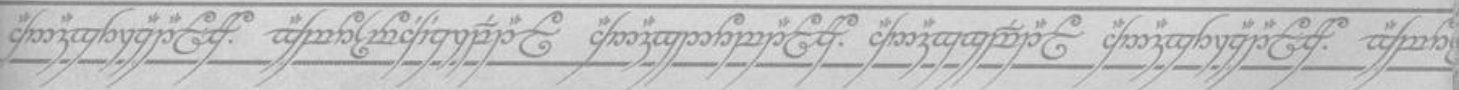
BATTLES IN MIDDLE-EARTH (page 44–47)

Here, you'll find several narrative scenarios that recreate pivotal battles from the history of Middle-earth. Unlike the Points Match battles, in these thematic encounters, each scenario presents you with the history of the encounter, a list of recommended participants and any special rules you might need to faithfully recreate these iconic events from the story of The Lord of the Rings. For many The Lord of the Rings collectors, these scenarios offer the chance to delve into the exciting stories and histories surrounding the events of the books and films and answer the immortal question of 'What if you could do things differently?'



FIND OUT MORE

While this volume contains everything you need to play a game with your army, there are always more tactics to use, different scenarios to fight and painting ideas to try out. Check out Games Workshop's monthly magazine, White Dwarf, and www.games-workshop.com to find out more.



North



Icebay of Forochel

The Lost Realm



Forlindon

Erech Linn

River Lûn

Hills of Evendin

Nemal (Lake Evendin)

Fernot

Midgeon

Bree

Wo (A)

Forlend

Gulf of Lhûn

Mirkwood (Grey Haven)

Tower Hills

Rivendell

The Shire

Old Forest

Barrow-downs

Sarn Ford

The Greenway

Harland

(Blue Mountains)

ERIADOR

Mirkwood

Gondola (Gondolad River)

Tharbad

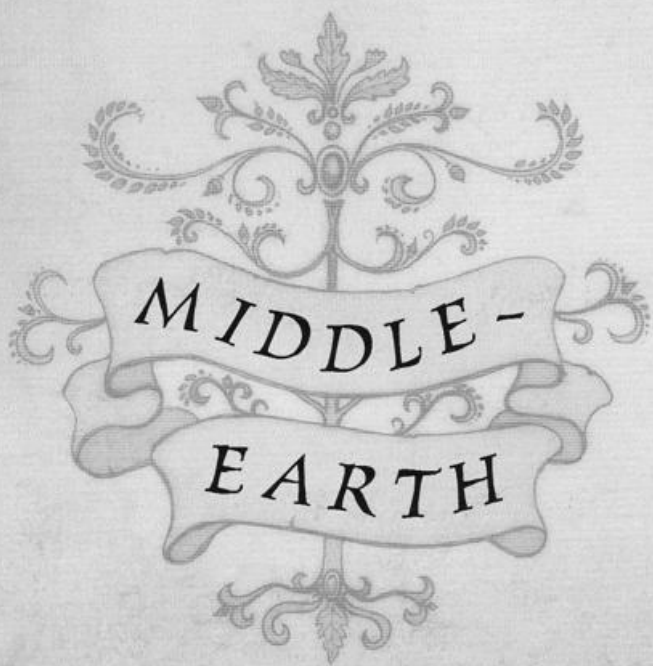
Eredwaith

Loon River

Loon

Pitons

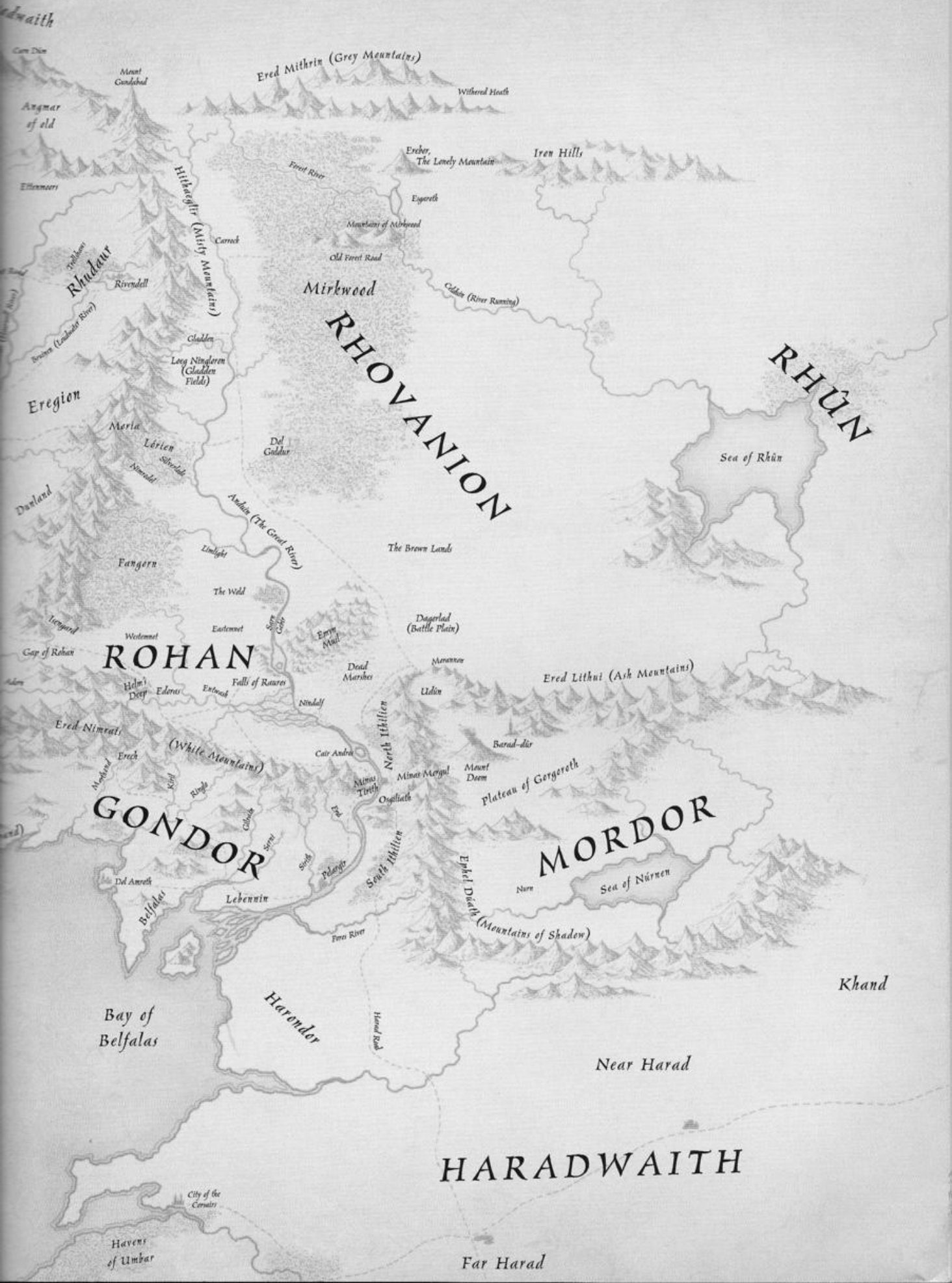
Am



MIDDLE-
EARTH



Northern Waste



CHOOSING YOUR FORCES

A terrible shadow threatens to eclipse the realms of Middle-earth. Sauron, the Lord of the Rings, seeks to dominate the world under a tyranny that will never end. Across hundreds of battlefields, minor skirmishes erupt into wars that will span many lifetimes of Men and claim thousands of lives. From the desolation of Arnor and the eaves of Lothlórien, to the deserts of Harad and the ash-choked wastes of Mordor, the legions of Middle-earth do battle for the fate of the world!

There are many ways to play with and enjoy your collection of The Lord of the Rings miniatures, from recreating famous battles from the history of Middle-earth to casual pick-up and play games such as you see in gaming clubs and hobby centres every week.

This section of the book looks at Points Match games, a style of play specifically designed to enable players to enjoy a balanced and exciting game without having to prepare extensively in advance – beginning your battle becomes as simple as agreeing a fixed points limit, choosing your force from within your collection and beginning the game.

POINTS VALUES

In The Lord of the Rings Strategy Battle Game, every model has a points value, as presented in its army list entry. The points value is a measure of how formidable a warrior that model is. A weak and cowardly Moria Goblin costs a mere 4 points, whilst a mighty Dragon costs over 200 points. An Uruk-hai Scout costs 8 points, whilst Boromir of Gondor, a mighty Hero of Men, costs more than a hundred.

By adding together all the points costs of the Warriors and Heroes you have selected, you can find out the points value of your army. Knowing the points value of your models is important, as it gives you a handy way of reckoning your army's effectiveness. If you've enough Goblins, it's possible to overwhelm even a Dragon, and if you've enough Uruk-hai Scouts, even Boromir cannot hope to emerge victorious.

SIZE OF GAME

To play a Points Match game, you and your opponent agree a points value for the game. It is this points value that determines the maximum points you can spend on your army, and therefore your army's overall power. Most Points Match games take place between armies of an equal points value.

For example, if you decide to play a 750 point game, then each player can select up to 750 points worth of models for their force.

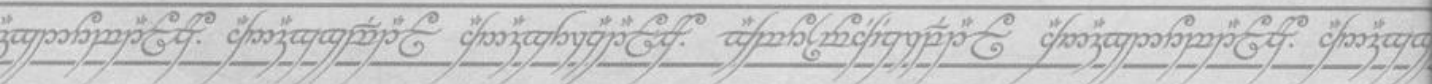
In reality, most armies are actually a shade smaller than the agreed points value. Sometimes it's just impossible to spend every last point – many 750 point armies end up actually being 748 or 749 points. Indeed, to get around this, most players are happy to let their opponent go a few points over the agreed total – after all, a few points here or there are unlikely to upset the battle's course.

What Points Limit?

Quite what size game you wish to play should depend on how much time you have available – there's nothing more frustrating than having to abandon a close-fought battle because you're running out of time.

A limit of 500 to 750 points per side will result in a game that can be comfortably concluded in a few hours. A game of 200 points each is still very entertaining, feeling like a clash of patrols, and normally lasts less than an hour. Larger games take proportionally longer, and you might expect a game of 1,500 points or more to take the entire day – perfect for a lazy Saturday.

With the points limit agreed, players need to pick their forces.



CHOOSING YOUR ARMY

Once you have agreed on the size of your game, you will want to select your army. Each of the major powers (and a great many of the minor powers) are represented in an army list found in this, or one of the other, sourcebooks. Each army list contains all the rules, background and options you'll need to turn your collection of Citadel miniatures into a force ready to conquer or defend Middle-earth. When you're choosing a force, you'll normally select models from the same army list (although often you'll want to ally two or more armies together, as we'll explain later). If you want to know which sourcebook to look in to find a particular army, consult the table below.

Sourcebook	Armies
The Kingdoms of Men	Minas Tirith, the Fiefdoms, Rohan, Arnor, Númenor.
The Free Peoples	Eregion and Rivendell, Lothlórien and Mirkwood, the Fellowship, the Shire, Wanderers in the Wild, the White Council, Durin's Folk.
Mordor	Mordor.
The Fallen Realms	Isengard, Harad and Umbar, Eastern Kingdoms.
Moria and Angmar	Moria, Angmar.

WARBANDS

Every Points Match force is composed of one or more warbands. Each warband represents a mighty Hero and the Warriors that are his followers. All models in your force have to be part of one of its warbands.

It's worth noting that there is no limit to the number of warbands you can include in your force, other than the points value you have agreed.

The Captain

To choose a warband, you must first select a Hero to be its captain. The captain can be given any of the options presented in his army list entry. This can include relatively commonplace items, such as armour, a bow or a shield, but can also encompass slightly more esoteric items depending on the army in question, such as a mighty Fell Beast, or a magical item of power. If an option is not included in the army list entry, the Hero cannot take it.

Some Heroes are bought as a pair, such as Elladan and Elrohir. Where this happens, you must choose which is the captain – the other becomes one of his 12 followers, even though this is not normally permitted.

Named Heroes

As a final important note – you can only have one of any named individual in your army. You can't have an army made up entirely of Aragorns! The same is true if there are several different versions of the same Hero – Sauron and the Necromancer, for example.

Followers

Once your warband's captain is chosen, you can select up to 12 Warriors from the same army to be his followers. A captain does not have to take followers if you do not wish him to, however, it's important to note that you cannot take a warband that contains only Warriors and no Heroes. Similarly, you cannot usually take a warband that contains more than one Hero (the captain). Other Heroes must form warbands of their own, even if they don't have any followers.

Wargear and Bow Limit

As with the captain, followers can select wargear as allowed by their army list entry.

For example: A Warrior of Minas Tirith equipped with a shield and spear would cost 9 points. A Warrior of Minas Tirith that has only a shield, would cost just 8 points.

However, some missile weapons are restricted – Keeping an army well-supplied with the many hundreds of arrows that it needs is a hard task. Because of this, there is a limit to the number of bows you can include in your force.

You army can have 1/3 (rounding up) of its Warriors equipped with bows, Orc bows, long bows, Elf bows or crossbows – simply put, one Warrior in every three can carry a bow. Note that certain models, or indeed entire armies might have their own special rules which can take precedence over this limit – where this is the case, it will be clearly marked out. Bows carried by Heroes do not count towards an army's Bow Limit.

For example, the Bow Limit of a 35 Warrior force is 12 models with bows (35 divided by 3, rounded up).

ADDITIONAL WARGEAR

The following items of wargear are referred to throughout these sourcebooks, but are not present in all editions of the main rules manual – we have therefore reprinted them here for your convenience.

WAR HORNS

Many Warriors have the option to carry war horns – booming instruments whose sonorous tones can reassure faltering allies.

If you have one or more war horns on the battlefield, all models in your force have +1 Courage.

CAVALRY STEEDS

Various models can take a mount of some kind. The more unusual ones are listed in the rider's bestiary entry, but the more common steeds are listed here.

	M	F	S	D	A	W	C
Horse	10"/24cm	0	3	4	0	1	3
Armoured horse	10"/24cm	0	3	5	0	1	3
Warg	10"/24cm	3/6+	4	4	1	1	2
Pony	8"/20cm	0	2	3	0	1	2

THE AGES OF THE WORLD

The Citadel miniatures range of The Lord of the Rings models encompasses a huge variety of characters and fighters, from the warriors of the Last Alliance, who fought against the Dark Lord in the Second Age to the famous Fellowship of the Ring, and the heroes of the Third Age. Whilst there are no rules to prevent you doing otherwise, hobbyists generally enjoy theming their armies to match famous encounters and alliances, or at least situations that could possibly have arisen, and so eschew mixing improbable (or downright impossible) characters such as Elendil and Aragorn – who lived thousands of years apart.

Siege Engines

Each warband can only contain a single siege engine. The siege engine itself, and any crew, each count as one of the warband's 12 models. Note that if a siege engine includes a Hero, he must be its captain.

Independent Heroes

This icon next to an army list entry denotes an Independent Hero. This type of Hero cannot take followers – each Independent Hero will always be a warband of one model. Some Heroes simply aren't cut out to be good captains – they might be disliked by their own troops, simply be loners or refuse to associate with others.

THE LEADER

Finally, once you have selected all the warbands for your force, you must choose one of the Heroes in your army to be the leader. Whichever Hero you choose is up to you, however you should try and match the leader of your force to the character most likely to lead the army in the story of The Lord of the Rings. Whilst there is no hard-and-fast rule to govern this choice, players have the chance to remain true to the character of the stories and Heroes they have chosen.

For example: Jervis is collecting a Mordor army that includes the Witch-king of Angmar and a Mordor Troll Chieftain. Whilst there are situations where he might rather have the Troll Chief as his nominal leader, the Witch-king is second in power only to Sauron, so he selects the Witch-king (and then protects him carefully from Hobbits and maidens).

Independent Heroes cannot be leaders.

ADDING ALLIES

Some of the more memorable moments in The Lord of the Rings come about when several groups unite in common cause. To represent this, you don't have to choose all of your warbands from the same army list, they can come from any army of the same alignment.

There are many advantages to alliance, from compensating for weaknesses in your army, to simply allowing you to collect and game with different models. Allies also make your force behave differently on the battlefield, opening up fresh tactical opportunities.

Who Can Ally?

When playing games of The Lord of the Rings, there are only two real sides; you're either fighting to defeat Sauron (Good) or helping him conquer Middle-earth (Evil). Good armies can ally with other Good armies, and Evil armies can ally with other Evil armies. One force cannot contain both Good and Evil models.

Good Armies: Minas Tirith, the Fiefdoms, the Fellowship, Rohan, Arnor, Númenor, Eregion and Rivendell, Lothlórien and Mirkwood, Durin's Folk, the Shire, the White Council or the Wanderers in the Wild.

Evil Armies: Mordor, Isengard, Harad and Umbar, Moria and Angmar or Eastern Kingdoms.

For example: Adam is building a Good force, and wants an army that represents the defenders of Helm's Deep. He therefore takes Théoden and Gamling from the Rohan army (each with a warband of Warriors of Rohan), Haldir (and a warband of Galadhrim Warriors) from the Lothlórien and Mirkwood army list, and Aragorn and Gimli from the Fellowship army list.

If you choose to include warbands from more than one army, then your army is said to be made up of several allied contingents. Each allied contingent is made up of all the warbands chosen from a particular army.

For example: Phil's army consists of several warbands from Minas Tirith, Eregion and Rivendell, and the Shire. It therefore consists of three allied contingents – one for each of the armies in the force.

Allies and Bow Limit

If your army is made up of several allied contingents, Bow Limit is not calculated across the entire force, but separately across each allied contingent – so, 1 in 3 models in each allied contingent can be given bows, rather than 1 in 3 models across the entire force.

For example: Adam loves Hobbits, and is collecting an Army of Good that includes an allied contingent from the Shire. Though his force is 75 models strong, his warbands in the Shire contingent have a total of 44 warriors. The bow limit on the allied contingent from the Shire is therefore 15.

Allies and the Leader

If your army contains several allied contingents, your leader can be selected from any Hero in any contingent, following the normal restrictions.

GOOD VS GOOD AND EVIL VS EVIL

Can a Good army fight another Good army, or an Evil army fight another Evil army? Absolutely! Whilst Sauron's various enemies are broadly united against the legions of Mordor, that doesn't stop quarrels and grudges from blossoming into war on occasion. Similarly, the Dark Lord's thuggish hordes are nothing if not fractious, and are much given to fighting amongst themselves.



Leader
The Witch-king
of Angmar



Warband 1 – Led by the Witch-king



Warband 2 – Led by Orc Captain



Warband 3
The Tainted



Warband 4
Shelob



Warband 5 – Led by Orc Captain



Warband 6 – Led by Orc Captain

Example One

This is a fairly straightforward force chosen from the Mordor army list. Note that in this case the Witch-king has a warband, even though he's the Leader, whilst the Tainted does not. Shelob can't have a warband, as she's an Independent Hero.



Leader
Aragorn,
Isildur's Heir

Arnor
Contingent



Warband 1 – Led by Captain of Minas Tirith

Minas Tirith
Contingent



Warband 2 – Led by the King of the Dead

Fiefdoms
Contingent

Example Two

This force contains no less than four allied contingents and five warbands. Note that both Rohan warbands are part of the same allied contingent, and do not each count as a separate allied contingent.

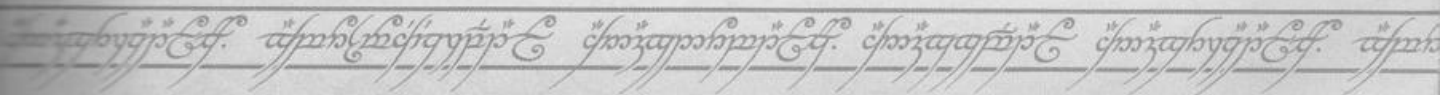


Warband 3 – Led by Éomer

Rohan
Contingent



Warband 4 – Led by Grimbold



Army Roster

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

No. Warrior Pts

M F S D A W C

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Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

Warband Name Army Leader

Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

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Hero Pts

M F S D A W C

Might Will Fate

Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

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Wargear and options

No. Warrior Pts

M F S D A W C

Wargear and options

FIGHTING A POINTS MATCH BATTLE

You can either agree with your opponent which Points Match battle you would like to play, or roll D6 and consult the chart below:

D6	Result
1	To the Death!
2	Domination
3	Hold Ground!
4	Lords of Battle
5	Reconnoitre
6	The High Ground

Each battle contains the information you need to get set up and playing. This information is broken down into the following categories: The Armies, Layout, Starting Positions, Initial Priority, Objectives and Special Rules (if there are any).

THE ARMIES

All of the Points Match scenarios are designed to be fought between two armies of equal points value. However, there's nothing to stop you and your opponent having different points values for your forces. Sometimes a hopeless defence can be just as fulfilling as a battle you have a good chance of winning – it's certainly just as exciting!

Multiplayer Games

These scenarios are intended to be fought between two opposing forces, but that doesn't mean you're limited to only two players! If you've several players, simply divide into two teams and work out which Hero should be in charge of the alliance, giving you two armies with which to fight the battle.

Of course, this works best if a team is composed of entirely Good or entirely Evil models, but if this isn't possible, you'll simply have to come up with a good explanation for Good and Evil fighting together. Note that only Good models can use Stand Fast! and heroic actions from Good Heroes, and only Evil models can use Stand Fast! and heroic actions from Evil Heroes. Similarly, Good banners only effect Good models, and Evil banners only effect Evil models.

LAYOUT

It's important to note that the Layout section of each scenario will only set out any unusual or notable terrain features that must be placed on the battlefield – normally ones tied to the objectives. The rest of the layout is up to you and your opponent to agree upon, but you should aim to have 33-50% of the board covered with terrain of some kind.

The quickest (and fairest) way of setting up the battlefield is for one player to place all of the terrain, and the other to automatically win the roll off to choose deployment zones. Alternatively, you and your opponent can alternate placing

terrain features (which can range from individual trees and walls, to entire forests, from tumble-down ruins to large buildings), until you're both happy that there's enough on the board. Whichever method you choose, you should do everything you can to create a battlefield that evokes the imagery of The Lord of the Rings, and also presents a challenging strategic situation for both players!

STARTING POSITIONS

This is the section of the scenario that tells you where to deploy your force. Some scenarios tell you deploy all of your models at the start of the game. Others direct you to bring your warbands on as reinforcements as the game goes on. Where the latter is the case, you'll find the rules by which reinforcements arrive in the 'Special Rules' section.

INITIAL PRIORITY

This is where the scenario tells you which side has priority in the first turn.

OBJECTIVES

Points Match scenarios calculate the winner and loser of a scenario using Victory Points. Both sides score Victory Points based on certain achievements on the battlefield, such as killing enemies, capturing ground and so on. At the end of the game, the force with the most Victory Points, wins. If one force has double or more Victory Points than the other, it not only wins, but can claim a Crushing Victory! If both forces have the same number of Victory Points, the game is a draw.

First Amongst Equals

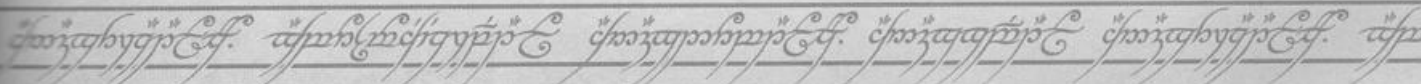
If you're playing a multiplayer game (see above), it can be a good idea for each player to keep track of their own Victory Points separately. At the end of the game, both sides can total the Victory Points of all their players to determine which side has won, but the player with the most Victory Points on the winning side can, naturally, claim bragging rights for having earned the most glory!

SPECIAL RULES

Finally, this section will contain any special rules that apply during the scenarios. These will often govern how reinforcements enter the board, but can also introduce other, more dramatic effects.

SUDDEN DEATH

In addition to the victory conditions listed in the battles, if one player's force is completely wiped out, his opponent automatically wins!



TO THE DEATH!

The time has come and the enemy must be slain, no matter the cost. Once more, the forces of Good and Evil face each other on the field of battle. No quarter shall be asked, and none shall be given. Only the Valar know who will win the day!

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest score chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6 the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

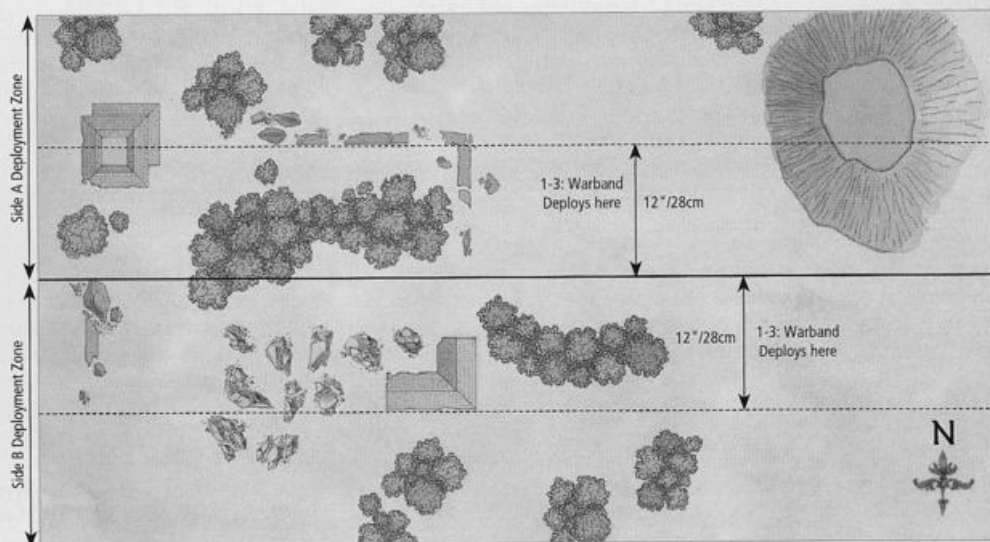
OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **5 Victory Points**.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if you have at least one banner remaining at the end of the game. If you have at least one banner remaining and your opponent has none remaining, then you instead score **2 Victory Points**.



Suladân



DOMINATION

The battlefield must be held! The army that controls this area will be at a distinct advantage in the days to come. Dominance here can only be achieved by driving the enemy back from several key points – failure is not an option.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Then, place five objective markers on the battlefield; one is automatically placed in the centre of the board. To place the other objectives, both players roll a D6. The player with the highest score places one objective anywhere on the battlefield at least 12"/28cm away from the existing objective and 6"/14cm away from the edge of the board. His opponent then places a third objective at least 12"/28cm away from the existing objectives and 6"/14cm away from the edge of the board. The players then alternate placing the remaining two objectives, according to the restrictions noted earlier.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6. On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

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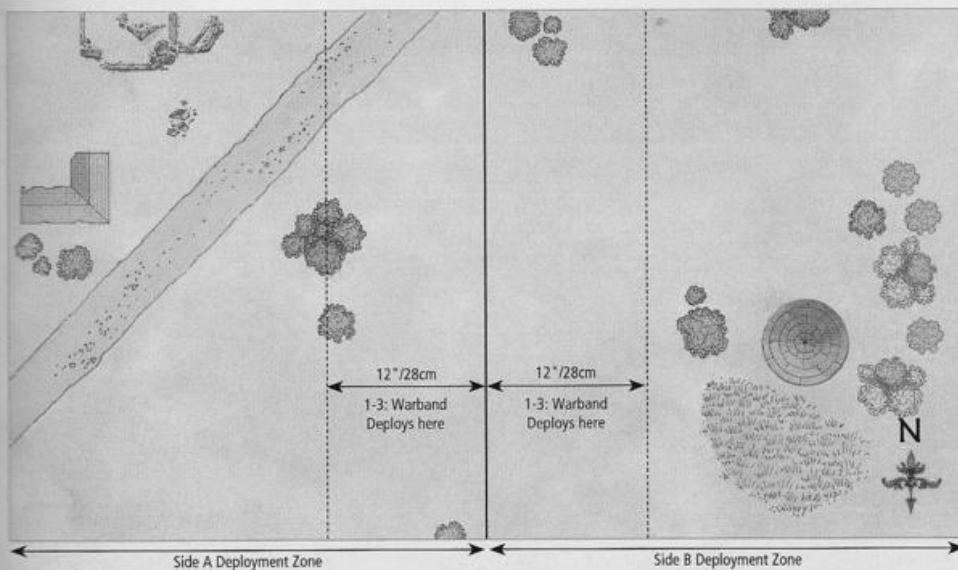
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OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points the game is a draw. Victory Points are scored for the following:

- You score **3 Victory Points** for each objective marker that has at least one of your models, and no enemy models, within 3"/8cm.
- You score **1 Victory Point** for each objective marker that has both friendly and enemy models, but more friendly than enemy models, within 3"/8cm.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



Faramir

HOLD GROUND!

At the height of battle, a strange opportunity presents itself – suddenly, an otherwise unremarkable area becomes vitally important to the cause of war. As the battle rages all around, one force pounces on the objective and attempts to secure it.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Once the battlefield has been set up, an objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when reinforcements arrive.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

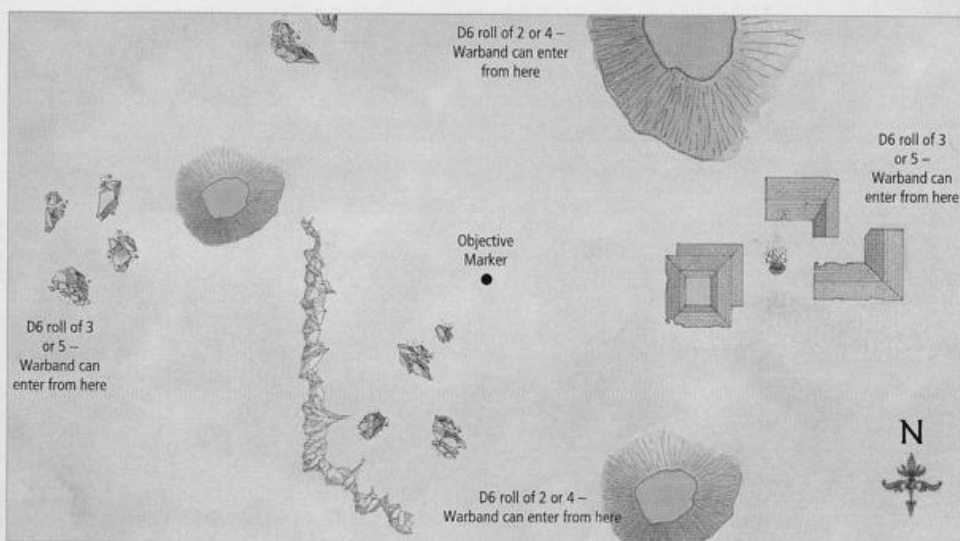
- You score **1 Victory Point** for each of your models within 6"/14cm of the objective marker.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1 The warband does not arrive yet.
- 2 Your opponent chooses a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 3 Your opponent chooses a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 4 You choose a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 5 You choose a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- 6 You choose a point on any board edge, at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.



LORDS OF BATTLE

Both armies have been locked in a savage campaign for many long weeks and morale is low. Only the leadership of their respective captains has kept the armies in the field now is the time for the Heroes to show their quality.

THE ARMIES

Each player chooses his force as described on pages 4-9, to an equal points value agreed before the game.



LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board. On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

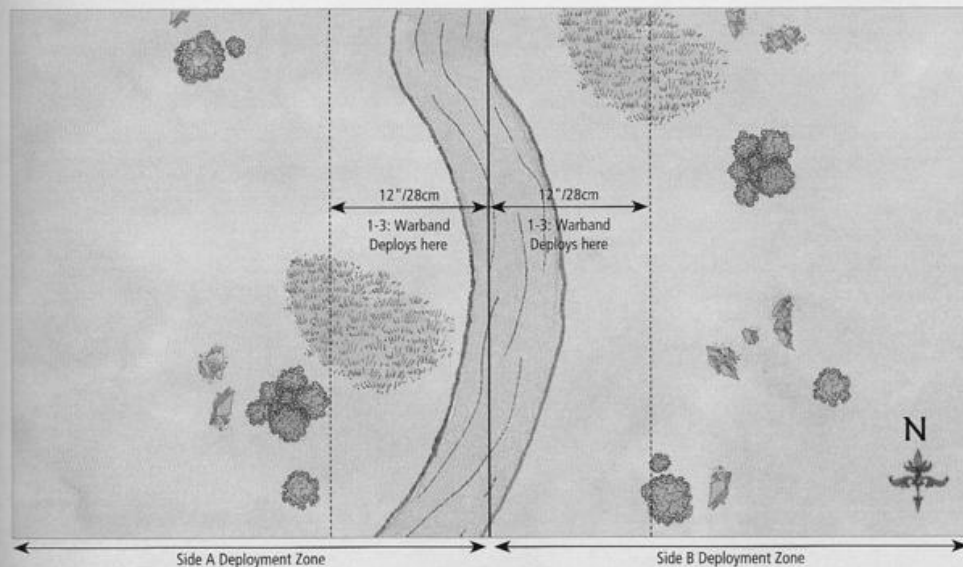
Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- Every time an enemy model suffers a Wound, or expends a Fate point, you score **1 Victory Point** (a model that fails a Fate roll will therefore award **2 Victory Points**, 1 for the Wound and 1 for the Fate point). If an enemy model is removed from play with unspent Fate points, you score **1 Victory Point** for each such Fate point.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Contest of Champions. Each time your force kills an enemy Hero in a Fight, one of your Heroes in the same Fight (your choice) regains a single Might point lost earlier in the battle.



Gandalf the Grey

RECONNOITRE

Both armies have sent scouting parties ahead of their lines to investigate the enemy forces. Each group is attempting to breach the enemy's cordon whilst preventing their opposing numbers from slipping past.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game. Both players roll a D6. The player with the highest result chooses one of the long table edges to be his board edge – his opponent has the opposite board edge.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

The game lasts until the end of a turn in which one force has been reduced to a quarter (25%) of its starting number of models, or below, at which point, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models that has exited the battlefield via the table edge opposite your deployment zone.

- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

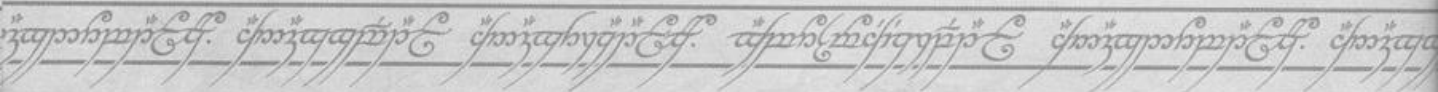
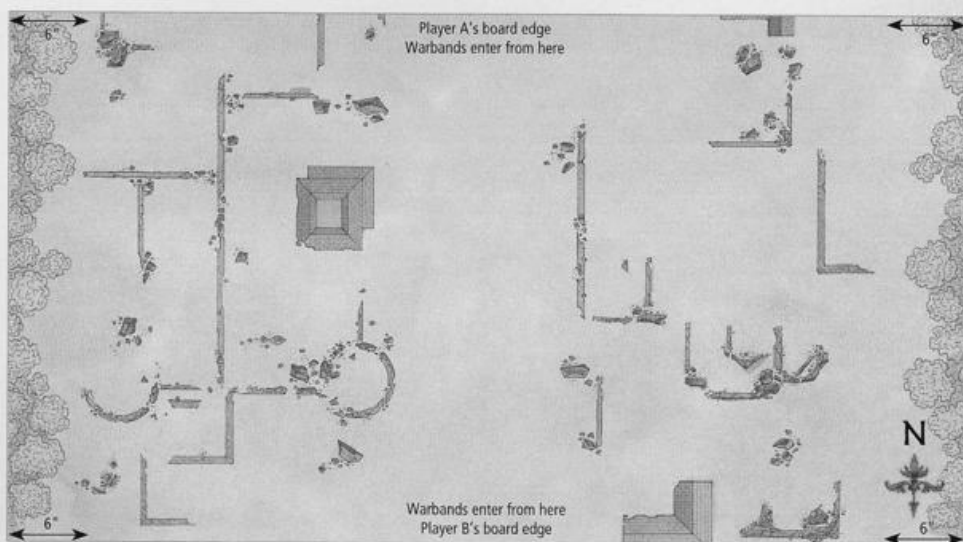
Reinforcements: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- 1-3 The warband does not arrive yet, but receives +1 to this dice roll next turn.
- 4-6 The controlling player chooses a point on his board edge at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.



Galadriel



THE HIGH GROUND

This region is dominated by a single hill. Both armies have come to claim it as their own – the winner will hold the advantage in this land for the many engagements to come.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

A single hill (the larger the better) is placed in the centre of the board. When this has been done, set up terrain as described on page 9.

STARTING POSITIONS

Both players roll a D6 – the player with the highest result chooses one of the deployment zones. He then selects a warband in his force and rolls a D6.

On a score of 1-3, all models from that warband must be deployed in the deployment zone and within 12"/28cm of the centre line of the board.

On a score of 4-6, the models from that warband can be deployed anywhere in the deployment zone. Regardless of the dice roll, no model can be deployed further than 6"/14cm from the captain of its warband.

When this has been done, the opposing player chooses one of his warbands and rolls to place it as described above. Players then alternate until all warbands have been placed.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a dice. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

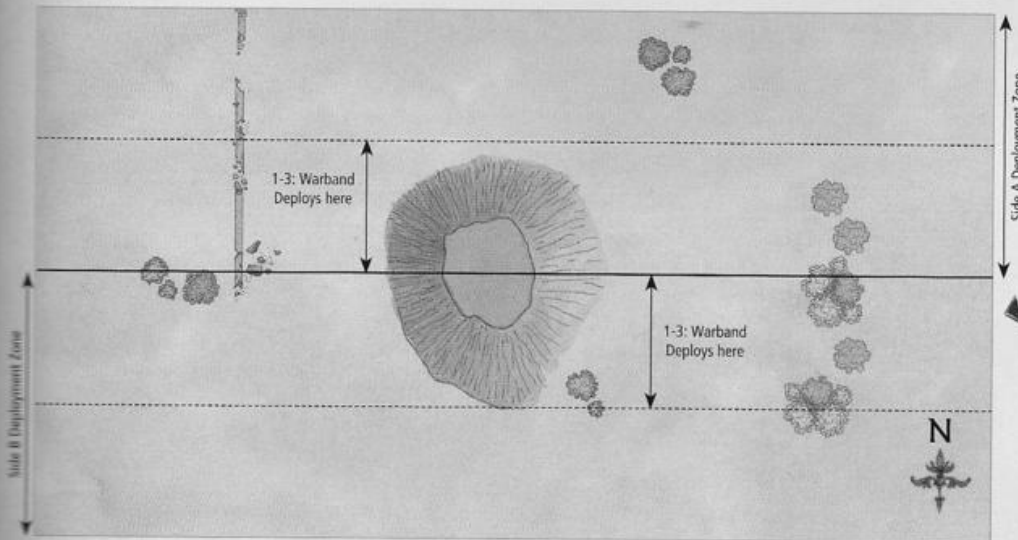
At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Point, the game is a draw. Victory Points are scored for the following:

- You score **1 Victory Point** for each of your models on or touching the central hill.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.



SPECIAL RULES

Gusting Winds: Each turn, if the roll for priority is drawn, the swirling winds pick up, making archery an inaccurate practice – until the end of the turn, shooting attacks cannot be made.



Lurtz

MINAS TIRITH

The ancient land of Gondor lies in the south-east of Middle-earth, the foremost bastion in the struggle against the Dark Lord Sauron – a shield held firm before the armies of Mordor. At the end of the Third Age, Gondor is a shadow of her former glory yet remains a dominant power in Middle-earth. War, a constant companion to many realms, burns ever more furiously on the fields of Gondor, for Sauron has risen anew and his armies assail her borders with renewed hatred. There is no help to be had from Arnor, for the sister kingdom has long since been lain to ruin, and the Dwarves seemingly care little for outside affairs whilst their own realms remain secure and wealthy. Nor are the Elves any longer a power to be relied upon, heartsick and weary as they are of war, they have grown adrift from the troubles of the mortal world.

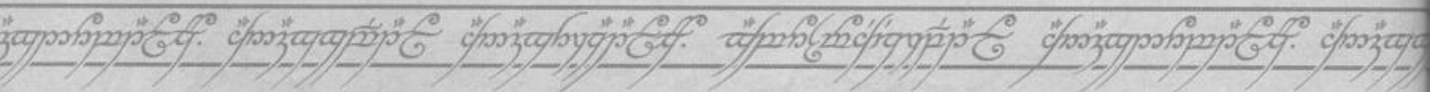
If Gondor is the stronghold that thwarts Sauron's legions, then Minas Tirith can be likened to the central keep of that fortress, for it is strong enough to withstand all but the mightiest blows of the Dark Lord's armies. Minas Tirith is built deep into the very bones of Mount Mindolluin and fashioned upon seven levels, each tier of the city protected by broad walls of elegantly crafted white stone. Should the first circle of Minas Tirith ever fall, it can be abandoned and the defence continued from the higher levels, but such is the stoutness of the bastions that the first circle has never yet been taken.

Minas Tirith's armies are the greatest of all the realms of Men: disciplined, superbly equipped and led by veterans of the wars with Harad and Mordor. To maintain order throughout

the army more easily, Minas Tirith's soldiery is divided into dozens of different garrisons and thence into separate companies of between ten and fifty warriors apiece. When the clarion call to war arrives, each garrison will dispatch a portion of its companies, led by a suitably experienced captain. In this way, it is intended that no outpost will remain unmanned, regardless of size or importance, though some have inevitably tumbled into ruin or been abandoned as Gondor's strength has faded.

Each warrior in Minas Tirith's army is trained to wield a variety of weapons, from the humble sword or bow to the deadly knight's lance. In the past, such utility ensured that the Steward of the White City was always able to call upon the proper balance of troops required to win the day. Yet in present times, prudence has given way to the possible. Just as Gondor wanes, so too does Minas Tirith, and her armies diminish with each passing year. If hope is not swiftly rekindled in the heart of this, the greatest realm of Men, then the fortress of Gondor will fall, and all who shelter behind it will know only ruin and death.

Truly, this is Minas Tirith's darkest day for many centuries, but if her armies are insufficient to the battles ahead, she at least has the world's greatest heroes at her side: Boromir and Faramir, captains of noble blood and unquenchable valour, the bold Rangers of Ithilien, fending off the minions of Sauron with blade and bow. Foremost of all, however, is the heir to Isildur's throne – Aragorn, son of Arathorn.



Heroes of Minas Tirith

Aragorn, King Elessar (Man)

Points value: 260

Gondor has a ruler once more – Aragorn, son of Arathorn, of the House of Isildur. The king has returned to Minas Tirith in its darkest hour, bringing leadership, inspiration and hope to those who struggle in the shadow of Sauron. The coming of King Elessar heralds not only victory over the Lord of Mordor, but also a change in Gondor's fortunes on a wider scale, for under his leadership, the race of Men will rekindle their former greatness.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/3+	4	7	3	3	6	3*	3	3

Wargear

Heavy armour and Andúril.

Andúril, Flame of the West. When fighting with Andúril, Aragorn never needs to roll more than 4+ to score a Wound, regardless of the opponent's Defence (this rule has no effect against targets that have Batter Points instead of Wounds). His rolls To Wound can be modified by using Might as normal.

Options

- Armoured horse 15 points

Special Rules

* **Mighty Hero.** Aragorn can expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn reduce his Might store as normal.



Faramir, Captain of Gondor (Man)

Points value: 70

The younger son of Denethor and brother to Boromir, Faramir is a brave and capable captain, able to inspire his followers to mighty deeds. It is Faramir who commands the defence of Osgiliath in the weeks leading up the siege of Gondor, and also he who leads forays into the contested land of Ithilien, cutting enemy supply lines and ambushing convoys. Faramir, Captain of Gondor, will have ample opportunity to show his quality before the War of the Ring is done.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	4	5	2	2	5	3	2	2

Wargear

Armour.

Options

- Armoured horse 15 points
- Horse 10 points
- Heavy armour 5 points
- Bow 5 points
- Lance 5 points
- Shield 5 points



Peregrin, Guard of the Citadel (Hobbit)

Points value: 25

Scant trace remains of the foolish and inexperienced Hobbit that Pippin once was. Tempered by the battle-flame that swept across Gondor, the Thain's son is now a leader in his own right, and one who has earned the respect of all in the city of Minas Tirith and the wider realm of Gondor.

Move	F	S	D	A	W	C	M	W	F
4"/10cm	3/3+	2	4	1	1	4	1	1	2

Wargear

Armour.

Options

- Elven cloak 10 points
- Pony 5 points

Special Rules

Resistant to Magic, Throw Stones. See the main rules manual.

'Do not forget, Peregrin Took, that you are a Knight of Gondor.'

- Aragorn



Boromir, Captain of the White Tower (Man)

Points value: 175



Boromir, son of Denethor, is Gondor's boldest and most able commander, a master of all the skills of a warrior. Wherever he fights, efforts are redoubled, hope rekindled and victory snatched from the very pits of despair. Thus is Minas Tirith's fall tied to that of Boromir. The white city will surely not long outlast her foremost son, at least not unless another hero takes up its defence...

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/4+	4	6	3	3	6	6	3	3

Wargear

Heavy armour and the Horn of Gondor.

Options

- The Banner of Minas Tirith..... 50 points
- Horse..... 10 points
- Lance..... 5 points
- Shield..... 5 points

Special Rules

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

The Banner of Minas Tirith. The Banner of Minas Tirith is a banner. If Boromir carries the Banner of Minas Tirith, all Warriors from the Gondor army list within 3"/8cm receive a +1 bonus to their Fight value. Boromir also receives this bonus, although other Heroes do not. Unlike other banner bearers, such is Boromir's skill in battle that he suffers no -1 penalty to his dice roll when determining who wins the combat, although he gains no benefit from carrying a shield or a lance. If you wish to model Boromir with a shield he will gain no benefit from it if he also carries the banner, so you need not pay the points. Note that this bonus is cumulative with other fight value bonuses.

Madril, Captain of Ithilien (Man)

Points value: 55



Madril is a Ranger with many long years of experience of a profession in which only a lucky or skilled few survive more than a handful of bloody seasons. Madril fights at Faramir's right hand, directing the defenders of Osgiliath in their efforts against Sauron's invaders. As the forces of Mordor tighten their grip on Gondor's eastern lands, Madril will play a key role on keeping them at bay.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/3+	4	5	2	2	4	3	1	1

Wargear

Armour and bow.

Special Rules

Master of Ambush. In scenarios where you can roll for additional forces to arrive (such as those that use the Reinforcements rule), you receive 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 part of the reinforcements, this bonus may only be applied to Madril's roll to arrive.

Damrod, Ranger of Ithilien (Man)

Points value: 20

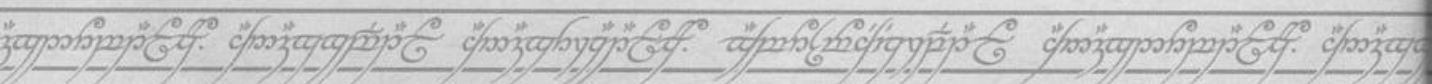


Damrod is an experienced Ranger, having served many long years combating Sauron's minions upon the wooded slopes of Ithilien with sword and bow. Damrod has become an invaluable right-hand man to Faramir in their efforts to hold the line against the encroaching forces of Mordor.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/3+	4	5	1	1	4	1	1	1

Wargear

Armour and bow.



Denethor, Steward of Gondor (Man)

Points value: 30

Once a great man, the Steward of Gondor is now weary with the responsibility of leading his people in such dark times. The loss of his favoured son, Boromir, has proven an unbearable pain, leaving Denethor increasingly vulnerable to despair in the face of the overwhelming odds that trouble the realm of Gondor.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	2	2	5	0	3	0

Wargear

Armour.

Special Rules

Broken Mind. At the start of every turn, before players roll for priority, the Good player must take a Courage test for Denethor. If the test is passed, all is fine. If the test is failed, Denethor is controlled by the Evil player this turn. The only difference between Denethor and other Evil models is that Good models cannot target Denethor with missile fire, magical powers that cause damage and cannot strike blows against him if they defeat him in a fight.



Beregond (Man)

Points value: 25

A noble and honest man, Beregond is possessed of an unshakable honour and sturdy sword arm. Like all the Citadel Guardsmen, Beregond is dedicated to the ideals of Gondor and a faithful servant of the White Tower – but he is no unthinking servant. Without Beregond's intervention, Faramir would have perished upon a funeral pyre in Rath Dinen, and Minas Tirith would have been forever stained by great evil.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/3+	4	6	1	1	4	1	1	1

Wargear

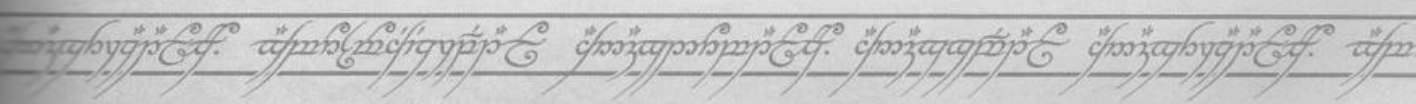
Heavy armour and a longbow (Elf bow).

Options

- Horse 6 points

Special Rule

Bodyguard (Gondor). At the start of the game, choose another Hero of Gondor among those in your force for all your models with the Bodyguard (Gondor) special rule to protect. As long as this Hero is alive and on the board, models with this special rule automatically pass all Courage tests they have to take.



Cirion, Lieutenant of Amon Barad (Man)

Points value: 55



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.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	6	2	2	4	3	1	1

Wargear

Armour and shield.

Special Rules

Boldest of the Bold. When attempting to charge an enemy that causes Terror, Cirion receives a +2 bonus to his Courage.

Knight of the White Tower (Man)

Points value: 55



The Knights of the White Tower are the finest weapon-masters in the fair city of Minas Tirith. They are champions of the crown, personally responsible for the training-at-arms of Gondor's nobility. Even Boromir, counted as the mightiest fighter of his age, learnt his trade at the hands of a Knight of the White Tower, and earned more than one stinging blow as he learned to match his tutor's skill.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	4	1	1	1

Wargear

Heavy armour and a White Sword of Gondor.

Special Rules

White Sword of Gondor. A White Sword is a two-handed weapon. Additionally, each Wound inflicted by a White Sword (after Fate rolls) causes two Wounds, instead of one.

Captain of Minas Tirith (Man)

Points value: 50



Schooled in the arts of war in the tradition of the land of Númenor, Captains of Minas Tirith hail from noble families and lead through example. Though most such heroes go unrecorded by history, it is through their deeds and unfaltering courage that the lands of Middle-earth are spared the full onslaught of Sauron's dread armies.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	6	2	2	4	2	1	1

Wargear

Heavy armour.

Options

- Horse 10 points
- Bow 5 points
- Lance 5 points
- Shield..... 5 points

King of Men (Man)

Points value: 60



In its long history, Gondor has known many kings – great and noble leaders who have always stood against the darkness of Mordor. Most such rulers met a warrior's death, standing firm against Sauron's evil with a keen blade held tightly in their hands.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	2	2	5	2	2	1

Wargear

Armour.

Options

- Armoured horse 15 points
- Horse 10 points
- Heavy armour 5 points
- Lance 5 points
- Shield..... 5 points

Warriors of Minas Tirith

Warrior of Minas Tirith (Man)

Points value: 7

The Men of Minas Tirith have lived their whole lives under the shadow in the east, but have never faltered. It is through their valour that the lands beyond Gondor have been kept safe from Sauron's armies. Warriors of Minas Tirith are at the heart of many of Gondor's armies, and take to the field in disciplined formations that bristle with spear, sword and bow.

The soldiery that serve along the banks of the Anduin are known as Ithilien Guards. Veterans of the forest-shrouded wars against Orc invaders, they are little slowed by bush and briar.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	3

Wargear

Heavy armour.

Options

- Banner..... 25 points
- War horn..... 20 points
- Bow 1 point
- Shield..... 1 point
- Spear 1 point
- Upgrade to an Ithilien Guard* 1 point

* Ithilien Guards do not treat woods and areas of woodland or forest terrain as difficult terrain.



Knight of Minas Tirith (Man, Cavalry)

Points value: 13

Tall, stern warriors mounted on swift steeds and bearing keen lances, the Knights of Minas Tirith are truly the pride of Gondor. When the armies of Minas Tirith go to war, it is the knights that lead every assault, riding enemy formations into ruin and driving the few survivors before them. Seldom have the Knights of Minas Tirith entered battle and not emerged victorious – at least, not until Denethor dispatched them on a follysome sortie against the Orc-held ruins of Osgiliath.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	3

Wargear

Heavy armour, lance and a horse.

Options

- Banner..... 25 points
- Shield..... 1 point



Ranger of Gondor (Man)

Points value: 8

Many are the Rangers, hunters and woodsmen who preserve Gondor's borders from the servants of the Dark Lord. Most renowned of all the Rangers of Gondor are those who dwell in Ithilien and who keep the crossings of the Anduin secure from the servants of Sauron – it is said that their arrows never miss, and their footfalls make no sound.

Move	F	S	D	A	W	C
6"/14cm	4/3+	3	4	1	1	3

Wargear

Armour and a bow.

Options

- Spear 1 point
- Upgrade to a Ranger of Ithilien* 1 point

* Rangers of Ithilien do not treat woods and areas of woodland or forest terrain as difficult terrain.



Citadel Guard (Man)

Points value: 8



Founded as an order of elite warriors answerable only to the King of Gondor, the Citadel Guard are one of the earliest institutions of that ancient land. In the absence of a rightful king, the Citadel Guards take their orders from the Steward of Minas Tirith and are sworn to obey his every command until death claims them. Only the most skilled warriors that Gondor has to offer are accepted into the Citadel Guard, to be clad in their Mithril armour and to carry the fabled bows and blades of Westergesse – no other rank in Minas Tirith is permitted such honoured wargear.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	5	1	1	3

Wargear

Heavy armour.

Options

- Horse 6 points
- Longbow (Elf bow)..... 2 points
- Spear 1 point

Special Rule

Bodyguard (Gondor). At the start of the game, choose one Hero of Gondor among those in your force for all your models with the Bodyguard (Gondor) special rule to protect. As long as this Hero is alive and on the board, models with this special rule automatically pass all Courage tests they have to take.

Guard of the Fountain Court (Man)

Points value: 10



The Guard of the Fountain Court are selected from the most disciplined of veterans in all of Gondor, swearing to give their lives in service to the lords of Minas Tirith. Too few in number to form their own regiments upon the battlefield, Fountain Court Guards instead act as bodyguards and commanders, shoring up weaknesses in Gondor's defences through their unflinching example.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	6	1	1	3

Wargear

Very heavy armour and spear.

Options

- Banner..... 25 points
- Shield..... 1 point

Special Rules

Bodyguard (Gondor). See Citadel Guard entry above.

Osgiliath Veteran (Man)

Points value: 8



A dour and grim band of determined Men, the Osgiliath Veterans are the warriors who recaptured the ruined Osgiliath alongside Boromir, son of Denethor. Though their armour is pitted and scarred, and they carry dozens of small wounds, the fighting spirit of the veterans is unyielding. Osgiliath may be a shattered remnant of its former glory, but she will not fall whilst her Veterans still live.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	4

Wargear

Heavy armour.

Options

- Bow 1 point
- Shield..... 1 point
- Spear 1 point

Special Rules

Loyal to the Captains. So long as an Osgiliath Veteran is within 6"/14cm of either Boromir or Faramir (or both) he receives a bonus of +1 to his Fight value. Note that this bonus is cumulative with other fight value bonuses.

Battlecry Trebuchet (Siege engine)

Points value: 110

Though relatively slow to aim and difficult to build, the Battlecry Trebuchet is a machine of frightening power. When fired, it flings a huge boulder at its target with terrifying speed, splintering defences and crushing warriors. Trebuchet crew often work in concert with squadrons of knights, as the mere presence of a Battlecry can force a battalion of enemy warriors to scatter, leaving them easy prey for a cavalry charge.

	Strength	Defence	Batter Points
Trebuchet	(10)	10	4

Crew

A Battlecry Trebuchet is crewed by three Warriors of Minas Tirith with heavy armour.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	3

Options

- Minas Tirith Engineer Captain.....75 points
- Superior construction.....20 points
- Flaming ammunition.....15 points
- Siege Veterans.....15 points
- Additional Warrior of Minas Tirith crew7 points each

Special Rules

Indirect Fire. A Trebuchet always follows the rules for Volley Fire, giving it a range of 18-96"/42-224cm. When firing a Trebuchet, follow the rules for siege engines in the main rules manual, with the following exceptions:

- A Trebuchet hits the target on the roll of a 4+.
- If a hit is rolled and the target is a Siege target, the shot will hit it automatically (no scattering).
- If the target is a Battlefield target, roll on the Siege Engines' Scatter chart instead of following the normal rules for allocating hits with a volley.

Area Effect. If the Trebuchet scores a hit against a Battlefield target, all models within 2"/4cm of the target take a hit of Strength 5 (this hit does not kill Battlefield targets outright).

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



Avenger Bolt Thrower (Siege engine)

Points value: 70

The Avenger Bolt Thrower is an invention unique to Minas Tirith, a mechanical masterpiece that reloads itself even as it is fired. This enables the crew of an Avenger to fire many bolts in the same space of time that another engine could fire a single shot. In this way, a single Avenger crew can hold a flank as effectively as half a dozen archers.

	Strength	Defence	Batter Points
Bolt Thrower	(7)	10	3

Crew

An Avenger Bolt Thrower is crewed by two Warriors of Minas Tirith with heavy armour.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	3

Options

- Minas Tirith Engineer Captain.....75 points
- Swift reload.....20 points
- Flaming ammunition.....15 points
- Siege Veterans.....15 points
- Additional Warrior of Minas Tirith crew7 points each

Special Rules

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

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

Accurate. When firing an Avenger at a Battlefield target, the shot will only Scatter 3"/8cm rather than 6"/14cm.



Heroes of the Fiefdoms

Prince Imrahil of Dol Amroth (Man)

Points value: 135

Prince Imrahil is the Lord of Dol Amroth, the fair port city on the Bay of Belfalas. Descended from the nobles of Númenor in almost true line, Imrahil has a commanding presence and unshakeable loyalty to the ruling line of Gondor, whether they be Steward or King. It is Imrahil, as much as Gandalf, who holds the walls of Minas Tirith in the dying days of the Third Age, exhorting her soldiers to stand firm against the enemy, no matter how hopeless the battle becomes. It is Imrahil, too, who ensures victory on the Pelennor Fields by leading the White City's garrison to the aid of Aragorn and Éomer at that desperate battle's turning point.

Wargear

Heavy armour and shield.

Options

- Armoured horse 15 points
- Lance 5 points

Special Rules

The Lineage of Númenor. Imrahil commands great respect and loyalty from all the free folk of Middle-earth. The range of Prince Imrahil's Stand Fast! is 12"/28cm rather than 6"/14cm.



Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/4+	4	7	3	3	6	3	3	3

Forlong the Fat (Man)

Points value: 60

Though growing old, Forlong is one of the most famous lords in all of the fiefdoms. In truth, this is at least as much to do with his immense girth as his battle-prowess, as Forlong is incredibly – almost unbelievably – fat. However, Forlong's massive size belies an incomparable strength, and a wrathful blow from the Lord of Lossarnach is likely to shatter any shield set to thwart his strike, and pulp the foe behind.

Wargear

Heavy armour and spear.

Options

- Horse 10 points

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	5	6	2	3	4	3	1	1



Angbor the Fearless (Man)

Points value: 55

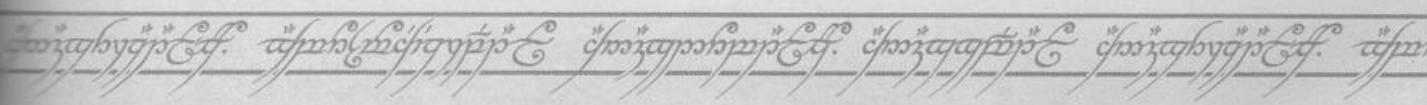
The clan chief of Lamedon, Angbor is a bold – some would say reckless – leader whose warrior skills have been honed through decades battling Sauron's vassals. In all the years spent contesting the White Mountains with Orcs and Gondor's lowlands with Corsair raiders, Angbor has never once fled the field of battle, no matter how desperate the situation. Gondor will have great need of such men in the dark days ahead...

Wargear

Armour and two-handed weapon.



Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	5	2	2	5	2	3	1



Duinhir (Man)

Points value: 65



Duinhir is lord of Morthond, the Blackroot Vale that lies under the shadow of the White Mountains. Bedevilled by near-constant raids carried out by Orcs of the White Mountains and the Corsairs of Umbar, Duinhir and his folk have had plenty of opportunity to hone their archery. Indeed, some say that the skill of the Blackroot Valesmen has come to rival that of the Elves – no mean feat for ‘mere’ mortal men.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	4	5	2	2	3	2	1	1

Wargear

Armour, bow and spear.

Special Rules

Pathfinder. Duinhir moves through boulders, scree and other rocky areas of difficult terrain without penalty.

Go for the Eyes! When shooting, Duinhir can re-roll failed To Wound rolls and causes D3 Wounds (rather than 1) against Monsters.



The King of the Dead (Spirit)

Points value: 100



In ages long past, this King led his people in defiance of Isildur's will. Though his body is long since dust, his spirit lingers on, bound evermore to the fate of Gondor's royal line. A ghostly echo of the man he once was, the King of the Dead no longer rules over the lands and chattels that were once his birthright. Instead he is doomed to hold court over his accursed people until Isildur's heir releases this once proud man from his eternal servitude.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	8	1	2	7	0	6	3

Wargear

Armour.

Special Rules

Terror. See main rules manual.

Blades of the Dead. When determining what number the Dead need to wound their opponents, use the opponent's Courage rather than its Defence on the Wound chart.

Drain Soul. An enemy that suffers a Wound from the King of the Dead is automatically slain regardless of the number of Wounds on its profile. Heroes can use Fate to avoid Wounds suffered from the King but if even a single Wound is not avoided, they are slain.

The Dead and the Living. Only Warriors and Riders of the Dead may use the King's Stand Fast!

Captain of Dol Amroth (Man)

Points value: 55



The Men of the ancient port city of Dol Amroth can trace their ancestry back to the nobles of Sundered Númenor, their blood largely unmingled with the lesser races of Men. It is in the Captains of Dol Amroth, the lordly sons of the noblest houses, that this heritage is most clearly shown, for they are true-hearted champions possessed of great martial prowess and unquenchable valour – true champions of Gondor and the whole of Middle-earth.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	7	2	2	4	2	1	1

Wargear

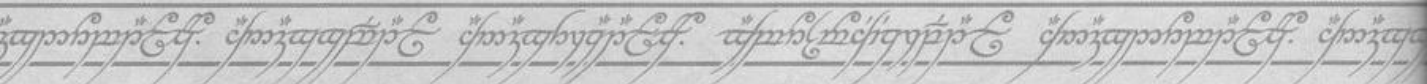
Heavy armour and shield.

Options

- Armoured horse 15 points
- Lance 5 points

Special Rules

Dol Amroth for Gondor! Captains of Dol Amroth always count as being within the area of effect of a banner if Prince Imrahil is within 12"/28cm.





Warriors of the Fiefdoms

Knight of Dol Amroth (Man)

Points value: 9

The tall Swan Knights of Dol Amroth are the elite of Gondor, men fair and stern of aspect and peerless upon the field of battle. Truly they are a memory of days long ago lost. Some fight on foot, leading regiments of Men-at-arms into the fray, but most knights fight from horseback, their skilled hands guiding gleaming lances to pierce the heart of Sauron's great armies. Where the Knights of Dol Amroth ride, hope is reborn.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	6	1	1	4

Wargear

Heavy armour and shield.

Options

- Banner 25 points
- War horn 20 points
- Armoured horse 9 points
- Lance 1 point

Special Rules

Dol Amroth for Gondor! Knights of Dol Amroth always count as being within the area of effect of a banner if Prince Imrahil is within 12"/28cm.



Man-at-arms of Dol Amroth (Man)

Points value: 8

Dol Amroth's defence rests not only upon the shoulders of her knights, but also upon her Men-at-arms, a force of soldiery sworn to the prince's service. When the armies of Dol Amroth take the field, blocks of Men-at-arms march in support of the knights, pikes levelled to drive back the forces of Mordor.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	5	1	1	3

Wargear

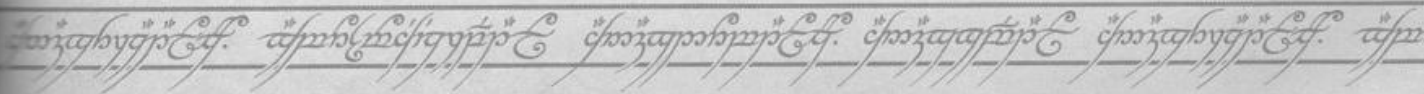
Heavy armour.

Options

- Banner 25 points
- Pike 1 point

Special Rules

Dol Amroth for Gondor! Men-at-arms of Dol Amroth always count as being within the area of effect of a banner if Prince Imrahil is within 12"/28cm.



Axeman of Lossarnach (Man)

Points value: 9



The Men of Lossarnach choose to wield broad-bladed axes in place of the more commonplace spear and sword. This peculiarity holds its origins in the earliest days of Gondor, when the first lord of Lossarnach used such a weapon to great effect in the defence of his liege.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	5	1	1	3

Wargear

Heavy armour and axe of Lossarnach.

Axe of Lossarnach. An Axeman of Lossarnach can use his axe as either a spear or a two-handed weapon.

Options

- Banner..... 25 points

Clansman of Lamedon (Man)

Points value: 8



The Clansmen of Lamedon make their homes in the untamed foothills of the White Mountains. Such undisciplined folk are unsuited to the ordered battle lines at the heart of Gondor's armies, but are formidable – if perhaps unpredictable – skirmishers.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	4	1	1	5

Wargear

Armour and two-handed sword.

Special Rules

The Honour of Lamedon. Clansmen of Lamedon always count as being within the area of effect of a banner if Angbor the Fearless is within 6"/14cm.

Blackroot Vale Archer (Man)

Points value: 8



The villagers of the Blackroot Vale have suffered more than most in the long wars against Sauron. Lacking for thick stone walls and deep armouries of plate and sword, they have instead chosen to hone their archery, to better blunt the attacks of the enemy at great distance.

Move	F	S	D	A	W	C
6"/14cm	3/3+	3	4	1	1	2

Wargear

Armour and bow.

Options

- Banner..... 25 points
- War horn..... 20 points

Special Rules

Dead-eye Shot. When shooting, this model can re-roll failed To Wound rolls against monsters.

Rider of the Dead (Spirit, Cavalry)

Points value: 24



At the vanguard of the Army of the Dead ride swift-moving horsemen, whose spectral blades are as deadly as any forged from iron. They are dread apparitions with aspect fit to freeze the hearts of the noblest souls – to the cowardly Orcs of Mordor, their onset is nothing less than ruinous. Oft-times, the Riders of the Dead can be seen galloping across the hillsides around the Stone of Erech, their purposes known only to themselves.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	7	1	1	6

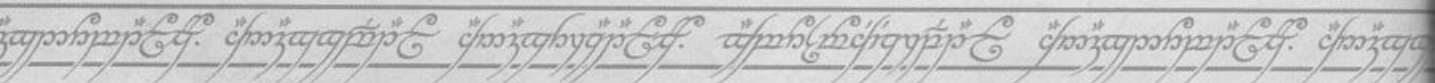
Wargear

Armour, shield and a horse.

Special Rules

Terror. See main rules manual.

Blades of the Dead. When determining what number the Dead need to wound their opponents, use the opponent's Courage rather than its Defence on the Wound chart.



Warrior of the Dead (Spirit)

Points value: 15

After many long centuries, there is naught left of the oath breakers save for whispering shadows and spectral forms, yet they are still a danger to the mortal world. The blades of the dead may have long ago lost their edge, but armour is of no defence against such ghostly weapons. Any who stray into their cursed domain shall suffer greatly at long-dead hands unless he be the king of Gondor, come again at the dawn of a new age.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	7	1	1	6

Wargear

Armour.

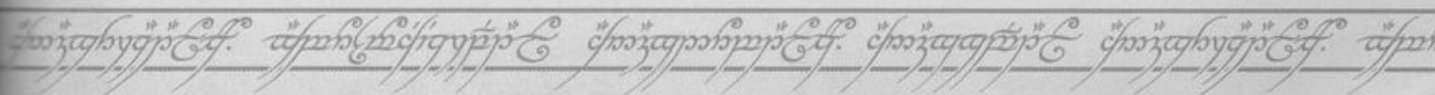
Options

- Banner..... 25 points
- Shield..... 1 point
- Spear 1 point

Special Rules

Terror. See main rules manual.

Blades of the Dead. When determining what number the Dead need to wound their opponents, use the opponent's Courage rather than its Defence on the Wound chart.



ROHAN

The kingdom of Rohan was born in conflict, and it has known little peace since its founding. Beset by Dunlendings to the north, Orcs of the White Mountains to the south, and the growing power of Isengard to the West, Rohan's defenders must ever look to their borders, and its sons become warriors swifter than in most other lands.

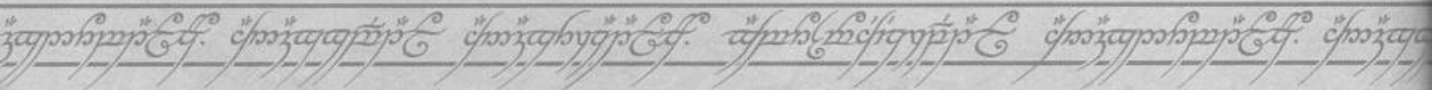
Rohan was originally a province of Gondor named Calenardhon, but was gifted to Eorl the Young and his folk in recognition of their great service. Eternal friendship between the two mighty realms was pledged that day, a bond of trust and loyalty that would endure through hundreds of years and innumerable wars. Though lasting peace has ever been denied to them, the Rohirrim have always stood firm against the shadow of Sauron and as an unflinching friend to Gondor.

Rohan is governed from the Golden Hall of Edoras, and even in the closing years of the Third Age, the line of its kings can be traced back to Eorl, each king as noble and bold as he. Even at the time of the War of the Ring the blood runs true. Below the king serve the Marshals of the Riddermark, brave and canny warriors who command the Riders of Rohan, the finest horsemen in the known world. Indeed, the Horse-lords of Rohan are considered without peer, not only for their valour and prowess in all aspects of cavalry warfare, but also for their skill at breeding and training horses. The mounts of Rohan are bred strong and true – swifter and more obedient than any to be found elsewhere, and much sought after in the neighbouring realms.

So prized are the horses of Rohan that even the servants of Sauron covet them. Indeed it is far from unusual for Orc raiding parties to launch attacks purely for the purpose of capturing steeds for their master. Such raids are always directed at black horses and provoke great ferocity from the Rohirrim, for the loss of a horse in this way is comparable to the abduction of a family member, so highly do the sons of Eorl regard their steeds.

Unlike Minas Tirith and the other strongholds of Gondor, Rohan has little in the way of a standing army. Rather, each of its lords maintains a force of riders and knights, sworn to his side in battle. These warbands are swiftly swelled in times of war. When the king calls for a muster, every able-bodied man is bound into service to ensure that Rohan endures. Such are the oaths of Rohan, sworn to lord and land that both might survive the darkest of times.

Given their great riding skill, it is perhaps unsurprising that the Rohirrim prefer to fight their battles from the saddle, charging swift and hard before spurring away to strike again. Yet the defenders of Rohan have time and again proven their mettle in siege work and shield wall. Many a Rohirrim town has endured a night of fire and terror solely through axe- and spear-work atop its wooden ramparts, and the crossings of the Isen are oft kept clear only because overlapped shields of birch and oak have held a line no Orc dared cross. Scant wonder is it then that when the horns of Rohan split the air, her allies draw fresh resolve, and her enemies cower.



Heroes of Rohan

Théoden, King of Rohan (Man)

Points value: 65

Too long has King Théoden toiled in enforced servitude to Saruman the White. Now, freed from ensorcellment by Gandalf, he leads Rohan to war against the gathering darkness. Though battle ultimately claims Théoden's life, his great deeds are the stuff of legend, and come to eclipse even those of his noble ancestors.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	2	2	5	2	0	2

Wargear

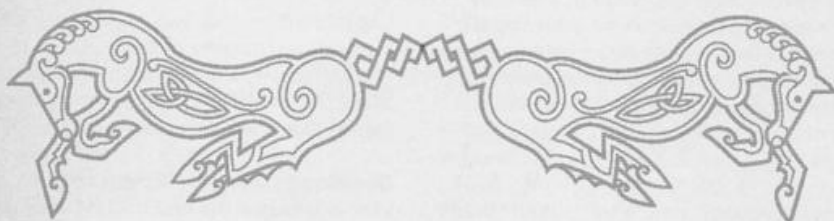
Armour.

Options

- Armoured horse 15 points
- Horse 10 points
- Heavy armour 5 points
- Shield 5 points

Special Rules

Expert Rider. See main rules manual.



Théodred, Heir of Rohan (Man)

Points value: 70

Théodred is the only son of Théoden, King of Rohan. Strong and bold, he is a mighty and fearless warrior and a thorn in the side of Saruman and his plans. As the second Marshal of the Mark, he commands a significant body of warriors and the respect of every warrior of the Rohirrim.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	5	3	3	0

Wargear

Heavy armour.

Options

- Horse 10 points
- Bow 5 points
- Shield 5 points
- Throwing spears 5 points

Special Rules

Expert Rider. See main rules manual.



Háma, Captain of Rohan (Man)

Points value: 50

Háma is Théoden's bodyguard and the captain of his palace guard. Having watched his king descend into fitful sorrow for many years, Háma is content to place his trust in Gandalf and his companions, in the hope that their coming will see the renewal of both Rohan and its old king.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	6	2	2	4	2	1	0

Wargear

Heavy armour.

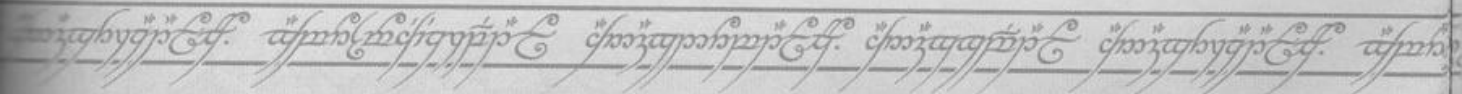
Options

- Horse 10 points

Special Rules

Expert Rider. See main rules manual.

King's Man. If the Good force includes Théoden, Háma automatically passes all Courage tests he has to take so long as Théoden is alive and on the board.



Éomer, Marshal of the Riddermark (Man)

Points value: 75



Éomer, son of Éomund, is the king's nephew and one of Rohan's foremost warriors. As the armies of Isengard crowd close upon Rohan, Éomer risks exile in order to protect the common people from marauding Uruk-hai, Wargs and worse. So it is that his path crosses that of Aragorn, Isildur's Heir...

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	5	3	2	2

Wargear

Heavy armour.

Options

- Horse 10 points
- Bow 5 points
- Shield..... 5 points
- Throwing spears 5 point

Special Rules

Expert Rider. See main rules manual.



Éomer, Knight of the Pelennor (Man)

Points value: 115

It is amidst the carnage of the Pelennor Fields that Éomer truly makes his name. Driven mad with grief following the death of Théoden and the seeming demise of his sister Éowyn, Éomer fights Orcs, Haradrim and Mûmakil as a man possessed, wreaking havoc amongst the enemy forces as only a great hero can.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	7	3	3	5	3	3	3

Wargear

Heavy armour and shield.

Options

- Armoured horse 15 points

Special Rules

Expert Rider. See main rules manual.

Devastating Charge. If Éomer charges, he is Strength 5 until the end of the turn.

Éowyn, Shield Maiden of Rohan (Woman)

Points value: 30



Théoden's niece, Éowyn, refuses to be left behind when darkness threatens to overwhelm her homeland. Disguising herself as a Rider of Rohan, Éowyn joins the muster and marches to the Pelennor. Here, she becomes the only thing that stands between the Witch-king of Angmar and the fallen Théoden. Face to face with one of the greatest evils of Middle-earth, Éowyn stands her ground and emerges victorious.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	3	3	1	1	5	2	2	2

Options

- Horse 6 points
- Armour..... 5 points
- Shield..... 5 points
- Throwing spears 5 points

Special Rules

Expert Rider. See main rules manual.

Grimbold of Grimslade (Man)

Points value: 55



Grimbold is a wild warrior whose aspect shares more with the hillmen of Dunland than the Rohirrim. He and his kinsmen are close descendents of Helm Hammerhand, and that legendary hero's strength still gives them purpose.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	5	2	2	4	2	1	1

Wargear

Armour and two-handed weapon.

Options

- If your army includes Grimbold, you can upgrade any number of Warriors of Rohan to Helmingas at a cost of +1 point per model. Helmingas are Strength 4, rather than 3.

Meriadoc, Knight of the Mark (Hobbit)

Points value: 25

Few indeed are those mortals who can claim to have stood firm before the Witch-king of Angmar. Fewer still are they who have dared set their blade upon his undead flesh, yet Merry has done both. His deeds upon the Pelennor Fields have earned him great renown and changed him forever.

Move	F	S	D	A	W	C	M	W	F
4"/10cm	3/3+	2	4	1	1	4	1	1	2

Wargear
Armour.

Options

- Horn of the Riddermark..... 20 points
- Elven cloak..... 10 points
- Pony..... 5 points
- Shield..... 5 points

Horn of the Riddermark. If Merry carries the Horn of the Riddermark, all Hobbits gain +1 courage. If Merry is slain, the horn is lost.

Special Rules

Resistant to Magic; Throw Stones. See the main rules manual.



Gamling, Captain of Rohan (Man)

Points value: 50

Gamling is a close advisor to King Théoden, and the bearer of Rohan's Royal Standard. He rides at Théoden's side in every battle, sharing his liege's every danger.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	6	2	2	4	2	1	1



Wargear

Heavy armour.

Options

- Royal Standard of Rohan..... 50 points
- Horse..... 10 points

Royal Standard of Rohan. This precious heirloom is a banner. In addition, any Hero of Rohan who has 0 Might points at the start of the turn automatically adds 1 Might point to his store if he starts the turn within 3"/8cm of the Royal Standard of Rohan. This does not include Gamling himself.

Special Rules

Expert Rider. See main rules manual.



Erkenbrand, Captain of Rohan (Man)

Points value: 65

Erkenbrand of the Red Shield is a legend in Rohan, a bold captain whose tireless defence of the Westfold has rescued scores of villages from the torch, and saved countless lives from marauding Orcs.

With the warriors of his household at his back, Erkenbrand rides hither and yon across the fields of Rohan, meeting the minions of Isengard with spear, sword and bow, showing no mercy to those that stand and fight. Little wonder is it then that in the dark days leading up to the siege of Helm's Deep, many of the Rohirrim look to Erkenbrand for hope, and to the Red Shield as a token of victories to come.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	7	2	2	4	3	1	1

Wargear

Heavy armour, shield and the Horn of the Hammerhand.

Horn of the Hammerhand. This is a war horn that adds +2 Courage, rather than +1.

Options

- Horse..... 10 points
- If your army includes Erkenbrand, you can upgrade any number of Riders of Rohan to Westfold Redshields at a cost of +1 point per model. Westfold Redshields are Fight 4, rather than 3.

Special Rules

Expert Rider. See main rules manual.



Captain of Rohan (Man)

Points value: 45



Rohan's captains are the headsmen of villages and the lords of noble families. They are accomplished warriors, well used to fighting for their own survival, and that of their kinsmen. They are deadly when fighting from horseback, able to chase down and behead a fleeing Orc in a matter of moments.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/4+	4	5	2	2	4	2	1	1

Wargear

Armour.

Options

- Horse 10 points
- Heavy armour 5 points
- Bow 5 points
- Shield 5 points
- Throwing spears 5 points

Special Rules

Expert Rider. See main rules manual.

King's Huntsman (Man)

Points value: 50



King's Huntsmen are the finest archers in Rohan, able to slay distant foes with one black-fletched arrow. They specialise in killing enemy captains before the battle lines clash.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	3/3+	4	5	1	2	4	2	1	1

Wargear

Armour and longbow (Elf bow).

Special Rules

Master Archer. Models with this rule only fail an 'in the way' roll on the roll of a 1. Each time this model slays a Hero or Monster he restores his Might to its starting value.

Eorl the Young (Man, Calvary)

Points value: 90



Eorl the Young was the first king of Rohan. Riding out of the north at a time of Gondor's great need, he and his kinsmen smote the armies that sought to destroy Minas Tirith. In recognition of this deed, Eorl was granted rule over the land of Calenardhon. Thus was born the realm of Rohan, and a friendship that would last long beyond Eorl's death.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	5	3*	2	2

Wargear

Heavy armour, shield, throwing spears and Felaróf (an armoured horse with Move 12).

Special Rules

Expert Rider. See main rules manual.

* **Legendary Hero.** 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, do not reduce Eorl's Might store – the Might point was effectively 'free'.

Warriors of Rohan

Rider of Rohan (Man, Cavalry)

Points value: 13



It is said that the Riders of Rohan are the most accomplished horsemen in all of Middle-earth. Their bravery and battle-skill is beyond question, as is their friendship with the people of Gondor, in whose defence they have fought countless times.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	5	1	1	3

Wargear

Armour, bow, shield and horse.

Options

- Banner 25 points
- War horn 20 points
- Throwing spears 2 points

Special Rules

Expert Rider. See main rules manual.

Rohan Outrider (Man)

Points value: 7

Though all Riders of Rohan are experts in the saddle, Outriders must be exceptional even amongst their peers, scouting ahead of the main Rohan forces and laying ambushes for enemy warriors. So do enemy armies arrive to battle harried and weary from countless Outrider attacks.

Move	F	S	D	A	W	C
6"/14cm	3/3+	3	4	1	1	4

Wargear

Armour and bow.

Options

- Horse 6 points

Special Rules

Expert Rider. See main rules manual.

Vanguard. Outriders can use a friendly Hero's Stand Fast! regardless of range.



Rohan Royal Guard (Man)

Points value: 10

Hand-picked from the very best warriors in all of Rohan, the Royal Guard are sworn to give their lives in the service of their king. Fighting without fear at the side of their liege, the Royal Guard spearhead every charge, polished scale mail and spear points glittering in the sun.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	6	1	1	3

Wargear

Heavy armour and shield.

Options

- Banner 25 points
- Horse 6 points
- Throwing spears 2 points

Special Rules

Expert Rider. See main rules manual.

Bodyguard (Rohan). At the start of the game, choose one Hero of Rohan among those in your force for all your models with the Bodyguard (Rohan) special rule to protect. As long as this Hero is alive and on the board, models with this special rule automatically pass all Courage tests they have to take.



Son of Eorl (Man, Cavalry)

Points value: 22

The Sons of Eorl are an elite cadre of Rohan Royal Knights, founded in the days of the first king of Rohan, Eorl the Young. They are Rohan's foremost protectors, charged with the defence of the king and of the Golden Hall of Meduseld. No mightier warriors can there be found in all the lands of Rohan.

Move	F	S	D	A	W	C
6"/14cm	4/4+	4	6	2	1	4

Wargear

Heavy armour, shield and pureblood steed (an armoured horse with Move 12).

Special Rules

Expert Rider. See main rules manual.



Warrior of Rohan (Man)

Points value: 6

Warriors of Rohan are hardy and stubborn fighters, determined to preserve their realm from the predations of Orcs, Wargs and worse. Though the Warriors of Rohan live in fear of Sauron's shadow, it is their choice to meet it with spear, sword and bow.

Move	F	S	D	A	W	C
6"/14cm	3/4+	3	4	1	1	3

Wargear

Armour.

Options

- Banner 25 points
- War horn 20 points
- Throwing spears 2 points
- Bow 1 point
- Shield 1 point



ARNOR

In the time of Gondor's founding in the south of Middle-earth, a second kingdom arose in the north between the Misty Mountains and the Ered Luin. This was the kingdom of Arnor, over which Elendil ruled until his death at the final battle of the Last Alliance. Arnor was much like Gondor, yet its line of kings wavered much sooner and its strength was swiftly diminished by war with the dark realm of Angmar.

In the days of its glory, Arnor achieved the nobility that still exists in Gondor in present times. Protected by disciplined soldiery and heroic leaders, the towns and villages of the land prospered. Evil creatures in the wilds were held in abeyance by stone walls and forged steel, and the king's messengers travelled freely from the Ettenmoors in the east to the Tower Hills in the west. Many victories were had over the evil folk of the north lands. Indeed, it was commonly held that the armies of a united Arnor could not be defeated, not by all the combined hosts of Orcs, Trolls and evil Men. Destiny would prove otherwise.

In the days of its waning, Arnor was divided and battered, weakened by famine and plague. Gone were the armies of earlier times, with only handfuls of Rangers and veteran guardsmen remaining to watch over the cities that still survived. As time passed, and the realm crumbled further, the eastern reaches of the kingdom were left empty and were abandoned, or sacked and ruined in ever-increasing numbers. By the time of King Arvedui, the capital of Fornost was the sole remaining bastion, and most other places of strength and majesty lay empty or shattered.

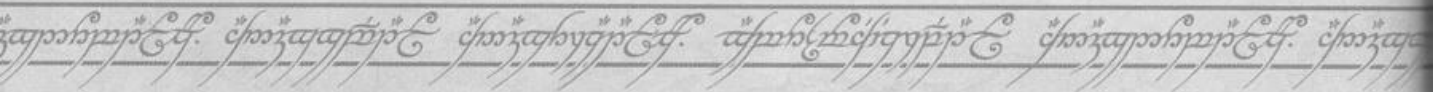
Though Arnor is destroyed, the bloodline of Númenor endures, hidden in the wilds. These Dúnedain are forever on the move, travelling in small companies of three or four families. This lifestyle is hard but necessary, for Sauron ever strives to locate and destroy their line once and for all. So it is that the Dark Lord's servants ceaselessly dog the footsteps of the Rangers, directed by Sauron's desire to see the scions of Arnor finally eliminated. Thus does the life of the Dúnedain alternate between the roles of hunter and hunted as they strive to stay one step ahead of their enemies.

Even amongst a selfless people such as the Dúnedain, the deeds and bravery of the Grey Company shine as a beacon in the darkness, and they have earned the friendship of many powerful allies across Middle-earth – most notably the sons of Elrond, Elladan and Elrohir, who have fought at the side of the Dúnedain for many lives of Men.

The Grey Company

The Grey Company of Arnor is famed for training every warrior in the use of bows.

You may opt to take a Grey Company force. If you do so, your force (or an allied contingent in your force) that contains only models from the Arnor list can take up to 4 Rangers of Arnor for each Ranger of the North or Dúnedain it contains. It can do so even if this would take it above the normal bow limit.



Heroes of Arnor

Arvedui, Last King of Arnor (Man)

Points value: 70

Destined to be Arnor's last king, Arvedui knows not whether his realm will end in despair or be reforged in glory. As a shadow falls upon Arnor for the final time, it is on Arvedui's shoulders that the defence of the realm shall rest.

Wargear

Heavy armour.

Special Rule

The King in the North. Arvedui's Stand Fast! rule has a range of 12"/28cm.



Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	5	3	2	0

Malbeth the Seer (Man)

Points value: 80

Gifted with foresight, Malbeth has long been a part of Fornost's royal council. Such abilities are otherwise unheard of in Men, for such oracular skill is more closely associated with the Elves. Malbeth's visions are often incomplete, the strands of destiny following separate, and often contradictory, paths.

Wargear

Armour.

Options

Gift of Foresight. Every time a Good model within 6"/14cm of Malbeth suffers a Wound, roll a D6. On the roll of a 5+, the Wound is prevented, exactly as if a point of Fate had been expended. Note that if this roll is failed, Fate points may still be expended as normal.



Move	F	S	D	A	W	C	M	W	F
6"/14cm	3/4+	4	5	1	2	5	1	2	1

Arathorn (Man)

Points value: 75

Sprung from the lineage of Isildur, Arathorn is a Chieftain of the Dúnedain. A brusque and stern man, Arathorn is nonetheless a noble leader and fine warrior. Though his rule over the Dúnedain is just, destiny dictates that it shall be short-lived...

Wargear

Armour and a bow.



Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	4	5	3	2	5	3	2	1

Captain of Arnor (Man)

Points value: 50

Years of constant war have taken their toll on the commanders of Arnor's armies, with too many novice commanders promoted too soon. Fortunately, battle teaches the most important lessons swiftly and what Arnor's captains lack for in experience of command they make up for in raw fighting skill.

Wargear

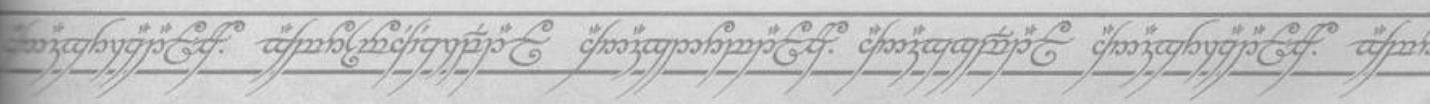
Heavy armour.

Options

- Bow 5 points
- Shield..... 5 points



Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	3	2	1	1



Aragorn, Isildur's Heir (Man)

Points value: 200



Aragorn, also known as Strider, is a descendant of Elendil and the last heir to the throne of Gondor. His rough appearance speaks of a hard life spent battling evil in wild places. Aragorn becomes the protector of the Hobbits and the greatest of the heroes of the Fellowship – his fate and that of the Ringbearer are inexorably bound together.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/3+	4	5	3	3	6	3*	3	3

Wargear

Bow.

Options

- Elven cloak 10 points

Special Rules

***Mighty Hero.** Aragorn can expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn reduce his Might store as normal.

Chieftain of Forgotten Arnor. Legolas, Gimli and both Heroes and Warriors of Arnor count as being in range of a banner if Aragorn, Isildur's Heir, is within 3"/7cm.

Master of the Wilderness. Aragorn, Isildur's Heir, moves through difficult terrain without penalty, as do Legolas, Gimli and both Heroes and Warriors of Arnor, if they are on foot and within 6"/14cm of Aragorn.

Dúnedain (Man)

Points value: 24



The Dúnedain are descendants of the Men of Arnor. Bereft of a kingdom, they dwell in the wilds, seeking out and slaying Orcs and other foul creatures before they can wreak havoc on the villages of Bree-land and the Shire.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/3+	4	4	1	1	5	1	1	1

Wargear

Bow.

Options

- Spear 1 point

Elladan and Elrohir (Elves)

Points value: 140 for both



Unlike many of the Elves of Rivendell, Elrond's sons, Elladan and Elrohir, take an active role in the affairs of Middle-earth. As such, the twins have long been allies to the Rangers of the North, and have ridden with some of the greatest chieftains of the Dúnedain, including Aragorn and Arathorn.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/3+	4	5	2	2	6	3	2	2

Wargear

Both Elladan and Elrohir have armour and two Elven blades.

Options

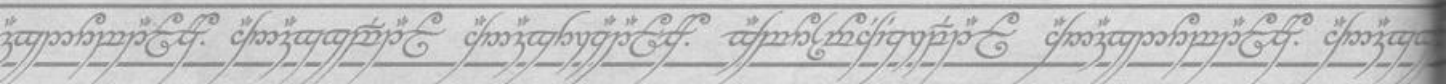
- Elven cloaks 20 points for both
- Horses 20 points for both
- Elf bows 10 points for both
- Heavy armour 10 points for both

Special Rules

Woodland Creature. See the main rules manual.

Twin Elven Blades. When fighting on foot, the brothers must choose to fight in one of three different ways in each Fight phase. Each brother may fight either with a single sword (counts as two-handed weapon), fight with two swords (for +1 Attack), or parry (counts as shielding).

Unbreakable bond. If one of the twins is killed, the other will be driven mad by desperate grief. To represent this, the surviving twin's Strength is increased to 5 and his Defence is reduced to 4. The survivor always passes Courage tests and must do everything he can to charge the model that killed his brother as quickly as possible. Once that model is killed, the surviving twin will then move as fast as possible towards the closest visible enemy for the rest of the game, charging it if able.



Halbarad Dúnadan (Man)

Points value: 65

Kinsman to Aragorn, Halbarad Dúnadan is amongst his closest and most loyal companions. A skilled leader and warrior both, Halbarad assumes command of the Dúnedain when Aragorn is abroad, and is swift to answer his summons to the Pelennor.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/3+	4	5	2	2	6	3	2	1

Wargear

Armour and bow.

Options

- Banner of Arwen Evenstar..... 60 points
- Horse 10 points
- Spear 1 point

Special Rules

The Banner of Arwen Evenstar. The Banner of Arwen Evenstar is a banner but affects all friendly models within 6"/14cm, not 3"/8cm. Good models within 6"/14cm of the banner automatically pass any Courage test they are required to take. Halbarad can still use his bow if he carries this banner.



Ranger of the North (Man)

Points value: 25

The Rangers of the North are the descendants of Arnor's noble houses and the defenders of her trust. Forbidding men, grim of face, they patrol the lands of Eriador, holding the servants of Sauron at bay with spear and bow.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	4/3+	4	5	1	1	5	1	1	1

Wargear

Armour and bow.

Options

- Horse 6 points
- Spear 1 points



Warriors of Arnor

Ranger of Arnor (Man)

Points value: 8

The Rangers of Arnor are the woodsmen of the lands about Fornost, training to assume the duties of the Rangers of the North and working in concert with the Dúnedain to keep the land free of fell creatures.

Move	F	S	D	A	W	C
6"/14cm	4/3+	3	4	1	1	3

Wargear

Armour and bow.

Options

- Spear 1 point



Warrior of Arnor (Man)

Points value: 8

All that remains of the once-proud armies of Arnor, these warriors are, by necessity, veterans of the wars with Angmar, though their spirit is all but broken. The Warriors of Arnor are a match for almost anything the Witch-king can muster against them.

Move	F	S	D	A	W	C
6"/14cm	4/4+	3	6	1	1	2

Wargear

Heavy armour, spear and shield.

Options

- Banner..... 25 points



NÚMENOR

The Dark Lord holds a special hatred for the exiles of Númenor, the children of Sundered Westesse, for their forebears have been his foes since the early ages of the world. It is this undying malice that drives Sauron to shatter the realms of Gondor and Arnor, for both kingdoms owe their heritage to Elendil, lord of Númenor, and architect of the Last Alliance of Men and Elves that brought mighty Sauron to his armoured knee.

Elendil and his folk came to the shores of Eriador in the latter years of the Second Age, borne out of the ruin of Westesse on nine great ships. The coming of Elendil and his people changed Middle-earth forever, for these Men were fearless in war and gracious in peace, the very image of the halcyon days of Númenor's glory, before the island-realm fell into decay and corruption.

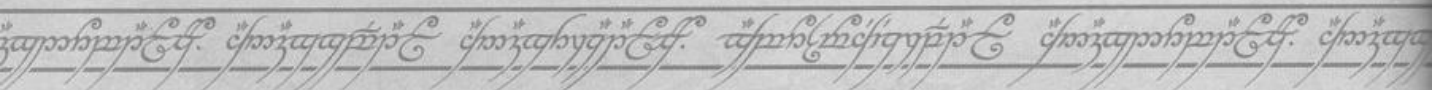
These exiles swiftly became great lords in their new land and founded the realms of Arnor and Gondor – kingdoms that would, in time, recapture some of the splendour of their lost home. The magical palantíri, the seeing stones brought out of the West, allowed Elendil to keep a watchful eye over his domain, trusting to the counsel of his sons – Isildur and Anárion – and the strength of his folk to preserve peace.

For long years, the black-clad armies of the Númenórean exiles were the martial power in Middle-earth. They cast down strongholds of evil warlords and tyrants, suppressed the cruel Haradrim of the Southlands and the warlike fanatics

of the east. In every contest, Númenórean steel and valour proved greater than the crude armaments and black-hearted cruelty of lesser men. So too did Elendil's folk strive against the Black Númenóreans, those of their kinsfolk who had fallen under Sauron's evil sway and turned their faces towards the darkness.

In time, Elendil gained many allies to share the burdens of taming the evil places. Chief of these comrades was the noble Gil-galad, High King of the Elves; but even with such aid, peace was always to lie just out of Elendil's grasp. Though they were driven from the heartlands of Middle-earth, the Haradrim and Easterlings never forgot their enmity with Elendil's kin, and there were border skirmishes beyond counting. Worse, Orcs and other fell creatures multiplied in the dark places, their malice unguided and unfocused at first but growing ever more deadly as the power of Sauron began its slow rise.

When Sauron finally struck, his blow fell first against Gondor, for the White City lay hard upon the borders of his own black land and stood watch on the slumbering evil therein. Thus began the wars of the Last Alliance, when Men and Elves fought as one against the darkness of Mordor. Elendil was to die in that conflict, as would many of his kin, but his legacy was destined to endure for millennia. Arnor and Gondor would stand as bastions against the evil power of the Dark Lord, sheltering the rest of Middle-earth from the vicissitudes of Sauron's minions.



Heroes of Númenor

Elendil, High King of Gondor and Arnor (Man)

Points value: 165

High King of the Dúnedain and of Gondor, Elendil led his people out of the ruin of Númenor on nine tall ships. It was Elendil's ultimate destiny to fall before Sauron's might, perishing alongside his friend and ally, Gil-galad, on the slopes of Mount Doom.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	7/4+	4	7	3	3	6	3	3	1

Wargear

Very heavy armour and Narsil.

Options

- Horse 10 points
- Shield..... 5 points

Special Rules

Narsil. Elendil can fight a heroic combat in the Fight phase without expending Might.



Isildur (Man)

Points value: 100

History remembers Isildur as the victor of the Last Alliance, for it was he who struck the One Ring from Sauron's black hand. Alas, the Ring swiftly corrupted Isildur and he was unable to cast it into the fires of Mount Doom. Thus, Sauron's curse was allowed to linger for many long centuries to come.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	6/4+	4	7	3	3	6	3	1	2

Wargear

Very heavy armour.

Options

- Horse 10 points
- Shield..... 5 points

Special Rules

The Ring. If neither Frodo nor Bilbo are in the force, Isildur can carry the Ring. See the main rules manual.



Captain of Númenor (Man)

Points value: 50

In ancient times, the army of Númenor was led by experienced captains who directed their soldiers for the greater glory of their homeland and king. These men were doughty warriors, and forged many legends.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	5	2	2	4	2	1	1

Wargear

Armour.

Options

- Horse 10 points
- Bow 5 points
- Heavy armour 5 points
- Lance 5 points
- Shield..... 5 points



Warriors of Númenor

Warrior of Númenor (Man)

Points value: 7

Founders of the realms of Gondor and Arnor, the brave Men of Númenor ever resisted the Dark Lord and stood alongside the Elves to meet the armies of Mordor with courageous hearts and tempered steel.

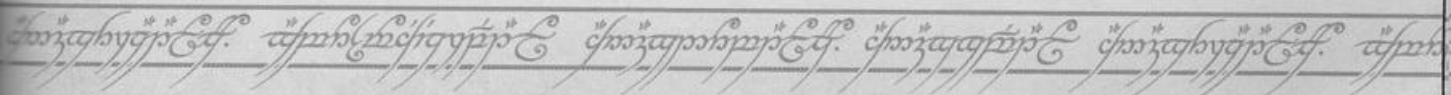
Move	F	S	D	A	W	C
6"/14cm	4/4+	3	4	1	1	3

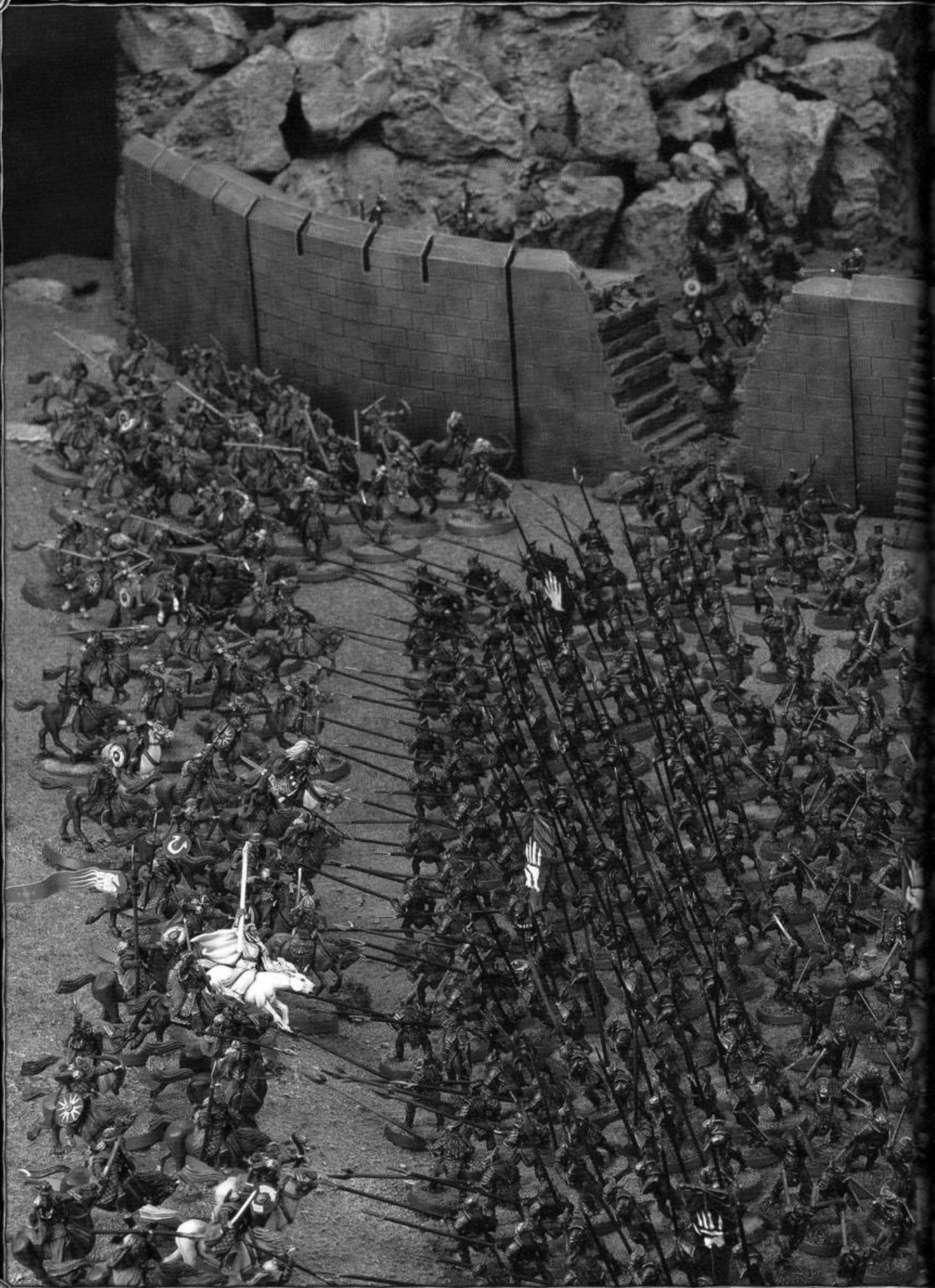
Wargear

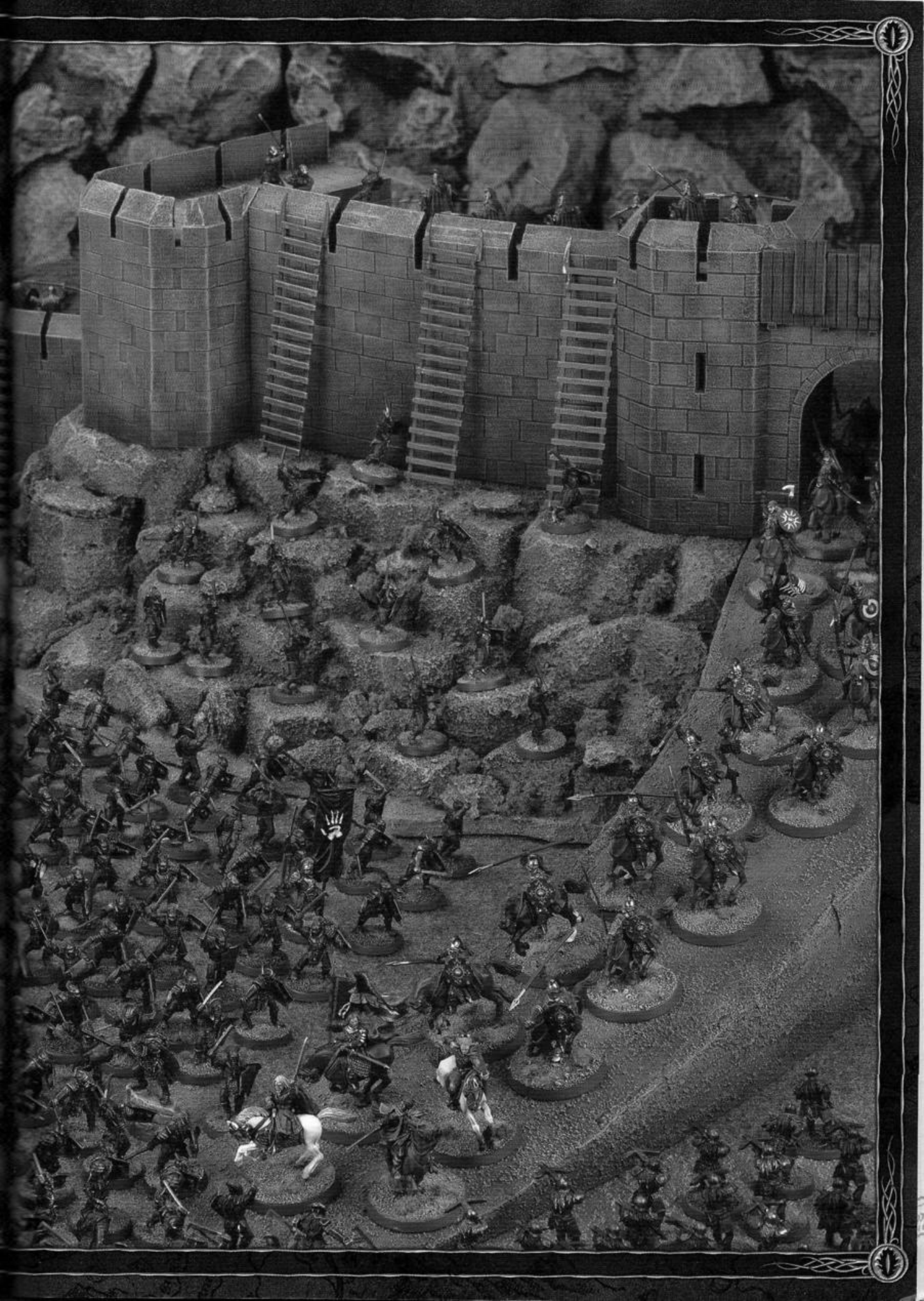
Armour.

Options

- Banner 25 points
- Bow 1 point
- Spear 1 point
- Shield..... 1 point







THE GLADDEN FIELDS

After the glorious victories of the Last Alliance and the casting down of Sauron, Isildur leads his followers back northwards. But alas, the forces of Evil were only defeated, not destroyed. A large force of Orcs, lured by what Isildur carries, ambushes the war-weary men. Can Isildur escape?

Following a trail beside a river, Isildur and his force are dismayed to see the size of the ambushing force of Orcs. Hemmed in and fearing what would happen should the One Ring be recaptured by the forces of Evil, Isildur attempts to escape by putting on the Ring and diving into the river. The Ring slips from his finger and the Orcs shoot at and kill Isildur – the Ring is lost. Who can say what might have happened if fate had taken a different turn here?

PARTICIPANTS – GOOD

On the Good side are Isildur, who has the Ring, and up to 200 points of his followers and other warbands chosen from the Númenor army list (Kingdoms of Men sourcebook). This force cannot include any additional named Heroes.

PARTICIPANTS – EVIL

On the Evil side are two Orc Captains and up to an additional 300 points of their followers and other warbands from the Mordor army list (Mordor sourcebook). It may not include any named Heroes. The Evil forces must be divided into two groups of equal size, each one led by one of the Orc captains.

LAYOUT

This scenario is played on a board 72"/168cm by 48"/112cm. The main river lies slightly beyond the gaming area and Isildur is travelling along the course of a tributary stream. Another stream joins the first at a ford, as shown on the map. The rest of the battlefield contains scattered trees, large rocks and marshy areas that are difficult terrain. The area beyond the main stream is especially rocky, offering plenty of cover. The stream banks are also strewn with rocks and boulders, as indicated on the map.

STARTING POSITIONS

The Good side begins the battle in the fork between the two streams but no model can be nearer the ford than 6"/14cm (see map). All the Good side must set up first.



Isildur

Once the Good army is in position, it is time for the two Evil groups, each led by one of the Orc captains, to deploy. One group must deploy to one side of the stream and the other group to the opposite side – neither may deploy in the stream or within the boundaries of the Good side's deployment area. Additionally, because it is an ambush, each Evil model must be positioned in such a way that it is at least partially hidden from the view of the Good models already in position.

INITIAL PRIORITY

The Evil player has priority in the first turn.

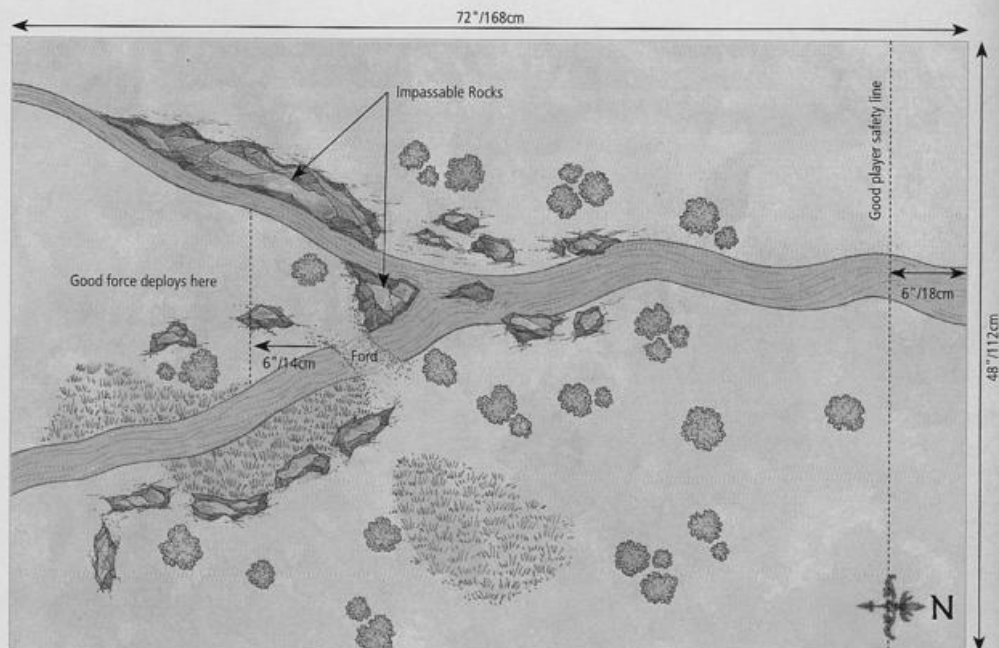
OBJECTIVES

The Good army wins if at least half the Good models reach within 6"/14cm of the north board edge (see map). Isildur must be amongst those who cross the safety line for the Good side to win. The Evil army wins if it slays at least half the enemy or if Isildur is killed – in either case, it will be impossible for the Good side to win.

SPECIAL RULES

The Tributary Stream. The streams are narrow enough to jump over but in places, the banks are rocky and impassable, as shown on the map. The ford can be crossed without penalty and without a Jump roll.

The One Ring. Isildur must have the Ring in this battle (see The Lord of the Rings rules manual). If he leaves the table whilst wearing the Ring, he counts as a casualty and the Evil player will win automatically.



AMBUSH IN ITHILIEN

There is a storm growing over Mordor, yet a strange peace has settled over the abandoned realm of Ithilien. There, the forest-filled land between the Great River Anduin and the Mountains of Shadow are quiet... perhaps too quiet. With a blaring of horns, an army approaches. They come from Far Harad – cruel men, armed for battle and gathering for war.

Yet not all is as quiet as it at first appears. Secreted amongst the foliage hide a small band of cleverly camouflaged bowmen. With arrows nocked and bowstrings taut, they wait for the signal from their leader. Closer and closer march the Haradrim – walking straight into the jaws of the trap. With a sudden whirring, the air is alive with arrows...

PARTICIPANTS – GOOD

The Good forces include Faramir, Madril, Damrod and up to 150 additional points of their followers and other warbands chosen from the Minas Tirith army list.

PARTICIPANTS – EVIL

The Evil forces include a War Mûmak and up to 225 additional points of its followers and other warbands chosen from the Harad and Umbar army list (Fallen Realms sourcebook).

LAYOUT

The scenario is played on a board 72"/168cm by 48"/112cm. There is a road running between the west and east board edges. The road is wide enough to allow 4 models on foot to walk abreast but no more (100mm). The space around the road (12"/28cm on either side) is cleared of all terrain, but the rest of the board should contain several small woods and plenty of spare trees, rocky outcrops and hedges.

STARTING POSITIONS

The Good player sets up his models first. He deploys his forces within 12"/28cm of either the north or south board edges (split in any manner he sees fit), representing the Rangers laying low and waiting for the Haradrim to march past.

The forces of Evil are split into two, with each portion having the same number of models as the other (or as close to doing so as possible). The War Mûmak and the Haradrim Chieftain counts as a single model and must come in the second wave. This represents the different 'waves' of the marching column. Each wave will enter play from the west board edge (see special rules below).

INITIAL PRIORITY

The Evil player has priority in the first turn. He begins by moving the first wave on from the west board edge along the road.

OBJECTIVES

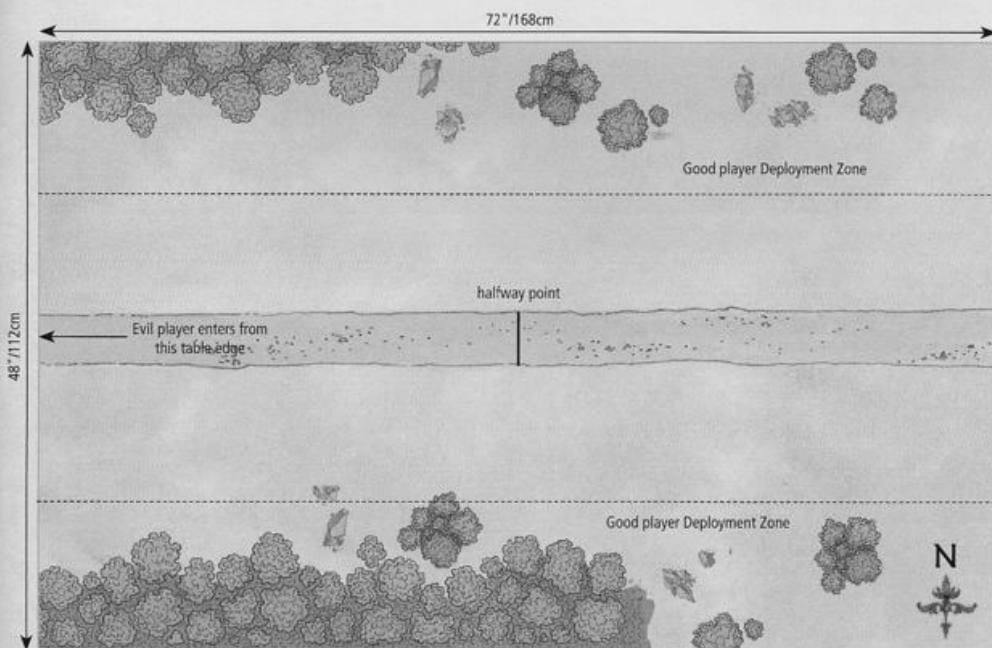
To win, the Evil player must move a third of his models or more off of the opposite (east) board edge. Remember, the War Mûmak (along with any models still on it) just counts as one! Models leaving the board by any other table edge count as slain. The Good player wins if less than a third of the total Haradrim force escapes off the eastern board edge.

SPECIAL RULES

Ambush. While the Good models remain in the woods or behind obstacles and do not fire on the Haradrim, the Evil models must remain on the road and cannot do anything besides move. As soon as any Good model shoots a bow or moves from cover, the Haradrim can act normally.

The Southron Horde. The Haradrim convoy consists of many warriors marching towards Mordor and the warriors in this scenario are merely the vanguard. No Evil model needs to test for being Broken in this scenario.

Waves. The Haradrim force has become split thanks to its long march. Once any model from the Haradrim first wave reaches the halfway point across the road (from west to east) the second wave is able to enter play on the road from the West board edge in the following Evil Move phase. Should all members of the first wave be slain, the second wave can enter play in the following Evil Move phase regardless of whether or not any models reached the halfway point.



RELIEF OF HELM'S DEEP

Outnumbered and besieged, the defenders of Helm's Deep sally forth – a desperate move to gain victory or make an ending worthy of song. Yet even as Théoden's forces ride forth from the mighty fortress, Gandalf and Éomer arrive at the head of a relief column. Will it be enough to defeat the forces from Isengard?

In this climactic battle the besieging forces at Helm's Deep find themselves fighting enemies in front and behind, as a huge relief force arrives to save the day. However victory is by no means certain – the Evil army is both numerous and dangerous and it will be a hard and difficult fight before Helm's Deep is safe.

PARTICIPANTS – GOOD

The following models from the Fellowship army list (Free Peoples sourcebook): Aragorn, Gandalf and Legolas (all mounted on horses), and Gimli.

From the Rohan army list, you can take Théoden, Gamling, Éomer and up to 400 additional points of their followers and other warbands. No additional named Heroes can be taken.

PARTICIPANTS – EVIL

On the Evil side are 600 points of warbands chosen from the Isengard list (Fallen Realms sourcebook), although no named Heroes can be selected.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The layout represents the valley immediately outside the walls of Helm's Deep with the causeway and gateway at the south table edge. The west and east table edges represent the steep valley sides and the north edge is the exit from the valley itself. The tabletop is an essentially open battlefield, with perhaps a few scattered rocky outcrops and hills to make the valley edges.

STARTING POSITIONS

Théoden, Aragorn, Legolas, Gimli, Gamling and up to 10 additional models are placed first on the causeway.

Next, the entire Evil army is deployed anywhere on the table other than within 12"/28cm of Good models already deployed or within 18"/42cm of the east table edge.

Finally, Gandalf, Éomer, and the remainder of the Rohirrim forces are placed along the west valley table edge within 6"/14cm of the edge as shown on the map.

OBJECTIVES

The Good side wins if it can either destroy half the opposing army without losing any Heroes, or destroy the entire Evil army without losing more than one Hero.

The Evil side wins if it prevents the Good side from achieving its victory conditions.

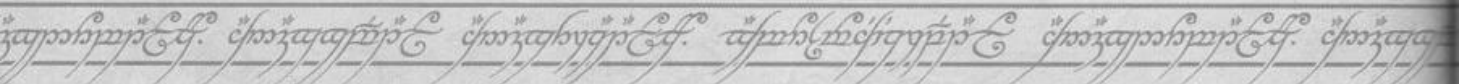
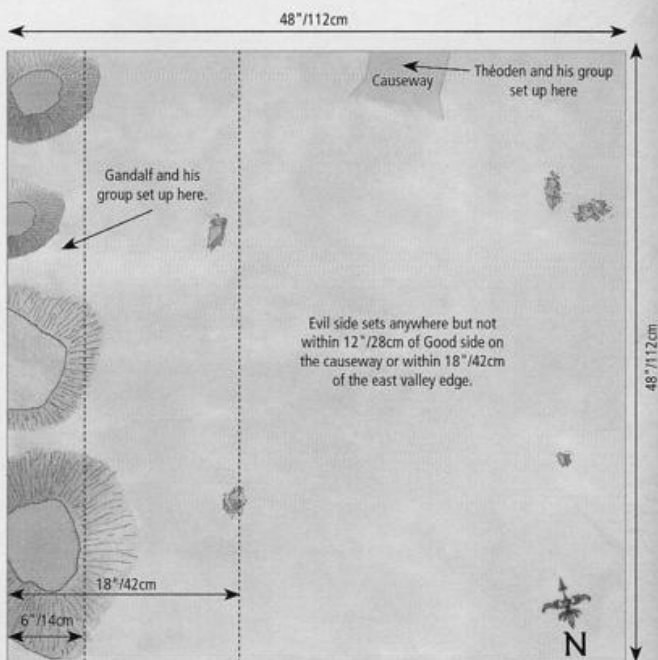
SPECIAL RULES

Ride to Glory. This is meant to be Théoden's last defiant ride to glory and he and his warriors have sung their death songs. Théoden and all Good models within 24"/56cm of him automatically pass any Courage test they are required to make.

- Notes.** This is a big battle and one that plays well with larger forces. The Evil victory conditions have been arranged so that the Evil side stands a chance of winning simply by taking down a few of the Good Heroes, as in a prolonged fight the Evil side cannot realistically hope to overcome the combined Good force. The Evil side has to pick its targets and concentrate its efforts against them in order to win. The Good side has to inflict as much damage as possible before any of the Heroes become dangerously weakened.



Théoden



THE WRATH OF ROHAN

Uruk-hai have captured Merry and Pippin and are attempting to take the Halflings to their master Saruman for interrogation. In order to reach Orthanc, the Uruk-hai must first cross the plains of Rohan – a deed easier said than done. Can Éomer and his riders destroy the evil warriors before they reach the forest?

Moving with great speed, the Uruk-hai have reached the edge of the Fangorn forest, but their camp has been surrounded by vengeful Riders of Rohan. The riders prepare to attack and destroy the evil creatures, little knowing that reinforcements are on their way from Isengard and will enter the fray at any moment. The Good player must stop any Uruk-hai from breaking out with their captives – a feat that will only get harder when Mauhúr and his reinforcements arrive.

PARTICIPANTS – GOOD

On the Good side are Éomer and up to 250 additional points of his followers and other warbands from the Rohan army list along with Merry and Pippin from the Fellowship army list (Free Peoples sourcebook).

PARTICIPANTS – EVIL

The Evil side has two groups. The first of which is Uglúk and up to 150 additional points of his followers and other warbands from the Isengard list (Fallen Realms sourcebook).

The second group, which makes up the Evil reinforcements, includes Mauhúr and up to 150 additional points of his followers and other warbands from the Isengard army list (Fallen Realms sourcebook).

LAYOUT

The scenario is played on a board 72"/168cm by 48"/112cm. The battle takes place at the edge of the forest of Fangorn. The east side of the table is the forest itself. The Orc camp is set up at least 30"/70cm from the forest's edge.

STARTING POSITIONS

The Evil models are deployed first in the area around their camp, as shown on the map (a space 12"/28cm by 12"/28cm). Merry and Pippin are placed in the centre of the Orc camp. The Riders of Rohan are set-up along the west table edge no closer than 12"/28cm to the Orc camp (see map).

OBJECTIVES

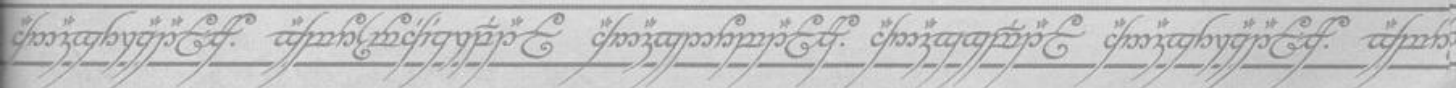
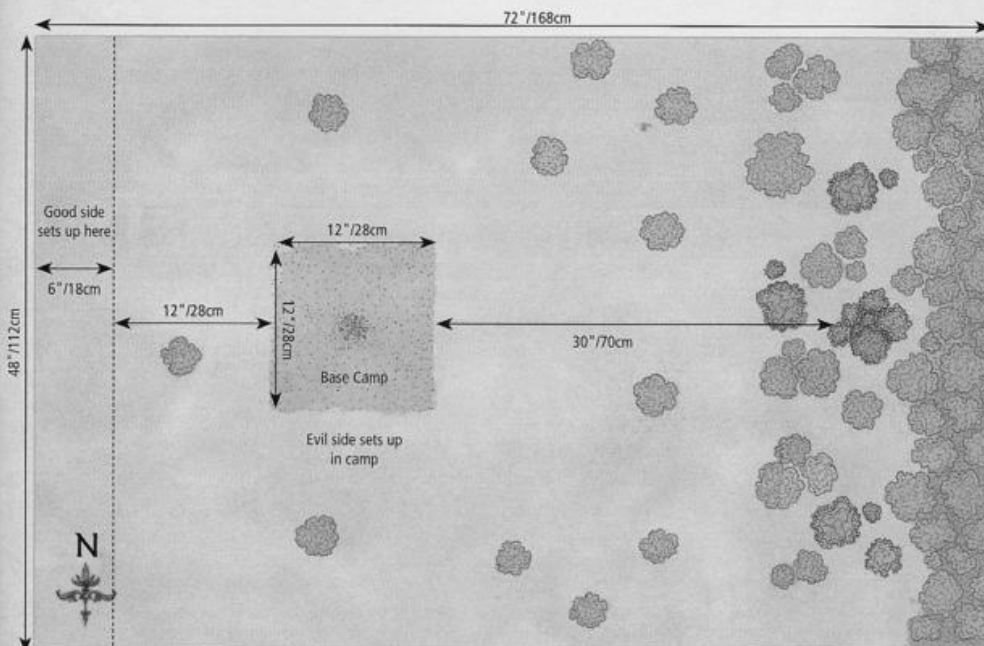
The Evil side wins if it controls both Merry and Pippin at the end of the game. The Good side wins if the Hobbits can escape from the board via the east board edge (and into Fangorn) or if all the Evil models are slain.

Special Rules

Hobbit Prisoners. At the start of the game Merry and Pippin are prisoners in the Orc camp. The Hobbits are bound prisoners, and follow the rules for heavy objects – see the main rules manual for details. If a Hobbit is dropped (if the model carrying them is charged, for example), roll a D6 at the start of the next Good Move phase – on a 4+, they have slipped their bindings and may move as normal. On a 1-3, they have failed to slip their bindings, roll again at the start of the next Good Move phase, provided they have not been picked up again.

The Will of Saruman. Such is the driving force behind the Isengard warriors that the Evil player only needs to start taking Courage tests once half of their entire force is destroyed, not half of Uglúk's force (even if Mauhúr's Reinforcements are not yet on the table).

Mauhúr's Reinforcements. At the beginning of turn 3 roll a D6 – on a roll of 4+, Mauhúr and his reinforcements move on from anywhere on the east board edge during the Evil player's Move phase. On a roll of 1, 2, or 3, they have not yet arrived, so roll again next turn. There is a chance Mauhúr's reinforcements never turn up – such is the risk of entering Fangorn.



Heroes of Minas Tirith

	Move	F	S	D	A	W	C	M	W	F	Pg
Aragorn, King Elessar	6"/14cm	6/3+	4	7	3	3	6	3*	3	3	17
Beregond	6"/14cm	4/3+	4	6	1	1	4	1	1	1	19
Boromir, Captain of the White Tower	6"/14cm	6/4+	4	6	3	3	6	6	3	3	18
Captain of Minas Tirith	6"/14cm	4/4+	4	6	2	2	4	2	1	1	20
Cirion, Lieutenant of Amon Barad	6"/14cm	4/4+	4	6	2	2	4	3	1	1	20
Damrod, Ranger of Ithilien	6"/14cm	4/3+	4	5	1	1	4	1	1	1	18
Denethor, Steward of Gondor	6"/14cm	5/4+	4	5	2	2	5	0	3	0	19
Faramir, Captain of Gondor	6"/14cm	5/3+	4	5	2	2	5	3	2	2	17
King of Men	6"/14cm	5/4+	4	5	2	2	5	2	2	1	20
Knight of the White Tower	6"/14cm	5/4+	4	6	2	2	4	1	1	1	20
Madril, Captain of Ithilien	6"/14cm	4/3+	4	5	2	2	4	3	1	1	18
Peregrin, Guard of the Citadel	4"/10cm	3/3+	2	4	1	1	4	1	1	2	17

Warriors of Minas Tirith

	Move	F	S	D	A	W	C	Pg
Citadel Guard	6"/14cm	4/4+	3	5	1	1	3	22
Guard of the Fountain Court	6"/14cm	4/4+	3	6	1	1	3	22
Knight of Minas Tirith	6"/14cm	3/4+	3	5	1	1	3	21
Osgiliath Veteran	6"/14cm	3/4+	3	5	1	1	4	22
Ranger of Gondor	6"/14cm	4/3+	3	4	1	1	3	21
Warrior of Minas Tirith	6"/14cm	3/4+	3	5	1	1	3	21

Siege Weapons of Minas Tirith

	Strength	Defence	Batter Points	Pg
Battlecry Trebuchet	(10)	10	4	23
Avenger Bolt Thrower	(7)	10	3	23

Heroes of the Fiefdoms

	Move	F	S	D	A	W	C	M	W	F	Pg
Angbor the Fearless	6"/14cm	4/4+	4	5	2	2	5	2	3	1	25
Captain of Dol Amroth	6"/14cm	4/4+	4	7	2	2	4	2	1	1	26
Duinhir	6"/14cm	5/3+	4	5	2	2	3	2	1	1	26
Forlong the Fat	6"/14cm	4/4+	5	6	2	3	4	3	1	1	25
Prince Imrahil of Dol Amroth	6"/14cm	6/4+	4	7	3	3	6	3	3	3	25
The King of the Dead	6"/14cm	4/4+	4	8	1	2	7	0	6	3	26

Warriors of the Fiefdoms

	Move	F	S	D	A	W	C	Pg
Axeman of Lossarnach	6"/14cm	4/4+	3	5	1	1	3	28
Blackroot Vale Archer	6"/14cm	3/3+	3	4	1	1	2	28
Clansman of Lamedon	6"/14cm	4/4+	3	4	1	1	5	28
Knight of Dol Amroth	6"/14cm	4/4+	3	6	1	1	4	27
Man-at-arms of Dol Amroth	6"/14cm	4/4+	3	5	1	1	3	27
Rider of the Dead	6"/14cm	3/4+	3	7	1	1	6	28
Warrior of the Dead	6"/14cm	3/4+	3	7	1	1	6	29

Heroes of Rohan

	Move	F	S	D	A	W	C	M	W	F	Pg
Captain of Rohan	6"/14cm	4/4+	4	5	2	2	4	2	1	1	34
Éomer, Knight of the Pelennor	6"/14cm	5/4+	4	7	3	3	5	3	3	3	32
Éomer, Marshal of the Riddermark	6"/14cm	5/4+	4	6	2	2	5	3	2	2	32
Eorl the Young	6"/14cm	5/4+	4	6	2	2	5	3*	2	2	34
Éowyn, Shield Maiden of Rohan	6"/14cm	5/4+	3	3	1	1	5	2	2	2	32
Erkenbrand, Captain of Rohan	6"/14cm	5/4+	4	7	2	2	4	3	1	1	33
Gamling, Captain of Rohan	6"/14cm	4/4+	4	6	2	2	4	2	1	1	33
Grimbold of Grimsdale	6"/14cm	4/4+	4	5	2	2	4	2	1	1	32
Háma, Captain of Rohan	6"/14cm	4/4+	4	6	2	2	4	2	1	0	31
King's Huntsman	6"/14cm	3/3+	4	5	1	2	4	2	1	1	34
Meriadoc, Knight of the Mark	4"/10cm	3/3+	2	4	1	1	4	1	1	2	33
Théoden, King of Rohan	6"/14cm	5/4+	4	5	2	2	5	2	0	2	31
Théodred, Heir of Rohan	6"/14cm	5/4+	4	6	2	2	5	3	3	0	31

Warriors of Rohan

	Move	F	S	D	A	W	C	Pg
Rider of Rohan	6"/14cm	3/4+	3	5	1	1	3	34
Rohan Outrider	6"/14cm	3/3+	3	4	1	1	4	35
Rohan Royal Guard	6"/14cm	4/4+	3	6	1	1	3	35
Son of Eorl	6"/14cm	4/4+	4	6	2	1	4	35
Warrior of Rohan	6"/14cm	3/4+	3	4	1	1	3	35

Heroes of Arnor

	Move	F	S	D	A	W	C	M	W	F	Pg
Aragorn, Isildur's Heir	6"/14cm	6/3+	4	5	3	3	6	3*	3	3	38
Arathorn	6"/14cm	5/3+	4	5	3	2	5	3	2	1	37
Arvedui, Last King of Arnor	6"/14cm	5/4+	4	6	2	2	5	3	2	0	37
Captain of Arnor	6"/14cm	5/4+	4	6	2	2	3	2	1	1	37
Dúnedain	6"/14cm	4/3+	4	4	1	1	5	1	1	1	38
Elladan	6"/14cm	6/3+	4	5	2	2	6	3	2	2	38
Elrohír	6"/14cm	6/3+	4	5	2	2	6	3	2	2	38
Halbarad Dúnadan	6"/14cm	5/3+	4	5	2	2	6	3	2	1	39
Malbeth the Seer	6"/14cm	3/4+	4	5	1	2	5	1	2	1	37
Ranger of the North	6"/14cm	4/3+	4	5	1	1	5	1	1	1	39

Warriors of Arnor

	Move	F	S	D	A	W	C	Pg
Ranger of Arnor	6"/14cm	4/3+	3	4	1	1	3	39
Warrior of Arnor	6"/14cm	4/4+	3	6	1	1	2	39

Heroes of Númenor

	Move	F	S	D	A	W	C	M	W	F	Pg
Captain of Númenor	6"/14cm	5/4+	4	5	2	2	4	2	1	1	41
Elendil, High King of Gondor and Arnor	6"/14cm	7/4+	4	7	3	3	6	3	3	1	41
Isildur	6"/14cm	6/4+	4	7	3	3	6	3	1	2	41

Warriors of Númenor

	Move	F	S	D	A	W	C	Pg
Warrior of Númenor	6"/14cm	4/4+	3	4	1	1	3	41

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