

WAR IN THE EAST

Easterlings Versus Gondor Battle Report

This month's battle report sees the mighty Easterlings take on the scions of Gondor in bloody combat. Alessio Cavatore and Gav Thorpe command the Ringwraith Khamûl's minions and King Elessar's host, respectively.

The Lord of The Rings is a very versatile game and can be played either in a story-driven way or as a battle game. This game is a pure battle affair, the kind of thing you might find yourself playing if you go down to your

local Hobby Center or club in search of an opponent. Obviously, by the time Aragorn became King Elessar, all the Ringwraiths, including Khamûl, had been slain. The power of the Easterlings was much diminished after The War of The Ring.

However, all of these "historical" facts do not matter when you're playing games of this sort, where proving who is the better general is of greater importance than story-telling or re-creating scenes from the book or film.

ADVANTAGES AND DISADVANTAGES

Easterling Advantages

- Variety of troop types
- Good Leadership compared to that of many Evil armies
- Chariots!

Easterling Disadvantages

- Low Chariot Defense
- Chariots need to charge to work best

Gondor Advantages

- Wide range of named heroes
- Good Leadership
- High Defense value, typically 6
- Rangers are good archers

Gondor Disadvantages

- Rangers have low Defense
- No monstrous creatures
- Little magical ability

GAME STATS

Points	About 1,000
Scenario	Battle Scenario: Breakthrough
Location	Middle-earth
Armies	The Army of Gondor, The Army of Rhûn
Notable Heroes	The Nazgûl Khamûl the Easterling, King Elessar
Timeline	None



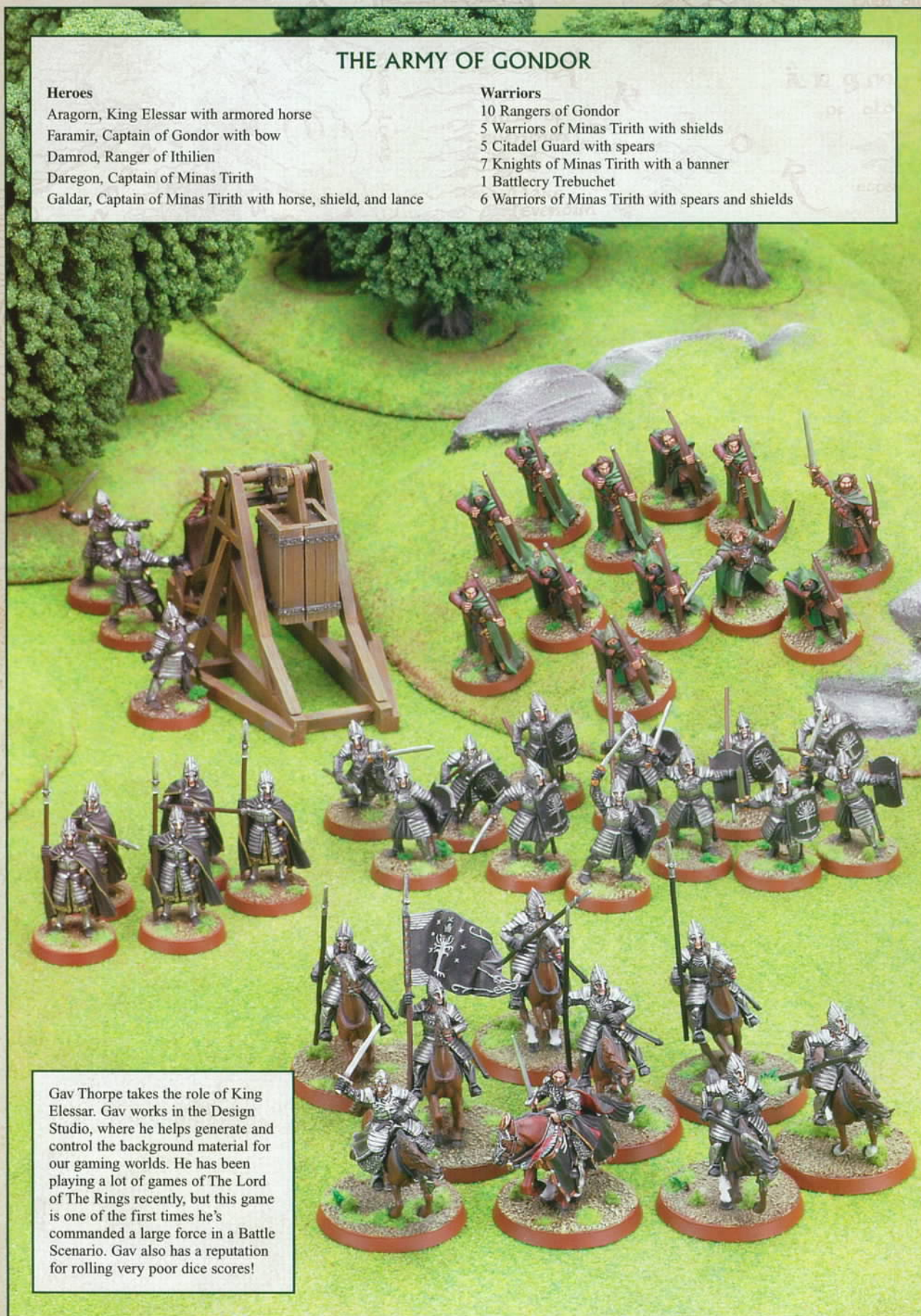
THE ARMY OF GONDOR

Heroes

Aragorn, King Elessar with armored horse
Faramir, Captain of Gondor with bow
Damrod, Ranger of Ithilien
Daregon, Captain of Minas Tirith
Galdar, Captain of Minas Tirith with horse, shield, and lance

Warriors

10 Rangers of Gondor
5 Warriors of Minas Tirith with shields
5 Citadel Guard with spears
7 Knights of Minas Tirith with a banner
1 Battlecry Trebuchet
6 Warriors of Minas Tirith with spears and shields



Gav Thorpe takes the role of King Elessar. Gav works in the Design Studio, where he helps generate and control the background material for our gaming worlds. He has been playing a lot of games of The Lord of The Rings recently, but this game is one of the first times he's commanded a large force in a Battle Scenario. Gav also has a reputation for rolling very poor dice scores!



Alessio Cavatore commands the Easterling horde. He also works in the Games Development Studio and oversees the writing of rules. He was a highly placed Warhammer tournament general in Italy and was instrumental in developing the rules system for The Lord of The Rings Strategy Battle Game. As such, he has plenty of experience playing the game.

THE DREAD LEGION OF KHAMÛL THE EASTERLING

Heroes

Khamûl with horse
 Easterling Captain with halberd
 Easterling Captain with armored horse and shield
 Variag King on Chariot with bow
 Variag Chieftain on horse with bow
 Variag Mercenary Chieftain on horse with bow

Warriors

8 Easterlings with shields
 13 Easterlings with shields and spears
 2 Easterlings with banners
 4 Easterling Kataphrakts
 2 Variag Charioteers
 14 Variag Horsemen

ARMY CREATION & DEPLOYMENT

Gav: I decided to make things simple for myself and thus spent 500 points on characters and 500 points on warriors. I briefly toyed with a list based around the wizard Radagast the Brown (and particularly his Panic Steed magical power!). However, I decided to keep things simple and opted for Aragorn the King instead. Weighing in at a massive 275 points when mounted, he costs more than a quarter of my entire points allowance. However, as a Hero, he is unparalleled. He can also use his Might to get the most out of the warriors around him.

I then divided the bulk of my force between three elements: a cavalry reserve, a missile wing, and a close combat force. I was tempted by the Knights of Dol Amroth, but they simply cost too many points. Instead, I opted for Knights of Minas Tirith.

Rangers of Gondor are elite archers through and through. They sacrifice armor for better accuracy and, with Faramir and Damrod to help them, will hopefully prove effective in close combat as well. I will support the Rangers with a Trebuchet, which is more than capable of demolishing a Khandish Chariot in one hit! Finally, I took a mix of spearmen and swordsmen, bolstered by a handful of Citadel Guard to provide an edge in combat with their higher Fight value.

KEY HERO

Aragorn, King Elessar

- He is an awesome fighter with high Attacks, Fight, and Defense.
- He earns a free point of Might every turn.
- Anduril wounds any target on a 4+, regardless of Defense value.
- As a single model, he can't be everywhere at once.



KEY UNIT

Rangers of Gondor

- They hit with bows on a 3+.
- They have a Higher Fight value than Warriors of Minas Tirith.
- They cost the same number of points as Warriors of Minas Tirith with bows.
- They have lower Defense than Warriors of Minas Tirith.



The Rangers of Gondor deployed near the forest, where they were able to hide from the Easterling cavalry and support the Knights with bow fire.



The Trebuchet does not need line of sight. As long as one warrior in the force can see the target, the Trebuchet can fire.

Aragorn deployed with two Knights to support the Citadel Guard and Warriors of Minas Tirith.

Alessio: I began by deploying the cavalry and Chariots in a roughly even spread across the length of my deployment area. This way, if Gav concentrates on one flank of my force, my models can quickly redeploy to counter. My infantry went down second, after I had seen where most of Gav's infantry was starting the game. I was glad that my infantrymen faced an enemy that could not outrun them. Gav's men would have to fight their way through mine instead.

My first priority will be to cause as many casualties as possible by attacking the enemy Warriors. I don't want to waste energy trying to kill Gav's Heroes. Once the enemy has reached the break point, I will concentrate on the Heroes. Without their leadership, failed Courage Tests should take care of the remaining enemy warriors.

The two things that worry me are Aragorn and the Trebuchet. I plan to try and neutralize the King of Gondor with Khamûl's Transfix ability. The Trebuchet presents bigger problems. In order to use the Easterling *Phalanx* at its best, I need to concentrate my troops, and large groups of tightly packed warriors are the perfect target for that infernal machine. I'll have to spread out my Easterlings much as possible until they make contact with the enemy.



KEY HERO

Khamûl

- The *Harbinger of Evil* rule can send the enemy fleeing.
- The *Sap Will* and *Drain Courage* spells combined with *Harbinger of Evil* can send Heroes running.
- Khamûl can be vulnerable to enemy Heroes.

KEY UNIT

Cavalry

- Horse archers can hit the enemy with bow fire from a distance.
- Unsupported cavalry can be easily defeated when fighting large numbers of infantry.
- A Hero's Heroic Moves can be used to maintain the momentum of a cavalry charge.



CHARIOTS

If cavalry is defeated in combat by a charging Chariot, both the horse and rider will be knocked to the ground, resulting in the rider having to fight on foot as the horse runs away!



Easterling infantry banner bearers

THE BOARD IS SET – TURNS 1-4

In the opening turns, both players moved their forces to try and isolate parts of the enemy force. Gav caught the Variag Horsemen between the Rangers and the Knights, while Alessio did a great job of surrounding the Citadel Guard.

Gav: In this scenario, I have the dubious pleasure of having to advance across the table in an attempt to break through the other army. In my way is a veritable horde of Easterlings, backed up by heavy cavalry and Chariots. This isn't going to be easy.

In the opening exchanges, Aragorn's horse was shot out from under him. Although Alessio and I had agreed that characters could steal mounts from other models, I decided that the Knights would need all the help of a cavalry charge and thus left him on foot to support the other infantry.

However, I also made what was to turn out to be a fairly critical error by moving the Citadel Guard forward to threaten the flank of the advancing Easterling infantry. As later turns were to prove, this maneuver left the Citadel Guard dangerously isolated, particularly after I moved the two supporting Knights to head off Khamûl as he made for the Trebuchet.

SPLAT!

The Khandish King's Chariot was annihilated by a precise shot from the Trebuchet (Gav rolled a six followed by a six!). Thankfully, the shot failed to wound the King himself. At this point, we decided to allow Heroes to mount a horse or Chariot at the same time the original rider dismounted, but only if the two models finish their move in base contact, and the Hero passes his Jump Test to mount up. Though we had to make up a "house rule," it seemed appropriate for a King to order one of his subjects to give up his Chariot for him. Aragorn, however, heroically decided not to take advantage of this rule and continued to fight on foot.

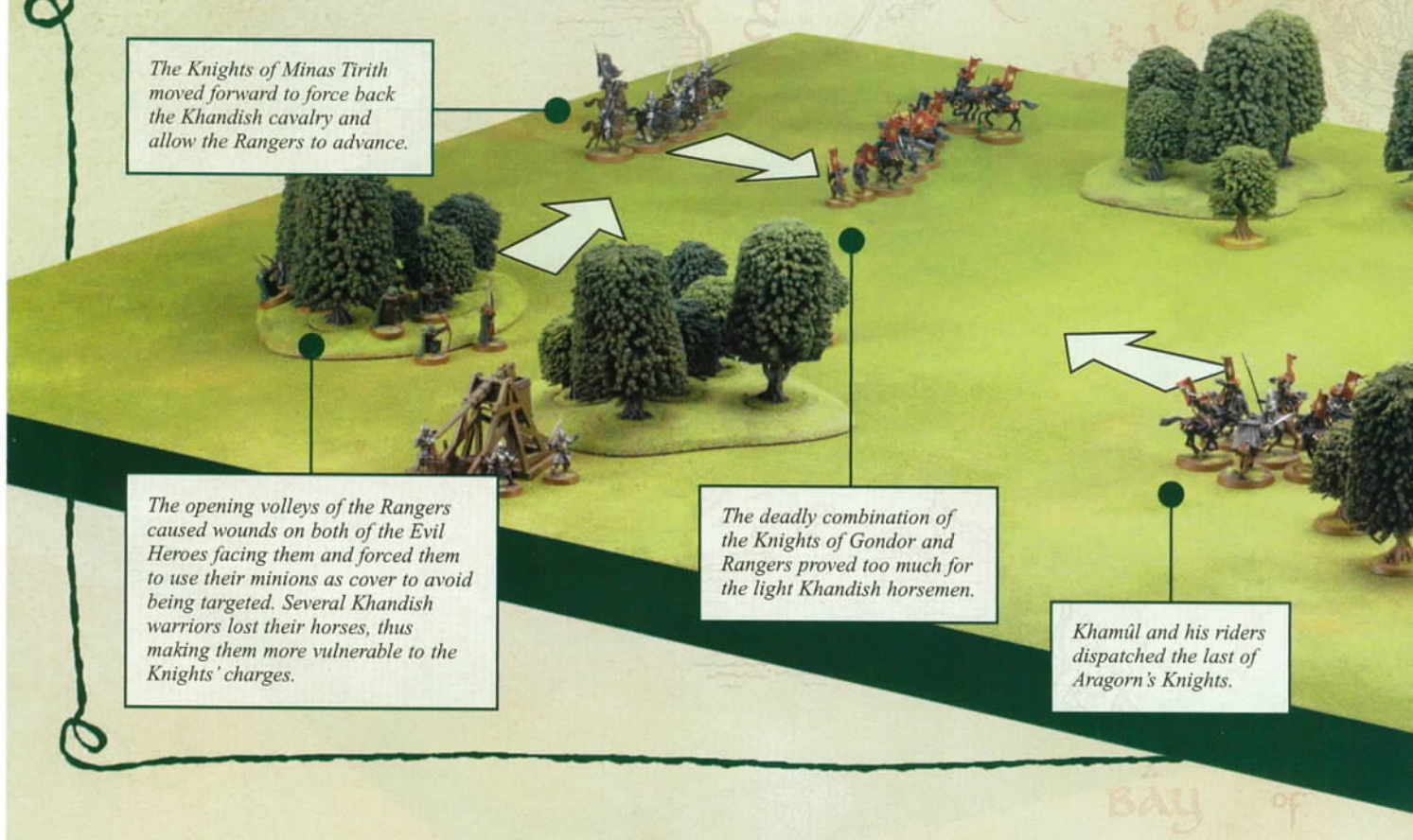


The Knights of Minas Tirith moved forward to force back the Khandish cavalry and allow the Rangers to advance.

The opening volleys of the Rangers caused wounds on both of the Evil Heroes facing them and forced them to use their minions as cover to avoid being targeted. Several Khandish warriors lost their horses, thus making them more vulnerable to the Knights' charges.

The deadly combination of the Knights of Gondor and Rangers proved too much for the light Khandish horsemen.

Khamûl and his riders dispatched the last of Aragorn's Knights.



Alessio: Shooting down Aragorn's horse was a great boon, and I think Gav made a mistake in sending his Citadel Guard in while keeping the rest of the infantry behind. His error allowed me to concentrate on the Guards with all my infantry, the Kataphrakts, and even the Chariots. I was planning to use the Chariots against Aragorn and his mounted escort, but the Knights' death left my Charioteers without a mounted target. If only I can finish off the Guards without Aragorn making a mess of my troops, I can then take on the infantry.

On my right, things were not going as well. Thus, I made the difficult decision of sending Khamûl and his Variag horsemen to help against Faramir and his Knights. Should they have charged the Trebuchet instead and taken out that devastating threat? There goes my initial idea of using the Nazgûl to control the rampaging Aragorn!

THE KATAPHRAKTS' FEINT

I was very pleased with the feint performed by the Kataphrakts. They first exerted pressure on the advancing line of Gondorian Warriors by threatening a charge and keeping them at bay and away from the Citadel Guards. Then, as the Easterling infantry engaged the Guards, the Kataphrakts closed the trap, swung around, charged the Guards in the rear, and sealed their doom.



CAVALRY

Cavalry models are faster and usually have a better Defense than infantry. In particular, when they charge infantry, cavalry can knock their foes down and can sweep them away in a single turn. Armed with lances that improve their Strength on the charge, Knights of Minas Tirith can be just as deadly to

other cavalry as they are to infantry. However, because of their large bases and their need to charge infantry, cavalry models can be quickly overwhelmed when facing large numbers of foes. Thus, unless cavalry models are supported by infantry, they're best used to pick on isolated targets.

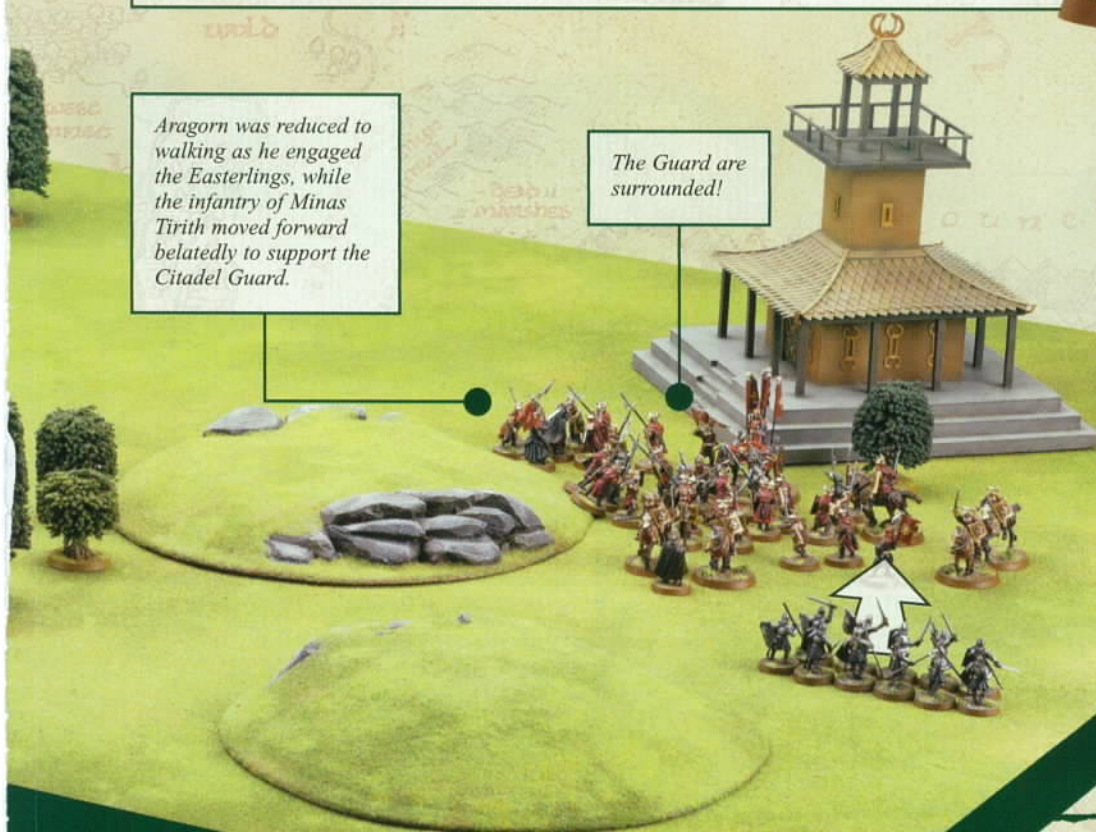


Aragorn was reduced to walking as he engaged the Easterlings, while the infantry of Minas Tirith moved forward belatedly to support the Citadel Guard.

The Guard are surrounded!

BREAK POINT

Good	10
Evil	25



THE BATTLE IS JOINED – TURNS 5-7

As fighting broke out across the battlefield, Gav advanced his Rangers in an attempt to break past the Variag Horsemen. Separated from Aragorn, the Warriors of Minas Tirith were quickly depleted, as Alessio combined his infantry and cavalry to devastating effect.

Gav: The fighting began in earnest, and I needed to put some pressure on Alessio. I charged in with my Knights of Minas Tirith and hoped to break through with the Rangers. My attack had the desired effect, and Alessio moved some of his Khandish cavalry to support his right flank.

While Aragorn was busily cutting his way through Easterlings, things were not going well on my right flank. Enveloped by Alessio's cavalry and swamped by the Easterling *Phalanx*, my Citadel Guard were wiped out despite support from my infantry.

Highlights included the Trebuchet raining down death onto the cavalry and Chariots and a well-timed Heroic Combat by Aragorn in which he killed the Khandish King and rescued the Captain of Minas Tirith from beneath the Chariot's wheels, much to Alessio's consternation.

Despite some sterling resistance by the Men of Gondor, the casualties were beginning to mount up. In a short time, I had been reduced below half strength, and my army was broken.

BANNERS

Models carrying Banners can be the difference between victory and defeat, as they allow rerolls in combat. However, careful placement is required, as the banner's ability extends only 3"/8 cm. The bonus ends the moment the Banner Bearer is slain. Thus, if you win priority and get to choose the order of combats, pick those involving your opponent's banners first to give yourself a chance to eliminate them before they have an effect. Conversely, resolve fights against your Banner Bearers after any other combats nearby.



Khamûl Compels a Knight of Gondor to move within charge reach and then rides him down!



The Knights of Minas Tirith Banner Bearer was slain, which seriously reduced the impact of their charge. Their attack failed, and the Knights fell back to a position where they could take advantage of support from the Rangers.

The Khandish Chieftains managed to repel the charge of the Knights of Gondor.



Alessio: Boy, those Citadel Guards are hard! With a Fight value of 4 and the help of Aragorn's Might, even just a few Guards proved hard work for my Easterlings. Luckily, the sheer number of attacks I could throw against the Gondorians (thanks also to my *Phalanx* rule) and the help of the banners eventually enabled me to win that engagement. Since the Guards were surrounded, I got to roll buckets of dice to wound them. By the end of Turn 7, when finally the normal Gondorian line infantry charged in to help, only Aragorn and one Guard were left alive.

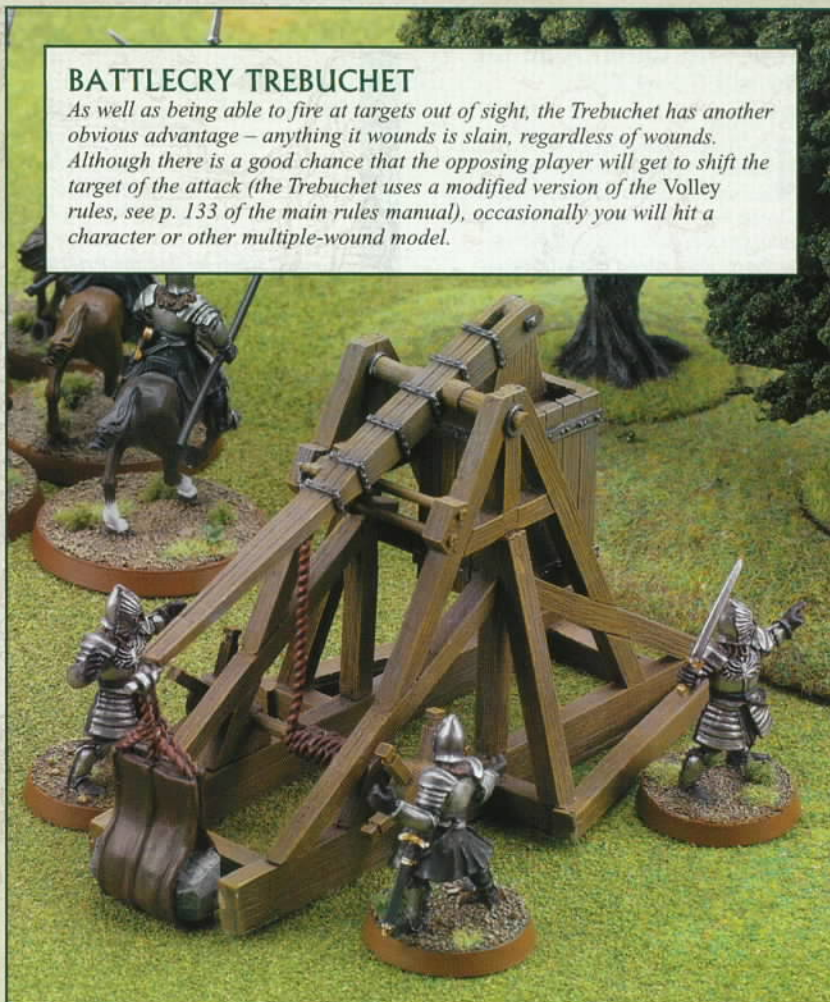
On the right flank, the firepower of the Variags and Khamûl's menacing presence and magical powers were taking their toll on the Rangers. Once again, Gav sent his cavalry in while his infantry were still too far away to help.

I was really tempted to direct Khamûl toward the siege engine. In the end, I decided against it, as I thought I needed to shore up the situation on the right.

Overall, things seemed to be going well, except for the huge gaps that damned Trebuchet kept opening in my lines. I was reasonably confident that Good was approaching the break point.

BATTLECRY TREBUCHET

As well as being able to fire at targets out of sight, the Trebuchet has another obvious advantage – anything it wounds is slain, regardless of wounds. Although there is a good chance that the opposing player will get to shift the target of the attack (the Trebuchet uses a modified version of the Volley rules, see p. 133 of the main rules manual), occasionally you will hit a character or other multiple-wound model.

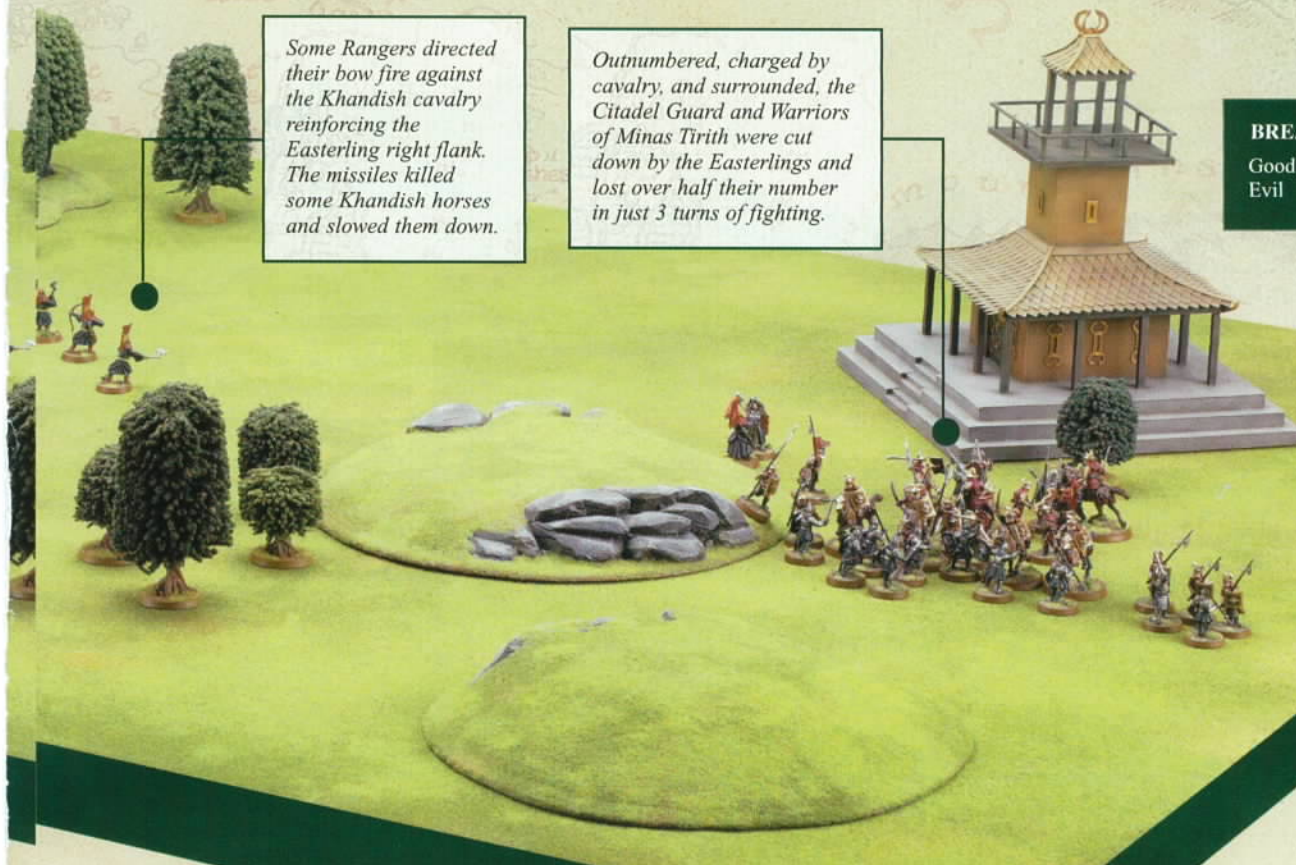


Some Rangers directed their bow fire against the Khandish cavalry reinforcing the Easterling right flank. The missiles killed some Khandish horses and slowed them down.

Outnumbered, charged by cavalry, and surrounded, the Citadel Guard and Warriors of Minas Tirith were cut down by the Easterlings and lost over half their number in just 3 turns of fighting.

BREAK POINT

Good	0
Evil	17



THE DAY WILL COME WHEN THE COURAGE OF MEN WILL FALTER – TURNS 8-11

Now broken, the army of Minas Tirith needed to pass Courage Tests while attempting to reach the opposite table edge. In the end, the weight of numbers of the Easterlings and Khamûl's special powers proved the undoing of the men of Gondor.

Gav: With my army broken, I had to start taking Courage Tests for my Warriors. The presence of both Damrod and Faramir proved invaluable in keeping the Rangers fighting for a few more turns. By passing their Courage Tests first, the Heroes were able to use the *Stand Fast!* rules to allow nearby models to pass their own tests automatically. However, on my right flank, Alessio was doing everything he could to stop Aragorn getting close enough to his warriors to have a similar effect. Though Aragorn steadfastly refused to run, the other scattered survivors of the combat fled from the battlefield in ones and twos over the following turns.

However, there was still something to fight for, if I could keep at least a third of my starting number of models alive. However, no matter how carefully I maneuvered my Rangers and Knights, Alessio managed to stop them from making a break for the edge of the battlefield.

The arrival of Khamûl signaled the end of the struggle for a win, as first the Knights of Minas Tirith, then Damrod, and then finally Faramir and the rest of the Rangers fled the battle.

Now, I was left with Aragorn on his own, and only my (tattered) pride was at stake. If Aragorn could break through, I would reduce Alessio's success to a minor victory.

STAND FAST!

When a Hero passes a Courage Test for the army being broken, he inspires the warriors within 6"/14 cm of him. Consequently, they do not have to test themselves. Thus, it is vital to keep your Heroes fighting. In this battle, Damrod used a point of Will to pass his first test, while Faramir was forced to use up 2 points of Might once Khamûl began weaving his malign influence. Alessio could have stopped the Stand Fast! effect by engaging the Heroes in combat when he had the Priority. Models in combat do not take tests for being broken, and hence there is no Stand Fast! effect. However, he chose to trust Khamûl's powers, which turned out to be more than sufficient.



The surviving Rangers and Knights attempted to break through the Khandish cavalry, but their bravery disappeared as Khamûl arrived and used his dark powers to strip his enemies of their resolve.

Faramir and his Rangers fled the field.



Alessio: Yes! With the breaking of the Good army, it was now time to switch targets and start to concentrate my efforts on the Good Heroes. It was immediately clear that the great Courage of Aragorn and Faramir (and their Might and Will) was bolstering the Courage of both the Warriors of Gondor on the left and the Rangers on the right.

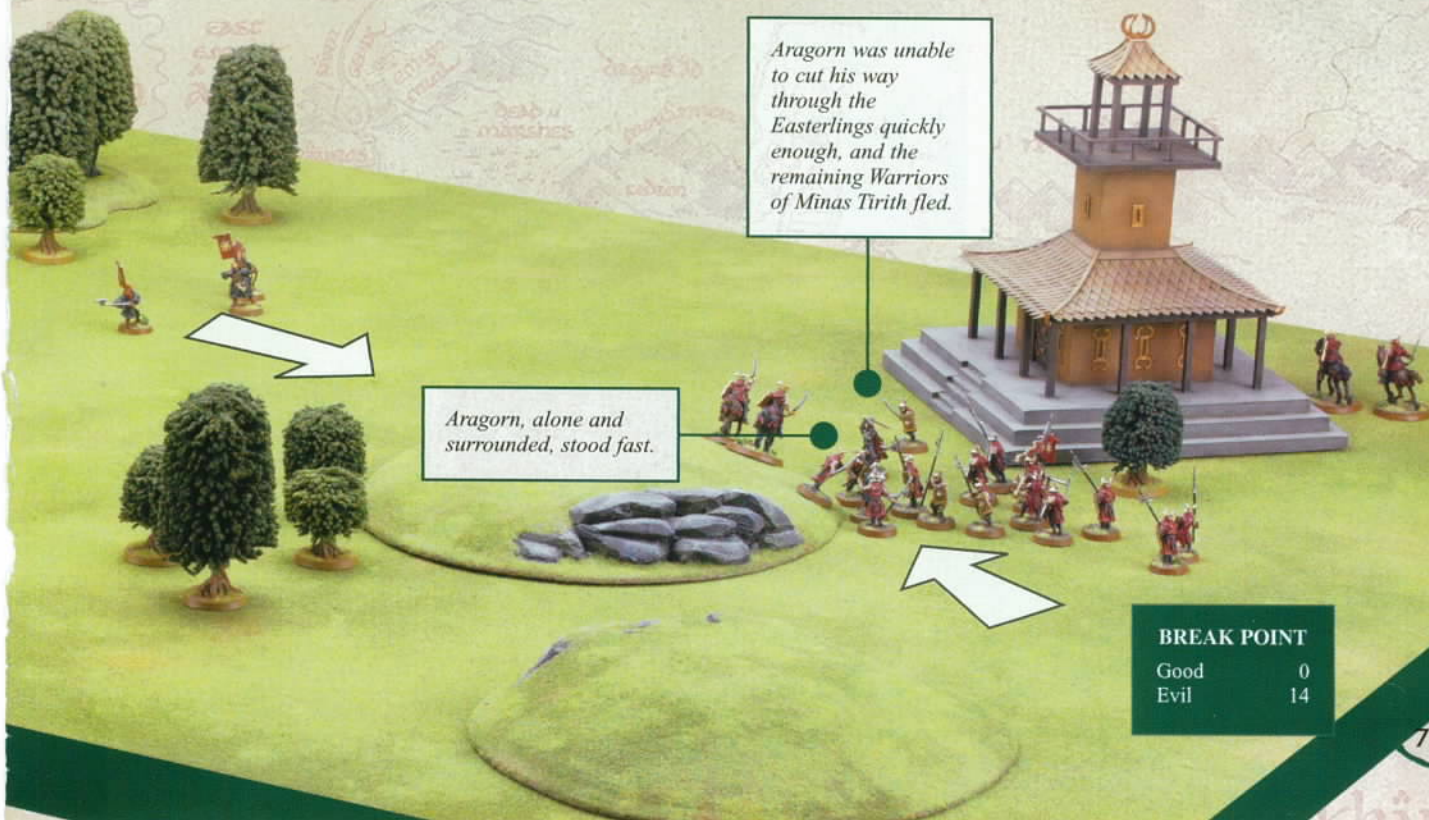
Where the influence of the Good Heroes could not reach, the Good warriors, like the crew of the Trebuchet, more often than not decided to run for the hills very soon after the army broke.

Under order from Khamûl, all the Variags shot at Faramir and Damrod, while the Easterlings began to assault Aragorn relentlessly. This sort of pressure soon took its toll. Damrod fell, pierced by many arrows, and Faramir had to use Fate to stay alive. Aragorn was constantly forced to use his Might for Heroic moves. If he had attacked, my warriors would have engaged him and prevented him from exerting his influence on the Gondorians around him. Outside the range of the Heroes' *Stand Fast!*, the Good warriors (helped by Gav's terrible dice rolls!) decided to desert en masse.



FLEE! OUR CAUSE IS LOST! FLEE!

After the enemy had broken, Khamûl became really invaluable. His presence imposed a penalty on the Good models' Courage, which was decisive in seeing quite a few Rangers off the table. Eventually, Khamûl used all that was left of his Will (bar 1 point!) to Sap Will on Faramir. Even though he had no Will to modify his Courage Tests and with a -1 penalty to make it all worse, the heroic captain showed his quality by passing a bad test by burning all his remaining Might to do so. In the end, though, he failed. Confronted by the terror of the Nazgûl, Faramir turned tail and led his Rangers in a tactical retreat. Khamûl was now free to run as fast as possible toward Aragorn, the only model left standing in the Good army!



Aragorn was unable to cut his way through the Easterlings quickly enough, and the remaining Warriors of Minas Tirith fled.

Aragorn, alone and surrounded, stood fast.

BREAK POINT

Good	0
Evil	14

ARAGORN'S ESCAPE – TURNS 12-17

With only the small honor of denying Alessio a major victory, Gav used all of his wits to keep Aragorn fighting through to the table edge.

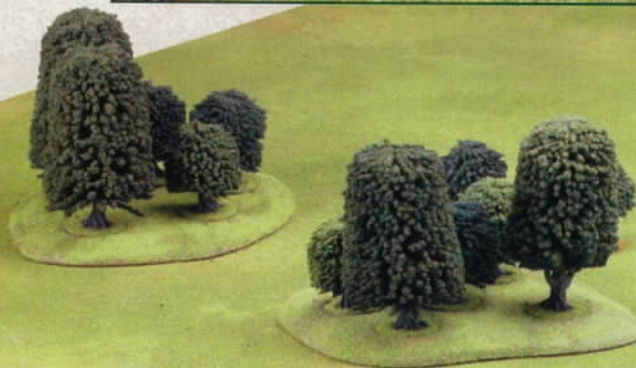
Gav: Aided in no small part by the power of Anduril, Aragorn hacked his way through the Easterlings to form a one-man relief force! The battle was over, with Alessio grabbing a convincing Minor Victory.

I think my main problem was haste. There was no reason for me to push my forces forward as quickly as I did. After all, there was no time limit by which I had to escape the battlefield. My mistake was particularly costly on my left flank. There, my Rangers – secure in the knowledge that the presence of the Knights would discourage Alessio from attacking – could have spent longer picking off the Khandish horsemen.

On the right, my inexperience with this number of troops meant that I didn't recognize the threat of envelopment and ended up splitting my force. Also, allowing Alessio to lure me into moving my Knights away, even though there were only two of them, allowed him to encircle my force easily. My mistake was compounded further by Alessio craftily segregating Aragorn and thereby making his free points of Might and Heroic Moves less than effective.

ALONE BUT UNSCATHED

During his epic fight through the Easterling horde, Aragorn proved just how useful it is to have a free point of Might each turn. Alessio had used up the Might of all of his characters and thus could not contest Aragorn's Heroic Moves. A pattern quickly emerged – if Evil won priority, Aragorn used his point of Might to make a Heroic Move toward the table edge. If Good had the priority, Aragorn could save his Might to ensure that he automatically won combats on a roll of 5 or 6 (having a Fight value higher than that of all of Alessio's inferior troops). As it turned out, Aragorn never lost a single combat during the last turns of the game. If I had messed up a roll, the sheer number of hits Alessio would have scored – the pike attacks of his Phalanx combined with double hits for Aragorn being surrounded – would have given Alessio a good chance of killing Aragorn despite his high Defense.



Alessio: Everything had gone more or less as planned. I already knew that I had won the game, but it was now a matter of deciding if it was going to be a minor victory (if Aragorn escaped) or a major one (if I killed him).

My Easterlings obediently threw themselves against the mighty King of Gondor and were easily cut down by his magical blade. The fact of not having to worry about breaking in this scenario was very convenient. It allowed me to be properly Evil and not care at all about the lives of my warriors. I kept sending them in waves against that unstoppable killing machine!

If only he lost a fight, I would have been able to roll many, many dice to wound. I might have managed to drag him down under a pile of bodies, but he just wouldn't stop rolling 5's and 6's.

If I only could have made him Fight 1 for a turn...



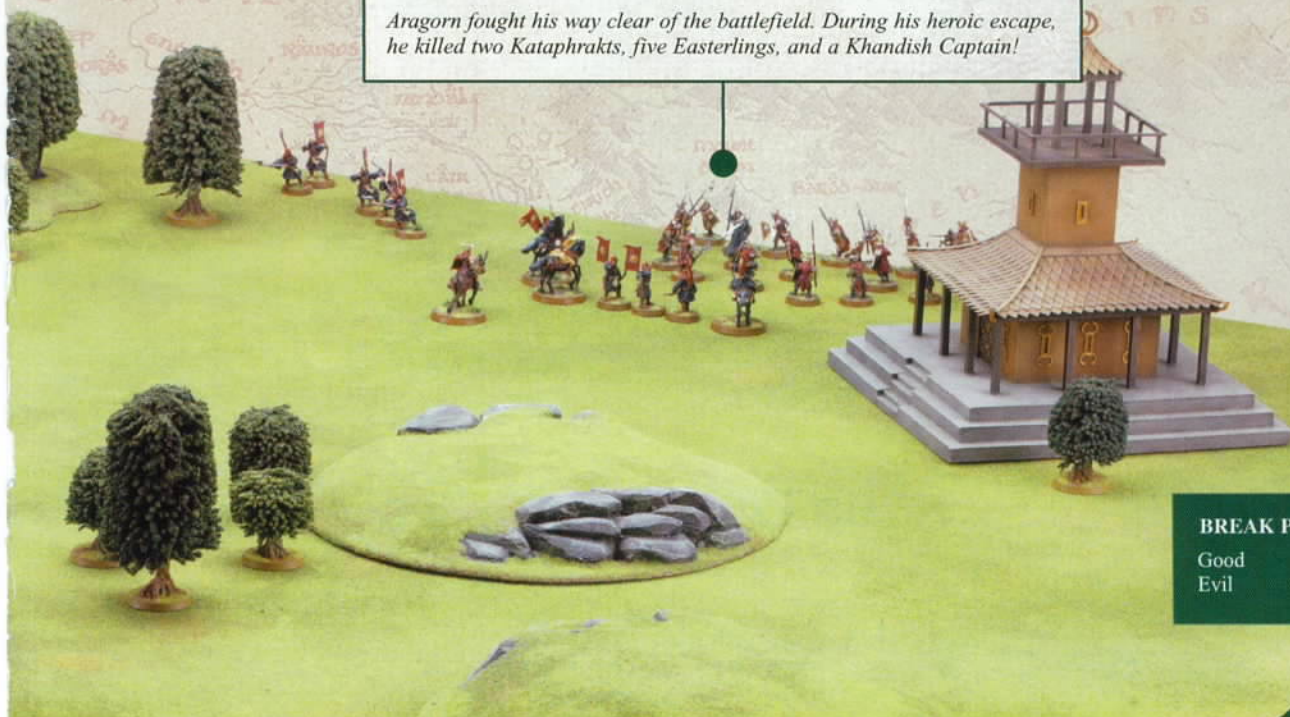
KHAMÛL'S DILEMMA

It was time to make a very difficult decision regarding Khamûl. I could have left him near Aragorn, in the hope that the King rolled very, very low for his Courage Test. His free point of Might enabled him to offset the penalty caused by the Harbinger of Evil rule, and he still had 2 points of Will on top of that! Even with Gav's notoriously bad luck, it would probably have taken too long for Aragorn's Courage to fail, and the King would escape to make my victory a minor one.

I decided that the only hope I had was to try and Transfix Aragorn. My chances were very low indeed, as I had only one die, and Aragorn had two to resist the spell along with a +1 modifier in case he needed it. Oh, casting the spell would cause Khamûl to pop out of existence per The Will of Evil rule!

I waited as long as I could and hoped for a double 1 on Aragorn's Courage Test. In the end, the King was close to the end line, and I had no choice but to cast the spell. With his last energies, the Ringwraith attacked the mind of the Good Hero and failed. Khamûl vanished, his spirit flying back to his Master to answer for his failure.

Aragorn fought his way clear of the battlefield. During his heroic escape, he killed two Kataphraks, five Easterlings, and a Khandish Captain!



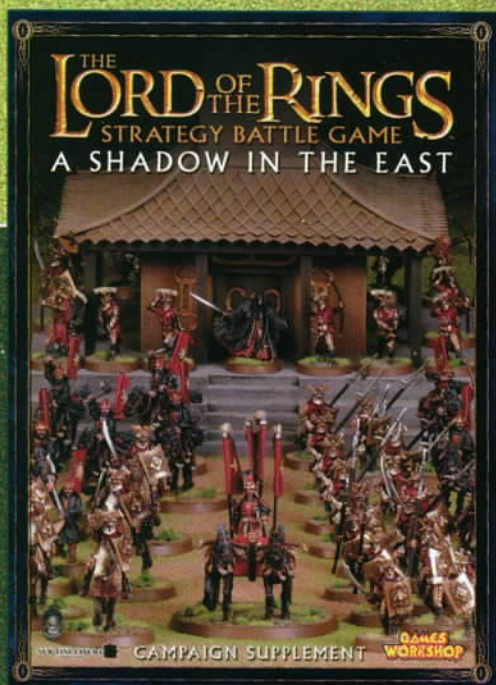
BREAK POINT

Good	0
Evil	6

OUT OF THE EAST

Designer's Notes for A Shadow in the East

If you want a strong mounted force that can be counted on to get to the enemy intact and deliver a ferocious beating, these evildoers are for you. Watch out Rohan! It's time for a taste of your own medicine.



Múrin



Khandish Mercenary Horseman

THE LORD OF THE RINGS

STRATEGY BATTLE GAME



Easterling Warrior with Bow



Khandish King

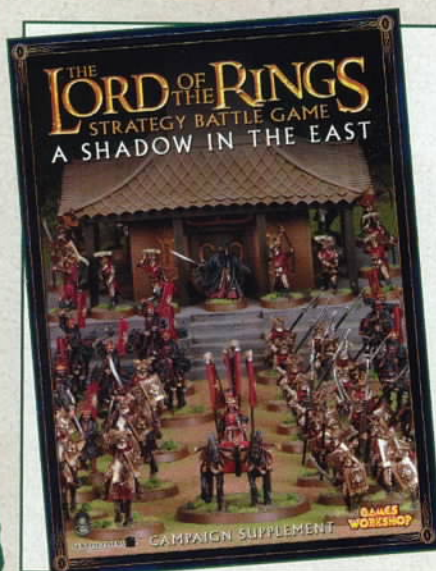


Khandish Chieftain

EVIL EASTERLINGS

"We've brought out a new plastic set for the Easterlings, complete with archers," says the book's author Mat Ward. "Perhaps the most powerful addition to the Easterling ranks is the Kataphrakts, heavy cavalry for Evil armies. Inspired by the armored steeds of the ancient middle east,

these cavalymen are more than capable of going head-to-head with the Knights of Minas Tirith. Although Kataphrakts are not as flexible as the cavalry of Rohan, they more than make up for it in durability. Their armored steeds have a Defense of 5. Thus, bows need 6's to wound these models."



A SHADOW IN THE EAST

- Eight scenarios
- Rules for Easterling and Khandish forces
- Rules for five new Good heroes, including Eorl the Young, first King of Rohan
- Rules for the Ringwraith, Khamûl the Easterling
- Guides to building watchtowers, encampments, and Easterling temples
- Chariot rules
- 48 full-color pages

AVAILABLE NOW!



EASTERLINGS PLASTIC BOXED SET

With just one of these boxed sets of 20 miniatures, a few Kataphrakts, and Khamûl the Easterling to lead them, you'll be ready to spoil some do-gooding Rohan player's day!



KHAMÛL THE EASTERLING

Essence Leech. Khamûl's touch can drain foes of their vitality. Each time Khamûl causes a wound, he instantly regains a point of Will. In addition, Khamûl may expend a single point of Will at the start of his Fight Phase (before heroic combats are resolved) to increase his Strength, Fight, or Attack value by 1 for the remainder of the Fight Phase. Plus, of course, he has the usual pack of horrible Ringwraith powers, the *Terror* special rule, and more Will Points than you can shake an Ent at. Once this guy gets going, there's no stopping him.



KINGS OF THE ROAD

Variags have one thing that makes them very special in The Lord of The Rings game: huge great Chariots. Chariots are a brand new addition and will be welcomed with open arms by Evil players who are sick of their infantrymen being ridden down.

Chariots count as Monstrous Mounts and Stable Platforms, and move a lightning 10"/24 cm per turn. Thus, you can shoot with your Chariots as they close in on the enemy. When they hit home, they can knock over and potentially ride down not only enemy infantry but also enemy cavalry. "Chariots have the same Defense as normal mounts, but they have three times as many Wounds. Thus, it is very difficult to neutralize a Chariot before it gets into combat, especially with a Khandish King around to facilitate a Heroic Move." Kings, you say? Kings? "Yes, the Khandish Kings act not only as powerful heroes but also as banners, allowing the troops vital rerolls that allow you to force a devastating charge home." Mental note: buy Khandish King for Evil force.



The Khandish cavalry are able to make short work of enemy archers...



...which allows them to arrive in front of the enemy cavalry with wounds to spare.



IT'S NOT ALL BAD

One of Mat's favorite aspects of the book is the inclusion of none other than Eorl the Young, founder of Rohan, as one of the five characters for Good armies included in the book.

"Eorl the Young is the first King of Rohan," relates Mat. "His valorous actions against the Easterlings resulted in Gondor awarding him the lands that later become Rohan as we know it. It would have been wrong not to include him." All well and good – provided he keeps his horse away from the Khandish Chariots, of course.

VIOLENT VARIAGS

Mat explains, "The Variags of Khand feature briefly in Tolkien's works. There are a couple of lines in *The Return of The King*, when Tolkien is describing the Evil forces massing for war." From this seed of information, Mat and the team have created, not only a new troop type, but a new army altogether. "If anything, the Variags have more choice and flexibility than the Easterlings," explains Mat. "They have a wider spread of characters. They have Chieftains, Chariots, and Kings – plus mercenary versions of each of the main troop types. The mercenaries are better fighters but may desert you."

"We took the original line about the Variags, decided they'd look good with axes, and set the Perrys (the miniatures designers responsible for most of The Lord of The Rings range) loose on it. The Perrys used what information we had as a springboard and combined it with the historical archetype of Far Eastern Mongol horseman to come up with a look that has resonance both with history and with the imagery of J. R. R. Tolkien's work."



Bristling moustaches and enormous axes – a tried and tested combination

COMING SOON!

Here's a taste of what you warlords out there have to look forward to in the coming weeks.

- *A Shadow in the East* Source book
- Easterlings Boxed set of 20 plastic figures
- Cirion and Madril Heroes of Gondor
- Khamûl the Easterling Evil Hero on foot and mounted
- Múrin and Drár Dwarf Heroes
- Khandish King in Chariot Boxed set
- Khandish Warriors Boxed set of 10 metal figures
- Khandish Horsemen Boxed set of 5 metal figures
- Khandish Chieftain Evil Hero
- Dwarf Command Good Heroes
- Khandish Charioteer Boxed set
- Eorl the Young Good Hero on foot and mounted



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