

PAINTING HARADRIM

The armies of the south are exotic and varied. 'Eavy Metal provide some hints on painting these tribal warriors.



Serpent Guard



To get this pale horse colour, a basecoat layer of Fortress Grey was applied first.



A mid-tone layer using a 1:1 mix of Fortress Grey and Skull White was then added.



A highlight of thinned Skull White was then carefully applied to the raised areas in several layers.



Haradrim Warrior



The face and hands were given a basecoat of Khemri Brown. Use a thinned coat and several layers.



A coat of Tallarn Flesh was then applied, avoiding the recesses in the face and between the fingers.



A 1:1 mix of Tallarn Flesh and Fortress Grey was then used to highlight the face.





formation, giving them a little extra protection from enemy shooting attacks. It's also worthwhile loading up on Tusk Weapons or Rocks to give a little extra punch when in the thick of the foe. Nothing comes for free, however, so you'll have to prioritise the upgrades you want to give to your Mûmak. In this example, I've settled for Tusk Weapons (more trample power) and Rappelling Lines (to get the Mûmak crew into combat). The Mûmak is crewed by the Half Trolls and the blowpipe-armed Warriors, whilst the rest of the army footslogs alongside it, or defends prominent objectives.

Don't underestimate the blowpipes (which is easy to do due to their short range and low Strength). But if, like me, you roll lots of 1s, then the poison re-roll is eminently useful. I've known even the most heavily armoured foe to succumb to a

Mahûd blowpipe. Just don't base your whole battle plan around it.

A mention should be given to the two troop types not included in this army list: the Mahûd King and the Mahûd Raiders. Both are excellent choices for an army – as you'll see in this month's battle report. Alas, like the Mûmak, they are expensive choices for an army, so at 700 points you're going to want one or the other. It should be noted that Mahûd Raiders are capable of one of the most formidable cavalry charges in the game, and make for excellent allies in any army that can take them. With 2 Attacks, Strength 4, and the option for war spears (effectively lances), there's very little that can stand up to charging Mahûd Raiders. The 340 points that this army's Mûmak costs would buy 16 or so fully equipped Raiders – now that's a lot of cavalry!

WARBAND OF FAR HARAD

- 1 Mahûd Tribemaster with shield. 65 points
 - 2 War Mûmak with Mahûd Beastmaster Chieftain, Rappelling Lines and Tusk Weapons. 345 points
 - 3 3 Half Trolls 2 with two-handed weapons. 68 points
 - 4 10 Mahûd Warriors 4 with spear. 114 points
 - 5 9 Mahûd Warriors with poisoned blowpipes. 108 points
- Total Points 700**



Haradrim Banners

The banners of the Haradrim denote which tribe the warriors belong to. The colours of the banner and their clothing are often based on the dyes they have close to hand.



Haradrim tribal sigils usually portray desert creatures. Note the eye symbol, marking allegiance to Sauron.



The desert scorpion is a feared predator in Harad and so this tribes takes its name from it.

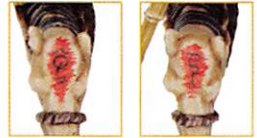


The gates of Kârna are still a powerful symbol even many years after the city fell to ruin.



The daggers of the Hâsharin signify this tribe's close ties with Harad's deadly order of assassins.

Mahûd Markings



The beasts of the Mahûd are often daubed with crude sigils to ward off enemy spells.



Mahûd Warriors paint their faces to make themselves look more fearsome.



Mahûd leaders sport even more elaborate warpaint as a symbol of their status.

Corsair Bo'sun



The sleeves were given a 1:1 mix of Chaos Black and Regal Blue. The trousers had a 1:1 mix of Chaos Black and Liche Purple.



A Chaos Black wash was then applied to both the shirt sleeves and the Bo'sun's trousers.



A mix of 1:1 Fortress Grey and Regal Blue was used to highlight the sleeves. The trousers were highlighted with pure Fortress Grey.



Mahud Raider



The basecoat for the camel's fur was a 1:1 mix of Graveyard Earth and Bleached Bone.



Desert Yellow was then added as a mid-tone, applied in all but the most recessed areas.



Thin layers of Bleached Bone were then painted onto the raised areas, avoiding the recesses.

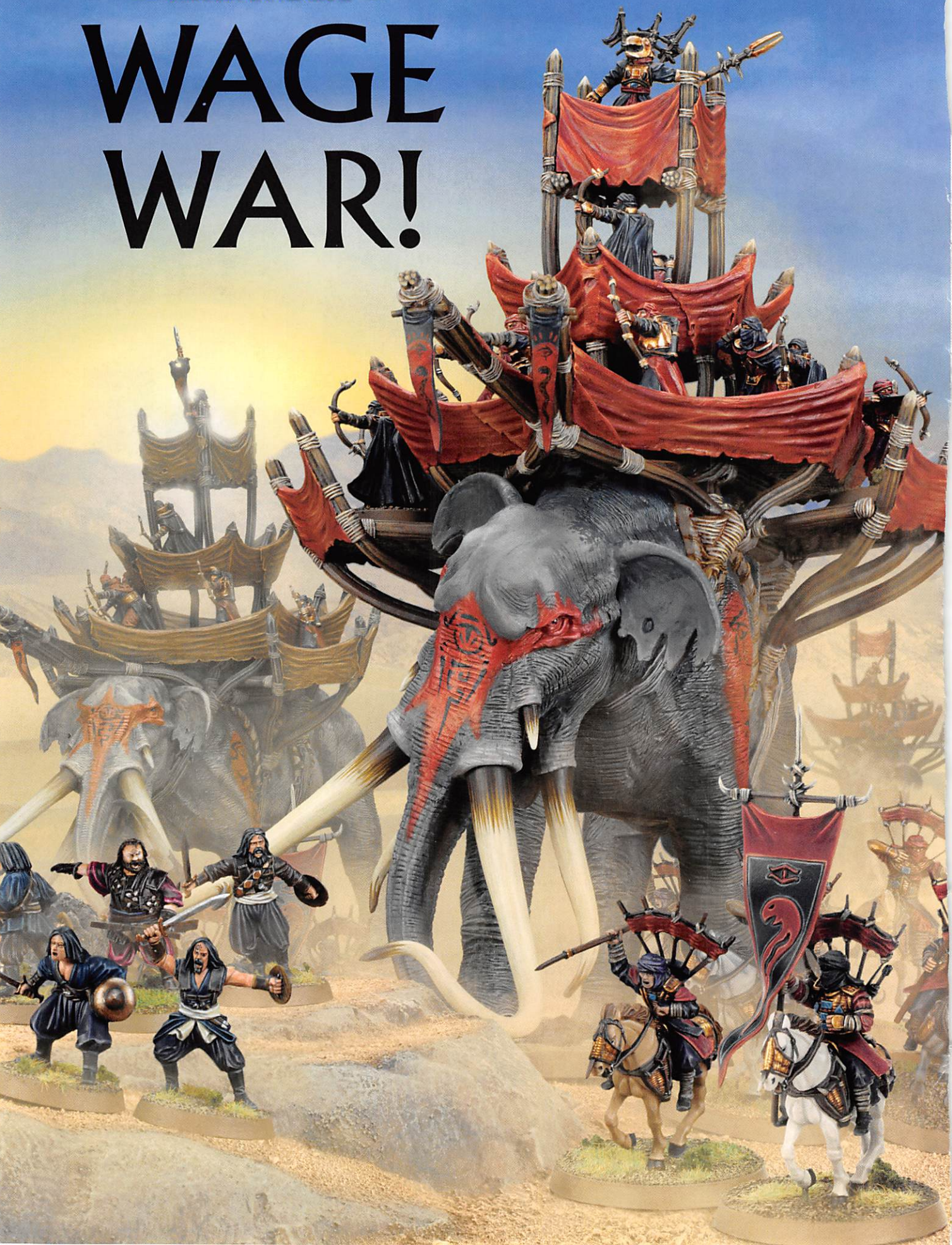


A highlight of Skull White was then carefully added for the final, fine highlight.



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

WAGE WAR!



IN-STORE THIS MONTH

February 2008 Hobby Center Events

There are literally dozens of great events and activities going on in your local Hobby Center during February, all designed for you to get the most out of your hobby. From Iron Halo, our intensive hobby skills program, to mighty battles with Mumaks, to the "Lucky 13s", our Warhammer 40,000 Apocalypse Campaign, there's plenty of fun for all hobbyists.

Iron Halo

We continue to run our Iron Halo Hobby Classes throughout February. If you're new to the hobby then every event will be incredibly valuable, while you veterans will also learn a few new tricks along the way. Sign-up in-store for the Iron Halo classes.

ALL MONTH!

Orky Terrain Building!

02/02/08 - 02/03/08

Orks are all about making do and getting by on what they've got close at hand, and their buildings really are the best place to see that. Come in to our Hobby Centers over the weekend of Saturday, February 2, and Sunday, February 3, to join in on some great terrain building sessions. Pick up a Cities of Death building, hack it up, add some great gubbinz left over from your Trukk boxes and you could have a great Ork hovel or a grandiose Big Mek's workshop! Don't forget, Sunday, February 3 is also the day the Waaagh! Banners will be judged.

Lost in the Desert

02/09/08

Our Hobby Center staff are excited to show you how to build and paint all sorts of great desert-themed, from the hills and ruins of the Araby sands to a palm-lined oasis and the tents of the Mahud raisers of Far Harad, there'll be something for any budding terrain builder.

"If it's green, we can kill it!"

02/09/08

The very first battle in our "Lucky 13s" Apocalypse Campaign, the unlucky Mordant 13th Imperial Guard Regiment find themselves behind hastily constructed barricades in the ruins of a shattered city as they attempt to fend off the vast tide of greenskins that have plagued the Scarus Sector since the last Black Crusade. Bring in your Imperial Forces and take back the planet, or side with the vile Ork hordes. For more information on the "Lucky 13s" Apocalypse Campaign head to us.games-workshop.com/Lucky13s/

Mumak Stampede

02/16/08

Bring in your forces of Good or forces of Evil as the might Harad and their Mumakil take to the battlefield. A huge mega-battle is planned from 1pm until 4pm, after which we'll be awarding a prize in each store for the Best Mumak Conversion. These conversions can include re-positioning of the mighty beast, adding tusk weapons, constructing a new look for the howdah, or even creating a new dioramic scene on the base. Ask your local store staff for details on these events.

Tremble in Fear!

02/23/08

The unnatural undead have returned from the grave and are ready to do battle under the control of their fell masters, the Vampire Counts of Sylvania. Ancient warriors of unparalleled skill, the Vampires are determined to enslave the human race. Join us in-store as the Vampire Counts Spearhead box hits the shelves and we really get to talking about the things that go bump in the night!

As always, please contact your local Games Workshop Hobby Center for full times and details of these cool events.



CALL YOUR LOCAL STORE FOR DETAILS, OR LOG ONTO:

<http://us.games-workshop.com/news/events/>

THE LORD OF THE RINGS BATTLE REPORT
STRATEGY BATTLE GAME

STRIKE OF THE SERPENT



In this month's battle report, the massed forces of Gondor go head-to-head against a large Haradrim Force led by Suladân, the Serpent Lord. Can Gondor destroy the Southrons before they join with the forces of Mordor?

The forces of Good and Evil truly collide in this battle, as the Men of Gondor march south to bring the massing Haradrim force of Suladân to battle. While the Haradrim can bring to bear a mighty horde of Mahûd, Half Trolls, Corsairs and the raw power of two mighty Mûmakil, Gondor's soldiers have great heroes such as Boromir, Imrahil, and the Grey Pilgrim himself, Gandalf, ready to do battle on their side.

The Great Army of Harad scenario is one of the "What If?" scenarios found in the Harad Sourcebook. It is the scenario that we're using as a basis for the Serpent Kingdom's inaugural battle report. As told in the novel, Gondor became more insular towards the end of the Third Age, lacking either the strength or the will to involve itself beyond its immediate concerns. So stretched were its armies and its fortitude that it offered little aid to the neighbouring land of Rohan and, more tellingly, allowed the Haradrim to amass an army of conquest mere leagues from the vast southern border.

Ultimately, the Great Army of Harad was led north by Suladân and added to the warriors of Mordor for the Battle of the Pelennor Fields, but what if events had not happened this way? Had Denethor's judgement been better or if Gandalf had leaned of the upcoming danger sooner,

then perhaps the armies of Gondor would have marched south into Harad in an attempt to destroy the Great Southron Army before it was too late.

Would they have prevailed and so lessened the slaughter to come on the Pelennor Fields? Or would the armies of Gondor have been stranded and annihilated far from home? We're going to play the scenario to find out.

The author of Harad, Mat Ward, decided to take command of the Southrons, while 'Eavy Metal chief and master gamer, Pete Foley, was elected to guide the forces of Good. Where possible we used the recommended participants listed in the scenario in the Harad book. We did make a few changes, as some of our Studio collection was out and about, and so Gandalf joined the Gondor army, replacing a few Knights of Minas Tirith.

With the forces selected, we set up the gaming table. The battle was played on a 72"/168cm by 48"/112cm gaming area. The western edge of the board is heavily forested, whilst a Haradrim encampment occupies the southeastern corner. The centre of the board is mostly clear, containing scattered areas of rocky ground and a building in the centre.

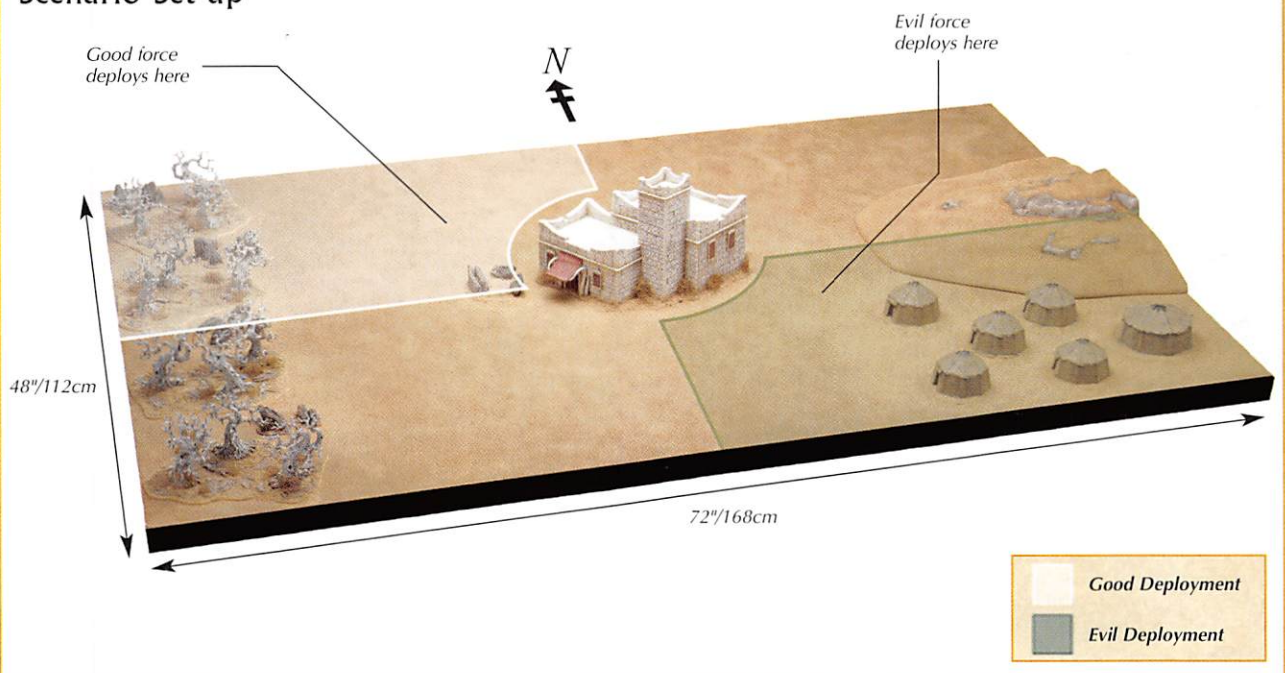
It was now up to the players to see if the fate of Gondor will be changed for the better or for worse...

Special Rules

Advance Scouts: The Haradrim are fighting on familiar territory and may redeploy up to 12 models, placing them inside the large building at the board's centre.

The Corsairs of Umbar: The Corsairs are en route and will arrive at the battle in due course, if Suladân can hold out for long enough. At the end of the third Move phase the Evil player may roll a dice – on a 4+ the Corsairs and Dalamyr have arrived. In they do not arrive, the Evil player can keep rolling in subsequent turns, adding 1 to the dice roll each time. When they arrive, the Corsairs enter the board from the western table edge.

Scenario Set-up



THE SERPENT HORDE

From all over Harad, the Southrons muster to the call of Suladân. All are united in their cause that Gondor must fall.



Mat Ward is an expert on all things to do with *The Lord of the Rings* strategy battle game. He also happens to be the Studio's resident moustache-twirling villain, always happy to control the forces of Evil, no matter which game system he is playing.

This is going to be quite a wrench for me. In the cause of Harad, I have to trample my beloved Fiefdom troops into a fine red paste. However, I will not allow any false and fleeting loyalties stay my hand. The armies of the Southlands shall reap a terrible toll of the callow invaders this day!

Anyhow, Vaudevillian and moustachioed hyperbole notwithstanding, this should make for fantastic game. Gondor is a formidable foe, but I couldn't wish for a better weapon with which to blunt their military might than the Haradrim (and their various, ne'er-do-well allies). Putting aside the Mûmakil for a moment (if indeed, one can do such a thing) the Haradrim have much to offer on the field of battle. There are absolutely loads of them, for starters. Indeed, the Haradrim are so inexpensive that I'll have

almost as many foot soldiers as there are in Pete's Gondor army – and that's in addition to the hugely expensive and destructive bulk of the two Mûmakil at my command. Should this at any point turn into a battle of attrition, then I should have the numbers to prevail.

Such comments, however, should not be taken to mean that my army is best suited to dying slower than the foe – nothing could be further from the truth. The Haradrim can dish out the damage just as effectively as they take it. Poisoned arrows (and thus the ability to re-roll 1s to wound with shooting attacks) helps immensely in this regard, but it's not the only weapon at my command. My most obvious weapon is, of course, the Mûmakil. It doesn't matter how many Pikemen Pete throws at me, not when a Mûmak throws a-trampling. It's not unusual

The Serpent Horde

- 1 Suladân, the Serpent Lord on horse.
- 2 Dalamyr, Fleetmaster of Umbar
- 3 2 Hâsharin
- 4 Mahûd King with shield and camel.
- 5 Corsair Captain with two-handed weapon.
- 6 Corsair Bo'sun with crossbow.
- 7 25 Haradrim Warriors 24 with spears and 1 with banner.
- 8 12 Haradrim Warriors with bows.
- 9 War Mûmak of Harad
- 10 War Mûmak of Far Harad
- 11 6 Serpent Riders
- 12 9 Serpent Guard
- 13 9 Watchers of Kârna
- 14 13 Haradrim Raiders 6 with bows, 6 with war spears and 1 with banner.
- 15 25 Mahûd Warriors 10 with blowpipes and 8 with spears.
- 16 6 Half Trolls 3 with two-handed weapons.
- 17 25 Corsairs of Umbar 8 with shields, 8 with spears and 8 with bows.
- 18 6 Corsair Arbalesters



for a Mûmak to pay for itself in a turn or two, and at 275 points a pop, that's a lot of dead enemies. I'm also expecting great things from the Mahûd. These fine chaps are as hard as nails. Providing that they're not outnumbered, the Mahûd can wade through even elite troops. Unfortunately, the Mahûd have low Courage and if my force breaks, they will evaporate, so I'll have to hit hard and fast. For a different reason, the same is true of the Corsairs. These pirates of Umbar are tough in combat, but don't have any armour so they'll need to gang up on enemies in order to keep my losses to a minimum.

“The Haradrim can dish out the damage just as effectively as they take it.”

So, with Mahûd on the east flank, and ambushing Corsairs on the west, what say I of the centre ground? The middle of my line is populated by Haradrim, so needless to say there are lots and lots of Warriors lurking thereabouts. I've plenty of elites

here, too – my personal favourites being the Watchers of Kârna and a pair of Hâsharin. I have no fear for the fate of the middle ground but, just to be sure, I've one final lynchpin –

Suladân the Serpent Lord. As one of the finest Heroes of Harad (and of all the forces of Evil, as it happens) I know I can rely on Suladân to hold my force together. Death to Gondor!

MEN OF THE WEST

Sent south to destroy the Southron Horde, Gondor hopes that this strike will deprive Sauron of a valuable ally.



Pete Foley heads up the 'Eavy Metal team, but when he's not bossing around the talented painters he's more than likely stood at the gaming table planning his latest devious – but brilliant – scheme or army list for the next tournament.

Marshalling the forces of Gondor to invade the lands of Harad is a real treat. Not only do I have a host of the very cream of Good Heroes at my beck and call, but this time I get to be the aggressor. Leading the army of Gondor into the lands of Harad would have been a bold move and one that only Boromir, Captain of Gondor, could have seen through to a successful conclusion.

Boromir is a truly awesome presence on the Battlefield. With a whopping 6 Might points and riding a horse, he will be able to lend his weight wherever it is most needed, and I fear it will be needed everywhere. There are very few Heroes who can stand up to a Mûmak, a Hâsharin or Suladân, but Boromir is one of them and with all these enemies pitted against him it will be tough to decide where best to deploy him. I think that the best bet will be

to place him near the centre of the line so that with the extra speed he has from being mounted I can redeploy him to the most appropriate place.

Along with Boromir I have Prince Imrahil and the Knights of Dol Amroth. These elite cavalymen will be able to take on the very toughest of opponents and with their lances may even have a chance of wounding a Mûmak. As they can move quickly, I'll be using them to intercept enemy cavalry, and to give my numerous foot troops some protection.

Grouping the cavalry on one flank, the centre of my battle line will be held by the stalwart infantry. A line of Warriors of Minas Tirith will be placed in front of the more elite Fiefdom troops and hopefully these brave men will cause the main attack of the Haradrim to falter, allowing the Axemen of Lossarnach and Men-at-arms of



Men of the West

- 1 Boromir, Captain of the White Tower on horse.
- 2 Prince Imrahil of Dol Amroth on armoured horse.
- 3 Gandalf the Grey
- 4 Faramir, Captain of Gondor
- 5 Captain of Minas Tirith with shield.
- 6 Madril, Captain of Ithilien
- 7 Cirion, Lieutenant of Amon Barad
- 8 Damrod, Ranger of Ithilien
- 9 Angbor the Fearless
- 10 Forlong the Fat
- 11 37 Warriors of Minas Tirith
12 with bows, 12 with spears and shields, 12 with shields and 1 with banner.
- 12 7 Knights of Minas Tirith with shields.
- 13 24 Rangers of Gondor
8 with spears.
- 14 7 Guards of the Fountain Court
- 15 12 Clansmen of Lamedon
- 16 21 Men-at-arms of Dol Amroth
20 with pikes and 1 with banner.
- 17 12 Axemen of Lossarnach
- 18 10 Knights of Dol Amroth with lances and armoured horses.
- 19 10 Knights of Dol Amroth

Dol Amroth to choose to fight where they can do the most damage.

On the right of my lines I will place the Rangers in the woods. Their fearsome archery will be employed to take down the obligatory Mahûd Chieftains on that side of the board and, with the sheer volume of fire they can put out, they could maybe force the Mûmaks to take a few Courage tests and really spoil Mat's day.

Finally, the Clansmen of Lamedon will deploy on the flank and head straight towards the Mûmak. It will be them with their high Courage value I will be expecting to engage any Mumaks on that

side of the board and stop them from rampaging through the rest of my infantry.

My real hope in this battle is stopping the Mûmaks from ploughing straight into my lines and out the other side. As many

“My real hope in this battle is stopping the Mûmaks from ploughing through my lines.”

players will know by now, the sight of one of these giant Oliphaunts bearing down upon your army is terrifying enough. Two of them will be a real handful, and I will have to keep my objectives in mind when they start to get close. This is the time for all my Heroes of Gondor to stand up and be counted!

THE SERPENT COILS

Turn 1

The two armies take each others' measure and then both advance, ready to strike the decisive blows.

As always, the Good side started the battle with priority. Pete made a far from hesitant start as almost all of Gondor's troops advanced towards the enemy. Mat followed suit, with the Haradrim keen to get to grips with the foe. Mat split his army into two distinct forces,

the Mahûd in the northeast and the Haradrim in the southwest. Two Hâsharin leapt from the roof of the central building and into combat with the Fountain Court Guard. They slew two Gondor soldiers in quick succession, drawing first blood for the Southrons.

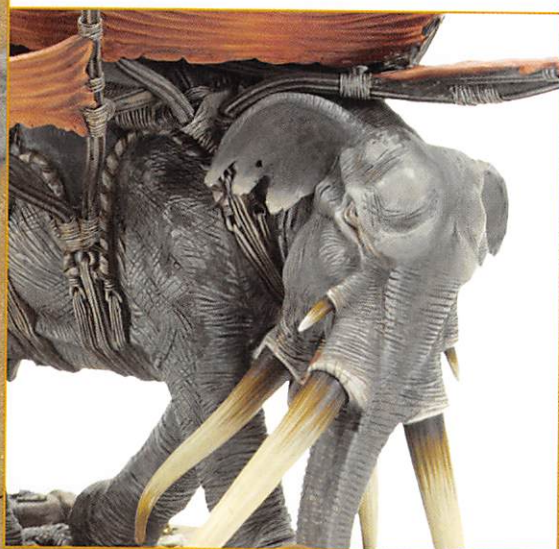
A Watchers of Kârna

The Watchers of Kârna are the only Haradrim who dwell in the shadow of the ruined city of Kârna. They are the guardians of its secrets, protecting Harad from its malign presence and barring access to those foolish enough to seek entry. On the battlefield they have a Steely Nerve special rule, which gives them a +2 bonus to their Courage values when charging a Terror-causing enemy.



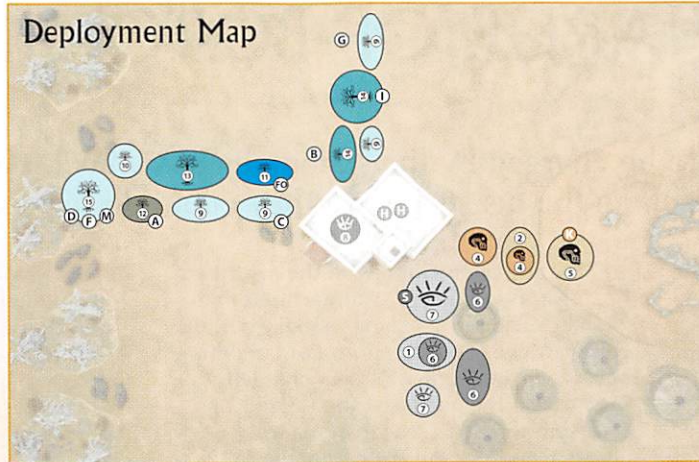
B Mûmakil

The Mûmakil are mighty beasts that can make a special trample attack, allowing them to plough through the enemy with ease. The Harad Mûmak is crewed by Haradrim, and armed with Tusk Weapons and Sigils of Defiance. The Mahûd War Mûmak is crewed by Mahûd Warriors and a Beastmaster, and has Sigils of Defiance, Tusk Weapons and Rappelling Lines.





Deployment Map



Evil Force

- S Suladon
- DA Dalamyr
- H Hâsharin
- M Mahûd King
- 1 War Mûmak of Harad
- 2 War Mûmak of Far Harad
- 3 Corsairs and Arbalesters
- 4 Mahûd
- 5 Mahûd Raiders
- 6 Haradrim and Serpent Guard
- 7 Haradrim Cavalry
- 8 Watchers of Kâma

Good Force

- B Boromir
- I Prince Imrahil
- G Gandalf
- F Farinir
- M Madril
- C Cirion
- D Damrod
- A Angbor
- FO Forlong
- 9 Men of Minas Tirith
- 10 Knights of Minas Tirith
- 11 Axemen of Lossarnach
- 12 Clansmen of Lamedon
- 13 Men-at-arms of Dol Amroth
- 14 Knights of Dol Amroth
- 15 Rangers

C Gandalf

Gandalf the Grey has accompanied the Gondor army south in the hope of scattering the evil Southrons before they can join with Sauron's army of Mordor. Gandalf is another powerful Hero with his considerable magical ability and high Will store, of which he gets a free point per turn.



A

D Hâsharin

The deadly Hâsharin are skilled assassins, feared throughout Middle-earth. The weapons of the Hâsharin are coated in a deadly, virulent poison. Each time a Hâsharin strikes a model with a shooting or close combat attack and fails to wound, he must re-roll the dice. This bonus applies to any result, not just a 1 as for other Haradrim poisoned weapons.



THE CHARGE OF BOROMIR

Turns 2-3

Rather than wait to be charged by the stampeding Mûmakil, Pete used his Heroic Moves to charge the beasts before they could do serious damage.

Annotations

A The Watchers of Kârna, who had started the game inside the central building, exited it in the first turn and were then swept up in Suladân's Heroic Move to advance forward and close with the enemy.

B The Haradrim in the howdah of the Mûmak returned fire upon the Rangers in Turn 2, but either failed to hit or failed to wound, despite having poisoned arrows.

C In Turn 2 the Hâsharin once more proved their worth by killing two Foot Knights of Dol Amroth.

D When the Mahûd Raiders charge, they cause an automatic Strength 4 hit thanks to the tusks mounted on the sides of the camel's saddle. This charge slew a brave Knight of Dol Amroth.

E The Hâsharin continued to demonstrate their deadly skills in Turn 3 by slaying another four Good warriors.

Once again Good won the priority roll for Turn 2. Mat declared that Suladân was going to make a Heroic Move. The Haradrim Lord and his accompanying Serpent Riders charged forward. In the northeast the Knights of Dol Amroth used Turn 2's move to advance and expand their frontage to ten wide, making sure the Mahûd were fully aware that they were about to engage. Both Imrahil and Boromir were riding within the line making it an extremely powerful attack force.

The Warriors of Minas Tirith, on the front line of the southwest assault, bravely charged into the Watchers of Kârna and the Serpent Riders in an early attempt to halt Suladân's advance. In the Evil Move phase the Mûmakil surged forward, eager to trample the enemy. The rest of the Harad force moved forward to try and keep pace with the forward elements.

The Gondor Shoot phase was very effective. Pete fired upon both the Mûmakil. Madril of the Ithilien Rangers proved his superior skills by shooting the handler off the Harad Mûmak, which would severely hamper Mat's control of the beast in the following turns. The archers of Minas Tirith also proved true by wounding the Beastmaster on the Mahûd Mûmak. The Beastmaster had to use both his Fate points to remain in the game.

The combat on the west flank was bloody, with Suladân wiping away any enemies unlucky enough to be within reach! The Watchers, too, were more than capable of dealing death to the poor Warriors of Minas Tirith. However, it did

not all go Mat's way, with a Serpent Rider being pulled from his horse and killed.

Turn 3

Good won the priority once again, but the Mahûd Beastmaster called a Heroic Move in an effort to trample Boromir. Boromir countered, and charged the Mûmak as planned, robbing Mat of his opportunity. The Knights followed, but engaged the camel-riding Mahûd Raiders and the Mahûd King on the Mûmak's right flank.

Two Clansmen and two brave Minas Tirith Knights passed their Courage tests and charged the Harad Mûmak. The Evil force retaliated, with the unengaged Mahûd Raiders charging into the Knights of Dol Amroth, killing one instantly thanks to their Impaler rule.

Mat cleverly used the Rappelling Lines on the Mahûd Mûmak to send a single Mahûd Warrior down to engage Boromir, essentially sacrificing the warrior to pull Boromir away from the Mûmak.

In the Shoot phase, the Rangers shot at the crew of the Harad Mûmak and were successful in felling four Haradrim. The Harad crew fired upon the closer Clansmen, but failed to wound their targets. In the northeast, the blowpipes of the Mahûd killed a single Swan Knight.

The combat was once more quite hectic. As expected, Boromir despatched the Mahûd warrior with ease. Elsewhere, Imrahil faced the Mahûd King and caused a wound on the Southron.

The Harad Mûmak lost its fight with the Knights and Clansmen, who inflicted two wounds on the creature.

Preternatural

During the Hâsharin's assault on his elite troops, Pete wisely tried to surround and therefore trap the Haradrim assassins. However, Mat was quick to remind him that his ploy wouldn't work, as the Hâsharin have the Preternatural Agility special rule, meaning that they cannot be trapped whilst still standing.



Battle shown
at end of Turn 3

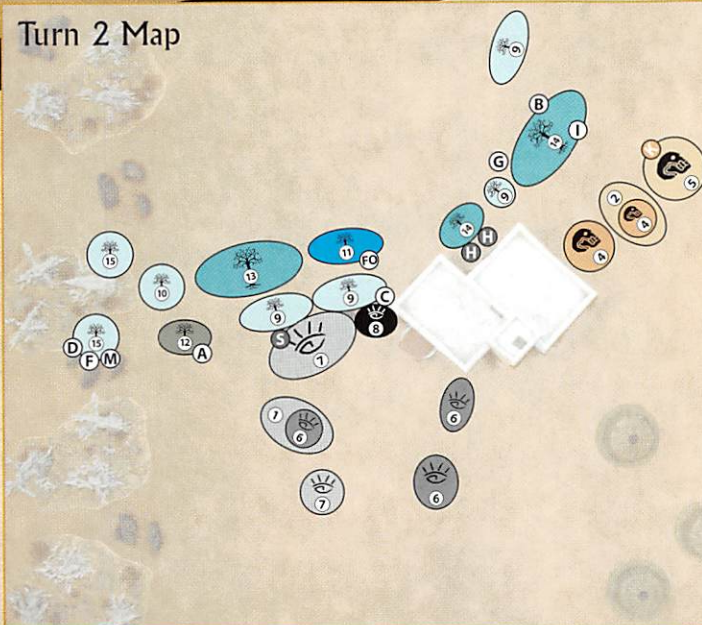


Prince Imrahil

Descended from the nobles of ancient Númenor, the Prince of Dol Amroth is one of the most powerful Heroes in the game. He leads the valiant Swan Knights of Dol Amroth and is rightly feared in combat with his high Fight value, Attacks and good stores of Might, Will and Fate.



Turn 2 Map



Evil Force

- | | | | |
|----|----------------------------|----|-----------------|
| S | Suladân | CC | Corsair Captain |
| DA | Dalamyr | CB | Corsair Bo'sun |
| H | Hâsharin | | |
| M | Mahûd King | | |
| 1 | War Mûmak of Harad | | |
| 2 | War Mûmak of Far Harad | | |
| 3 | Corsairs and Arbalesters | | |
| 4 | Mahûd | | |
| 5 | Mahûd Raiders | | |
| 6 | Haradrim and Serpent Guard | | |
| 7 | Haradrim Cavalry | | |
| 8 | Watchers of Kârna | | |

Good Force

- | | | | |
|----|---------------------------|----|---------|
| B | Boromir | C | Cirion |
| I | Prince Imrahil | D | Damrod |
| G | Gandalf | A | Angbor |
| F | Faramir | FO | Forlong |
| M | Madril | | |
| 9 | Men of Minas Tirith | | |
| 10 | Knights of Minas Tirith | | |
| 11 | Axemen of Lossarnach | | |
| 12 | Clansmen of Lamedom | | |
| 13 | Men-at-arms of Dol Amroth | | |
| 14 | Knights of Dol Amroth | | |
| 15 | Rangers | | |

THE CORSAIRS ARRIVE

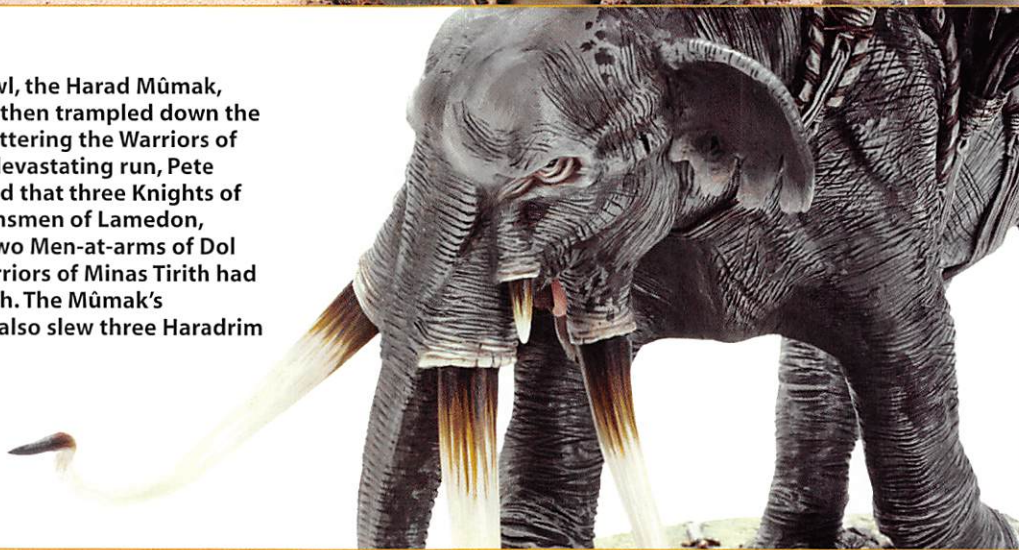
Turns 4-5

As the Corsairs approached from the west, the Mûmakil started to lend their tremendous power to the battle.



Trample Attack!

With a triumphant howl, the Harad Mûmak, turned northwest and then trampled down the Gondor battle line, scattering the Warriors of Minas Tirith. After its devastating run, Pete counted the cost to find that three Knights of Minas Tirith, three Clansmen of Lamedon, Angbor the Fearless, two Men-at-arms of Dol Amroth, and three Warriors of Minas Tirith had been trampled to death. The Mûmak's indiscriminate charge also slew three Haradrim and a Serpent Rider.



Evil finally won priority for the first time in the game. However, Boromir was the first to move as he declared a Heroic Move back into contact with the Mahûd Mûmak. Not to be outdone, Suladân also Heroically Moved, advancing forward deeper into Gondor's quarter of the board, accompanied by his elite Serpent Riders. The Harad Mûmak made its devastating trample attack across the Gondor line (see Trample box-out).

Gandalf, who had spent the early part of the battle trying to counter the Hâsharin spells, then performed a Heroic Move to get close to the deadly assassins. In doing so he also allowed some Knights to charge into the Mûmak and Mahûd.

From the west, the Corsairs entered the battle. The Arbalesters set up in the northwest, with the Rangers firmly in their sights. Dalamyr entered the battlefield much closer to the action and, unfazed by the devastation around him, made his way towards Faramir and Madril with murder on his mind.

The Gondor line in the southwest began to recover from the Mûmak's devastating attack and swarmed back towards the enemy, three Knights of Minas Tirith attacked the Oliphant.

Faramir and Madril charged into Dalamyr. While the Rangers had a go at the Corsairs where they could reach.

In the Shoot phase, Mahûd blowpipes fired upon Boromir, and he had to use a point of Fate to prevent taking a wound. The archers of Minas Tirith replied by slaying the Mahûd Beastmaster, who had no Fate or Might left to protect him.

Once again the Fight phase was hard fought. Imrahil continued battling against the Mahûd King but far more of his attacks landed true this time and he slew the King

with relative ease. The Mahûd Warriors close to the building in the centre hit the Fountain Court Guard and Foot Knights of Dol Amroth hard, and forced them back. What Gandalf couldn't do with magic he managed with Glamdring, and slew a Hâsharin, bringing at least one of the deadly Assassin's death frenzy to an end.

Suladân and the Watchers of Kârna slowly continued to carve their way through the Gondor infantry, although the going was far tougher than the Haradrim Lord had anticipated, with Gondor's rank and file proving to be surprisingly resilient. The Harad Mûmak had no such problems, batting a further two Pikemen out of the

way with its mighty trunk. Dalamyr took on Faramir and Madril with effortless grace. However, the Heroes managed to stave off the attack; for now!

“Dalamyr made his way towards Faramir and Madril with murder on his mind.”

Turn 5

Evil retained the priority. Once again Boromir made a Heroic Move to prevent the Mahûd Mûmak from trampling him. Three Mahûd crew jumped down to engage Boromir, although one slipped and fell to his death from the howdah!

The forces on the west flank engaged each other with battle truly joined. The Corsairs in the far west stormed forward trying to get as close to the Rangers as possible. The Shoot phase proved costly for Harad, as the blowpipes of the Mahûd and daggers of the Corsairs were ineffective while the archers of Minas Tirith felled two more crew from the Mahûd Mûmak. The Harad Mûmak also lost two more crew from the Rangers' fire.

In combat, Boromir hit hard causing four wounds on the Mûmak, while in the west Dalamyr trapped and killed Madril and wounded Faramir.

Lord of Umbar

Dalamyr faced off against both Faramir and Madril but, as the Fleetmaster of Umbar and a Hâsharin, he was more than up to the challenge. Dalamyr also carries a supply of smoke bombs, which force his targets to expend a Will point or be treated as if under the influence of the Transfix magical power.



Dalamyr

Mahûd Crew

In Turns 3, 4 and 5, Boromir managed to charge the Mûmak and was more than capable of wounding it and causing an unwanted stampede. To prevent this, Mat kept sending Mahûd crew from the howdah down to ground level via the Rappelling Lines, and into combat with Boromir. As long as the Mûmak was already engaged, the Mahûd could pull Boromir away from the beast and force him to fight them instead. This tactic failed in Turn 5 as Boromir was the only Good Warrior in combat and thus chose to fight the Mûmak.



Mahûd Warrior with blowpipe.

Turn 4 Map



Evil Force

- S Suladân CC Corsair Captain
- DA Dalamyr CB Corsair Bo'sun
- H Hâsharin
- M Mahûd King
- 1 War Mûmak of Harad
- 2 War Mûmak of Far Harad
- 3 Corsairs and Arbalesters
- 4 Mahûd
- 5 Mahûd Raiders
- 6 Haradrim and Serpent Guard
- 7 Haradrim Cavalry
- 8 Watchers of Kârna

Good Force

- B Boromir C Cirion
- I Prince Imrahil D Damrod
- G Gandalf
- F Faramir FO Forlong
- M Madril
- 9 Men of Minas Tirith
- 10 Knights of Minas Tirith
- 11 Axemen of Lossarnach
- 12 Clansmen of Lamedom
- 13 Men-at-arms of Dol Amroth
- 14 Knights of Dol Amroth
- 15 Rangers

THE HEAT OF BATTLE

Turns 4–5 (cont.)

After jockeying for position, the two great armies clash, with devastating results for both forces.

Annotations

A Dalamyr appeared close to Faramir and was charged by both the Ranger Heroes. He slayed Madril in Turn 5.

B Imrahil and the Knights of Dol Amroth fought the Mahûd Raiders in the north. Imrahil killed the Mahûd King.

C Gandalf slew a Hâsharin in combat rather than with magic.

D The Watchers of Kârna fared well against the Warriors of Minas Tirith. Cirion wounded a Watcher but only after spending a point of Might.

E Mahûd Warriors surged forward and surrounded the Fountain Court Guard and Foot Knights. The Half Trolls followed suit, eager to add to the death toll.

F The Corsair Arbalesters fired upon the Rangers in Turn 5 but were woefully ineffective.

G Boromir seriously wounded the Mûmak, meaning it would have to stampede in Turn 6.

H Suladân finally cut his way through the Gondor Warriors and hit the Men-at-arms of Dol Amroth. Unfortunately for the pikemen, they were also charged in the flank by the enraged Harad Mûmak!





Death of a King

The Mahûd are a feral, tribal people; their fighting forces are not organised into a traditional army, like Gondor, or even Harad or Mordor. The Mahûd fight because their leaders fight. They are emboldened when they see their commanders engaging the enemy.

Unfortunately for the Mahûd, their Tribal King, a powerful warrior in his own right, fought against Prince Imrahil. The Prince of Dol Amroth cut down the Mahûd King, meaning that any future Courage tests would be very difficult for the Mahûd to pass.



RAGE OF THE MÛMAKIL

Turns 6-7

The Mûmakil prove to be devastating to both sides, as one loses control and stampedes while the other charges down the enemy.



Stampeding

Every time a Mûmak suffers a wound, the Evil player must test for Courage against, either the controlling model, or the Mûmak's own Courage value if there is no crew. Similarly, a Courage test must be taken at the start of the Evil Move phase if there are no models left on the howdah. If the Evil player fails the test, the Good player gains control of the Mûmak for the turn. As Pete did in this battle he may use the Mûmak's trample attack to stamp on as many Evil models as possibly could!

Mat managed to hold on to priority in Turn 6. Still, it was not good news for the Evil side, as Pete opened proceedings by taking charge of the Mahûd Mûmak. Turning the great war beast south, he charged down the line of Mahûd Warriors and Half Trolls. After the Mûmak had finished its move, five Mahûd Warriors had been trampled and a Half Troll had lost a wound. The Half Troll's natural toughness prevented the Mûmak from causing any further devastation to the Harad lines.

The Harad Mûmak was next to move, it also performed a trample attack against the Good side, and crushed 15 Dol Amroth pikemen. Suladân, along with his Serpent Riders, who had been facing the Pikemen in the previous turn, charged across the devastating wake of the Mûmak and into the Rangers and remnants of the brave but

depleted Knights of Minas Tirith.

In the Shoot phase, the crew of the Harad Mûmak had spotted Forlong the Fat and fired upon him but failed to wound the stout warrior. The Archers of Minas Tirith shot at the Mahûd Mûmak in the hope of causing it to stampede again but failed to penetrate its tough hide. In the south the Rangers split their fire between the approaching Corsairs and the Harad Mûmak but, while killing a few Corsairs, they failed to wound the Mûmak.

The Fight phase was dominated by the Heroes, as Dalamyr killed Faramir. In the north, Boromir and Imrahil continued to work their way through the Mahûd camel riders, while Gandalf was set upon by the lone surviving Hâsharin. The Wizard survived thanks to his large store of Fate. Suladân mercilessly began carving his way through the Pikemen.

Turn 7

At the start of Turn 7, the Good side was broken, but thanks to some successful Courage tests Pete was far from finished. All of Gondor's forces, where possible, charged into the fray. Forlong the Fat and his Axemen charged the Harad Mûmak. Gandalf started casting spells and slew a Half Troll with a Sorcerous Blast. The remaining unengaged Haradrim then charged into combat with the Rangers and the last few Clansmen of Lamedon.

After very little shooting from both sides, the Fight phase commenced. The Mahûd Raiders continued to fare well against Imrahil and Boromir, while the surviving Half Trolls set about the last few Foot Knights in the centre of the battlefield. The Hâsharin also killed another two Foot Knights of Dol Amroth. In the west, the Corsairs fought back against the Knights of Minas Tirith that had charged them. The combats were hard fought as the Knights were no pushovers, but the Corsairs' higher Fight values won out.

The Axemen faced up to the great Oliphaunt, and their weapons bit deep. The Mûmak howled in pain and rage as Forlong and his compatriots caused three wounds on the creature. With so much damage caused and no notable character in control of the beast, Mat failed the Mûmak's Courage test and so it would have to stampede in Turn 8 – Pete rubbed his hands together gleefully knowing he may get some revenge for all the brave infantrymen of Gondor who had died beneath the creature's massive, bludgeoning feet this day. Whilst the battle had been going Mat's way the stampede in the next turn could undo all of his hard work, and force the Haradrim to break.



Turn 6 Map



Evil Force

S Suladân CC Corsair Captain
DA Dalamyr CB Corsair Bo'sun

H Hâsharin

M Mahûd King

- 1 War Mûmak of Harad
- 2 War Mûmak of Far Harad
- 3 Corsairs and Arbalesters
- 4 Mahûd
- 5 Mahûd Raiders
- 6 Haradrim and Serpent Guard
- 7 Haradrim Cavalry
- 8 Watchers of Kârna

Good Force

B Boromir C Cirion
I Prince Imrahil D Damrod
G Gandalf A Angbor
F Faramir FO Forlong
M Madril

- 9 Men of Minas Tirith
- 10 Knights of Minas Tirith
- 11 Axemen of Lossarnach
- 12 Clansmen of Lamedon
- 13 Men-at-arms of Dol Amroth
- 14 Knights of Dol Amroth
- 15 Rangers

DEATH TO GONDOR!

Turns 8-9

The forces of Gondor are under mounting pressure, but the Grey Pilgrim launches a final counter-attack.

Evil held the priority once again, but before any of the Haradrim could move, Gandalf performed a Heroic action, and determinedly moved to the northwest giving him a clear view of the Mahûd Mûmak. Using all the Will he could muster, Gandalf cast the Command magical power at the Mûmak's current controller, forcing him to redirect the war beast into the Harad forces close by. The Mûmak charged into two Half Trolls and a Mahûd Warrior before coming to a halt. Unfortunately for the Good side, a Swan Knight of Dol Amroth was caught in the charge as well.

Before Mat could react, the other Mûmak in the west began to stampede, due to the wounds inflicted upon it by the Axemen of Lossarnach in the previous turn. The Harad Mûmak ponderously turned towards the group of advancing Haradrim and crashed through them, slaying an impressive 18 Haradrim warriors. This had been the most devastating turn of Mûmak death yet; unfortunately for Mat, all the casualties had been on the Evil side!

The Harad forces were now also broken, and Mat began to take Courage tests as he moved his troops – but with plenty of Evil Heroes still about, only a few Haradrim left the field. Enraged by the sight of the stampeding Mûmak, Suladân targeted the cause of his woes and charged into the stout frame of Forlong.

Despite a turn of good fortune, Gondor's soldiers were tiring and losing the will to fight on, and started to melt away in ever-increasing numbers.

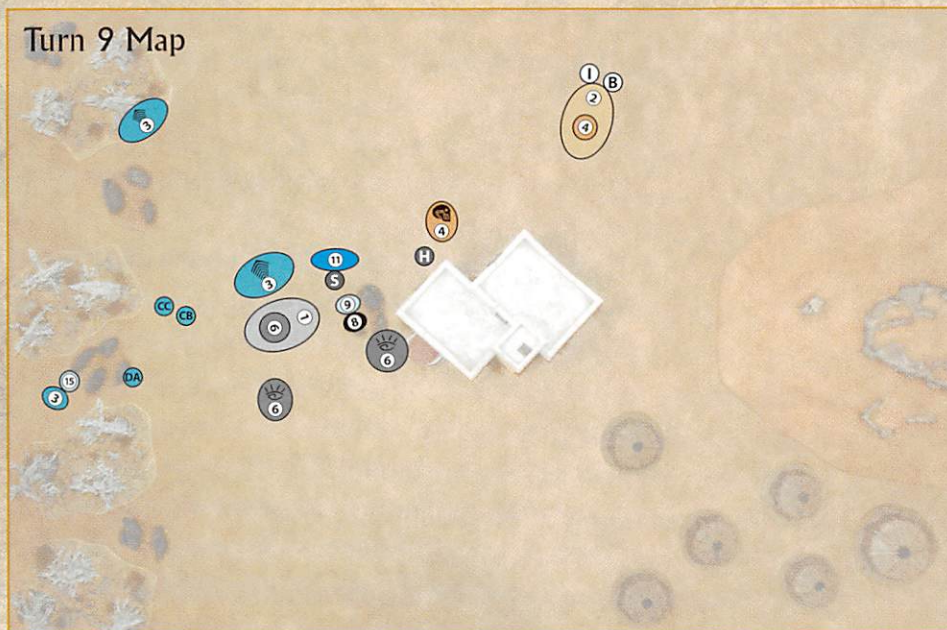
In the Shoot phase, the Corsair Arbalesters could clearly see Gandalf standing in the open and so fired upon him and brought him down! In the centre of the board, the Half Trolls started to make their mark upon the battle and began mopping up the Good Warriors who had not yet fled. Damrod and the Rangers were overrun by the Corsairs and their Hâsharin overlord. In the centre of the western flank, all pretence of Gondor holding their ground ended, as Forlong was slain by a triumphant Suladân.

Turn 9

In Turn 9, priority remained with Mat, but as he tried to move his troops they quickly started to dissipate. The Corsairs, who were running rampant over the Ranger-held west flank began to flee off the board. The Mahûd, with their low Courage and no Heroes in sight, began to leave the field in droves; obviously believing their task had been fulfilled. Still, the Serpent Kingdom had not finished yet. The Harad Mûmak, back under Mat's control, trampled across the Rangers, slaying five of them. The Mahûd Mûmak turned and charged the Prince of Dol Amroth, who heroically stood before the beast – his Fate points



Turn 9 Map



Evil Force

S Suladân CC Corsair Captain
DA Dalamyr CB Corsair Bo'sun
H Hâsharin
M Mahûd King

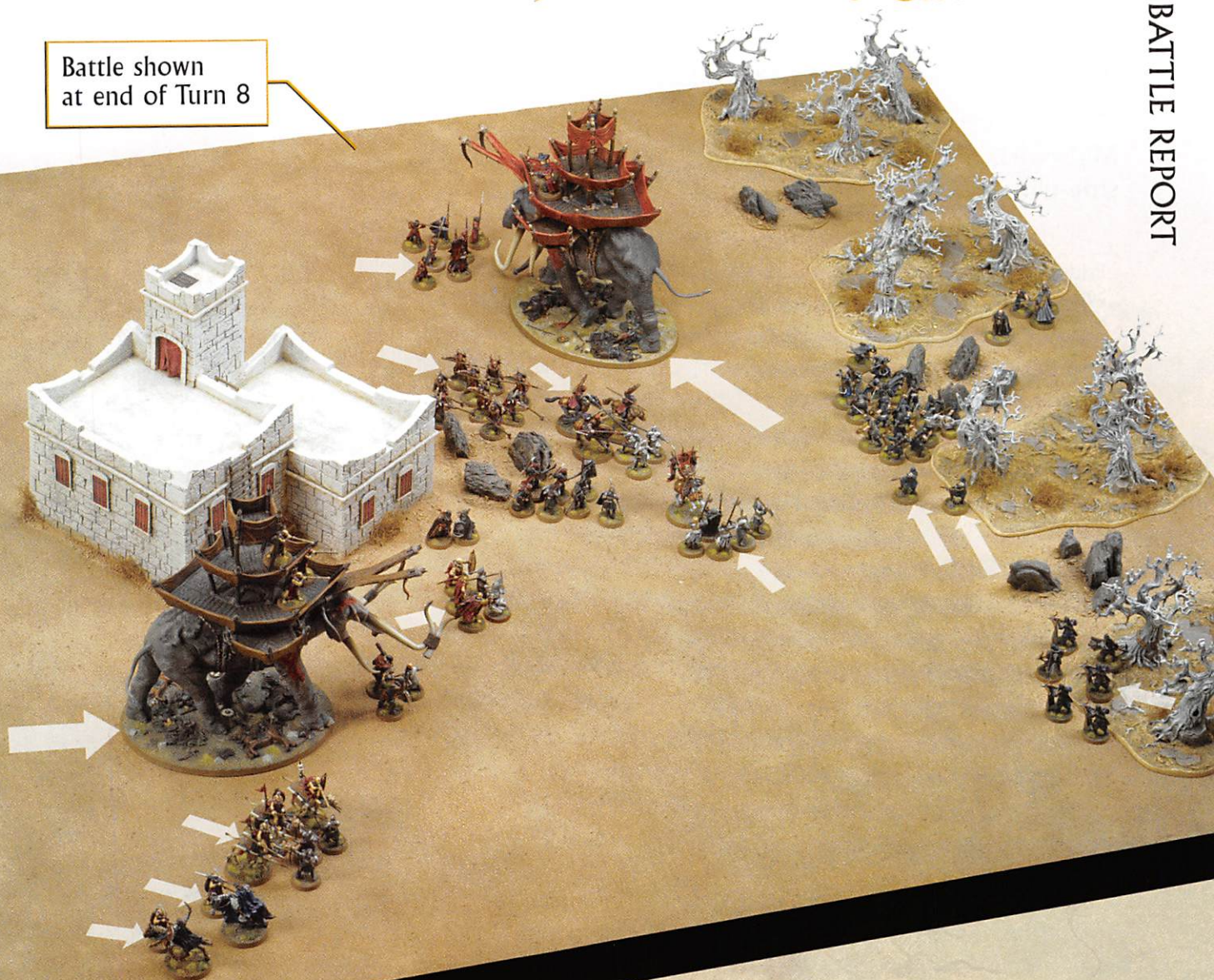
- 1 War Mûmak of Harad
- 2 War Mûmak of Far Harad
- 3 Corsairs and Arbalesters
- 4 Mahûd
- 5 Mahûd Raiders
- 6 Haradrim and Serpent Guard
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- 8 Watchers of Kârna

Good Force

B Boromir C Cirion
I Prince Imrahil D Damrod
G Gandalf A Angbor
F Faramir FO Forlong
M Madril

- 9 Men of Minas Tirith
- 10 Knights of Minas Tirith
- 11 Axemen of Lossarnach
- 12 Clansmen of Lamedon
- 13 Men-at-arms of Dol Amroth
- 14 Knights of Dol Amroth
- 15 Rangers

Battle shown
at end of Turn 8



keeping him on his feet! Boromir, seeing his fellow Hero in danger, counter-charged the angry, rearing Mûmak.

Despite the Heroic Action in the north, elsewhere across the battlefield the soldiers of Gondor were fleeing in droves, clearly believing that Evil had won the day.

In the Fight phase, the lone Hâsharin assassin jumped upon Cirion and slew him, as a last cruel gesture. In the north Imrahil and Boromir battled the Mûmak, wounding it several times but they could not bring the great beast down. As Turn 9 came to a close, Pete offered his hand to Mat and conceded the game. The few Men of Gondor left on the board would not be able to stop the tide. Harad had won but at a great cost to its own forces, and the Serpent Kingdom would need time to rebuild its Great Army before the conquest could begin anew.

HARAD VICTORY

Glory for the Serpent Kingdoms!

Mat twirls his waxed moustache as the evil side wins the day – but only just!

How can it not be the Harad Mûmak, with all those Men of Gondor dead under its unstoppable bulk? It may have gotten pinned early on, but it came through in the end, winning two fights against the Men-at-arms of Dol Amroth and then running rampant!



If I was disappointed by any single performance, it was that of my less-than-devastating cavalry charge. Not that it was Suladân's fault – or that of his Serpent Riders and Haradrim Raiders – my cavalry just got trapped by my inability to roll high for Priority. Even so, they did manage to kill their weight in Men of Gondor, but this was a mere shadow of what they are truly capable of.

In truth, there were pretty strong performances in every corner of the battlefield. The Hâsharin did just great, steadily hacking their way through Knights of Dol Amroth and even scaring off

As for Pete's army, it seemed to have an uncanny ability to die as slowly and stubbornly as possible. He had too many Heroes, I didn't quite have enough chaff to drive onto their swords, and thus overwhelm them. As usual, it seemed that Boromir and Imrahil could be relied upon

“The Corsairs plugged Gandalf with enough quarrels to put the annoying Wizard down for good!”

to completely wreck the devious Evil plans. Although they both ran out of Might in the end, it was too late by far and my left flank was all but gone.

All in all, one of the most dramatic and, more importantly, most enjoyable games I have ever played. Lots of death, lots of fun, and victory for Harad. Who could ask for more? Bwahahahahaha...





SHAME OF GONDOR

Pete laments, knowing things will be very difficult for Gondor in the coming war...

Pete: Wow! I thought it was going to be tough playing against two Mûmaks but I didn't expect all the nasty elite troops that were scurrying around beneath their feet. The Harad army is tough and really gives the Good armies a run for their money in tough warriors. The Mahûd Warriors and Raiders are fantastic. I had thought that Boromir, Imrahil and the Knights of Dol Amroth would be ample force to drive through the Mahûd on my left flank and hold up their Mûmak in the process.

However, the sheer number of S4 attacks in addition to poisoned weapon and the devastating camel charge put a real dent in my plan on that side. In the end Boromir and Imrahil were left fighting for their lives against these savage warriors.

The two Hâsharin and Watchers of Kârna in the centre of the battle were a real pain too. However, Mat's inane ability to roll at least one 6 on all the fight rolls for these guys was outrageous and turned the central battle his way on several occasions. In one string of combats from the Hasharin all the way along the centre I didn't actually have to roll a dice as Mat's evil warriors excelled themselves against my lower Fight value troops.

“The Mûmak promptly stomped all over my men.”

It was a close-run thing for a long time. In fact, for a while it looked as though I would get the upper hand; with plenty of Might still in hand and Mat running desperately short, it appeared that his Mûmaks would never have a chance to trample my shiny models at all. Then it all changed – I moved Forlong just too far away to call another Heroic Move into the Mûmakil, a blunder which eventually cost me the game. The Mûmak promptly

stomped all over my men and the battle swung heavily in Mat's favour. When it happened again a short while later, I began to lose all

hope of getting anything out of the game but a sound thrashing. But, just when all hope seemed to have faded, the same Mûmak went mad, having been swarmed by Forlong and his followers, and the giant beast trampled all the way back through the Harad lines. A minor consolation by that point, but I enjoyed it all the same, especially since Gandalf managed to use his wizardly powers to force the commander of the other Mûmak to drive the beast back through the Mahûd who had been such a pain for so long. Oh, well – there's always next time!

Hero of the Hour

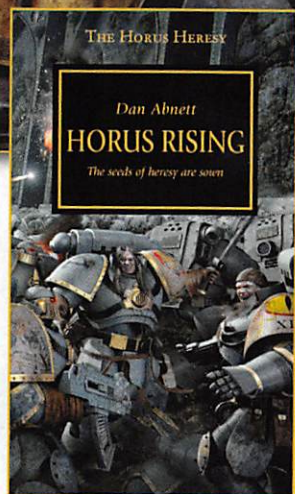
I have not one but several participants that this award goes to. The lowly men of Minas Tirith who bravely locked their shields and prepared to receive the charge of the fearsome Suladân, to hold him for a turn or two, managed to completely halt his charge and kept him pinned for most of the game. Had he broken straight through the line and into my elite units, I would have been hard pressed to hold the middle ground. In the end the Minas Tirith warriors did so well that the Axemen of Lossarnach ended up standing around watching for most of the game, unable to get at the enemy for the line of silver and black, which held strong.



Warrior of Minas Tirith



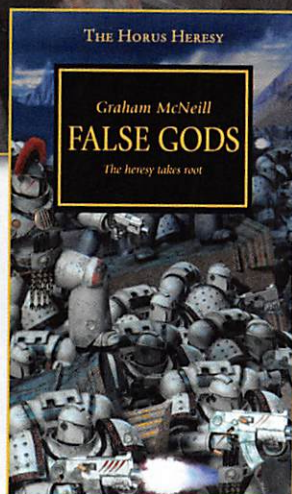
THE HORUS



HORUS RISING
DAN ABNETT

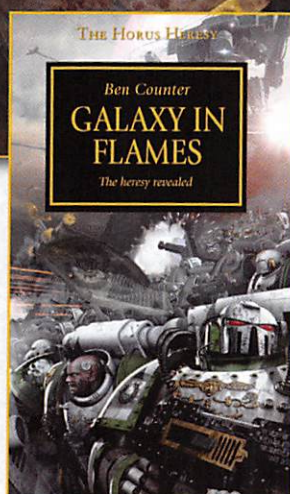
It is the 31st millennium. Under the benevolent leadership of the Immortal Emperor the Imperium of Man has stretched out across the galaxy.

But now, on the eve of victory, the Emperor leaves the front lines, entrusting the great crusade to his favoured son, Horus. Promoted to Warmaster, can the idealistic Horus carry the Emperor's grand plan, or will this promotion sow the seeds of heresy amongst his brothers?



FALSE GODS
GRAHAM MCNEILL

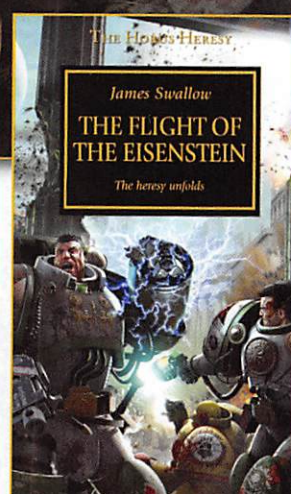
The Great Crusade that has taken humanity into the stars continues. The Warmaster Horus has taken command of the armies of Man. Yet all is not well within the Imperium; Horus is still battling against the jealousy and resentment of his brother Primarchs and, when he is injured in combat on the planet Davin, he must also battle his inner demons. With all the temptations that Chaos has to offer, can the weakened Horus resist?



GALAXY IN FLAMES
BEN COUNTER

Having recovered from his grievous injuries, Horus leads the Imperial forces against the rebel world of Istvan III. Though the rebels are swiftly crushed, Horus' treachery is finally revealed when the planet is razed by virus bombs, and Space Marines turn on their battle-brothers in the most bitter struggle imaginable.

Ben Counter brings the opening trilogy of this epic series to explosive life, as the Horus Heresy truly begins.



FLIGHT OF THE EISENSTEIN
JAMES SWALLOW

Having witnessed the terrible massacre on Istvan III, Death Guard Captain Garro seizes a ship and sets a course for Terra to warn the Emperor of Horus's treachery. When the Eisenstein is damaged by enemy fire, it becomes stranded in the Warp – the realm of the Ruinous Powers. Can Garro and his men survive the depredations of Chaos and warn the Emperor before Horus' plans reach fruition?