

THE SIEGE OF GONDOR

ACT TWO:

SECOND ASSAULT ON CAIR ANDROS

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

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

PARTICIPANTS

GOOD

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

Up to one Good Warrior may be given a banner.

EVIL

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

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

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The remaining keep of Cair Andros' outward wall is located in one corner of the board and contains a single gateway. The ruins of the other keep are located in another corner (see map). A sturdy

wooden palisade has been erected along the site of the old ring-wall and stretches across the board to the south of the keep, on the other side of which are the razor sharp rocks of the island's shore. In the centre of the palisade is a single gate that leads down to the eastern bridge. Both the palisade and the keep walls are about 6"/14cm high and have a 2"/4cm wide fire-step. The area covered by the ruined keep counts as difficult ground.

STARTING POSITIONS

The Good player deploys his entire force anywhere within the main keep and may choose if the gate in the main keep is open or closed. The Evil player then deploys his entire force within 18"/42cm of the southern board edge.

OBJECTIVES

The game lasts 12 turns, or until the Evil force is reduced to 50% or less of its starting numbers, at which point the game ends. The Evil player wins if he has 10 or more models on or behind the ramparts of the keep at the start of any turn. If he does not achieve this before the game ends, the Good player wins.

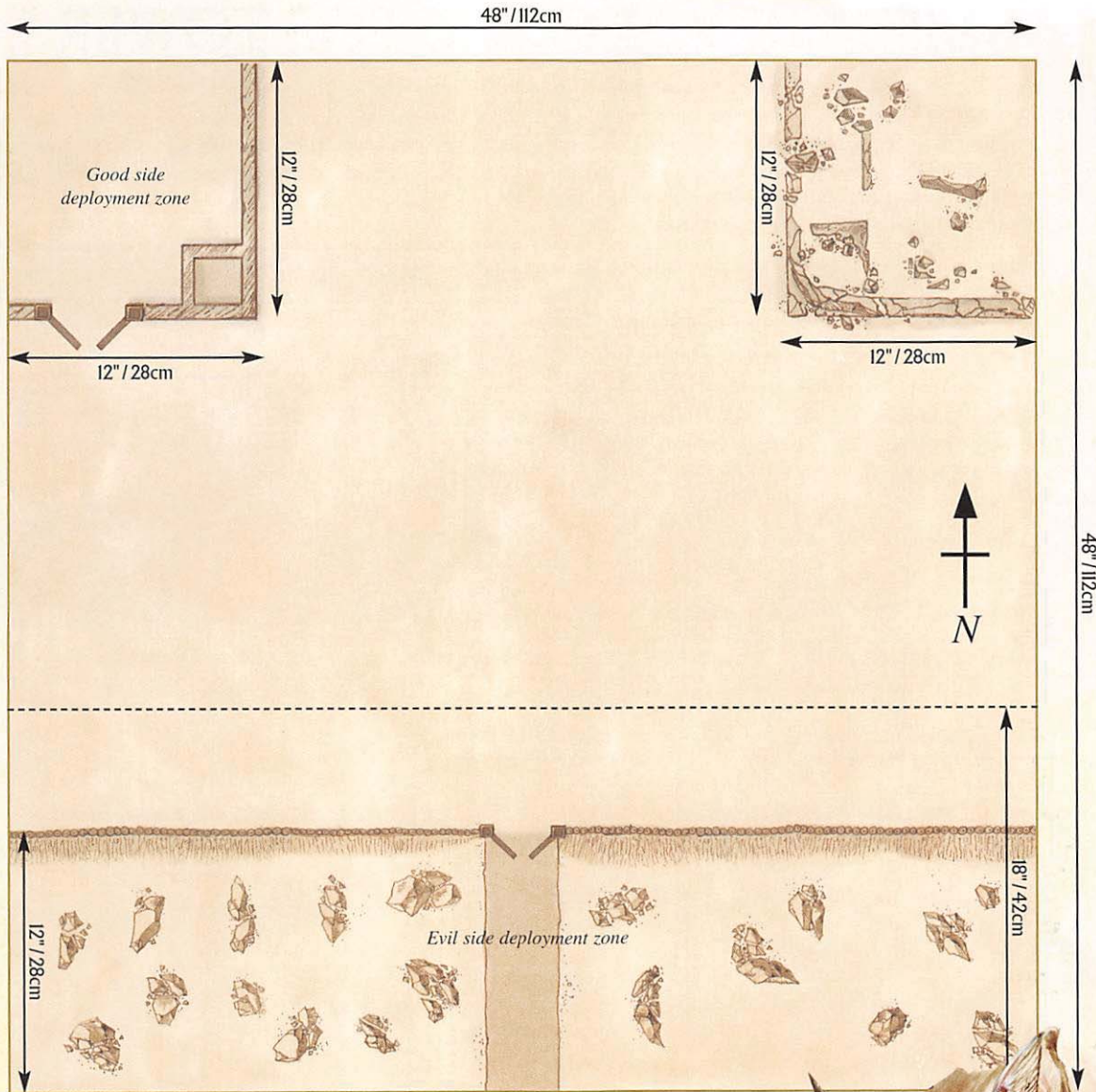
SPECIAL RULES

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

POINTS MATCH: SIEGE

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





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

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

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



Հաճախեալ լինելով. Հաճախեալ լինելով. Հաճախեալ լինելով. Հաճախեալ լինելով.

BUILDING AN ORC SIEGE TOWER

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

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

Materials

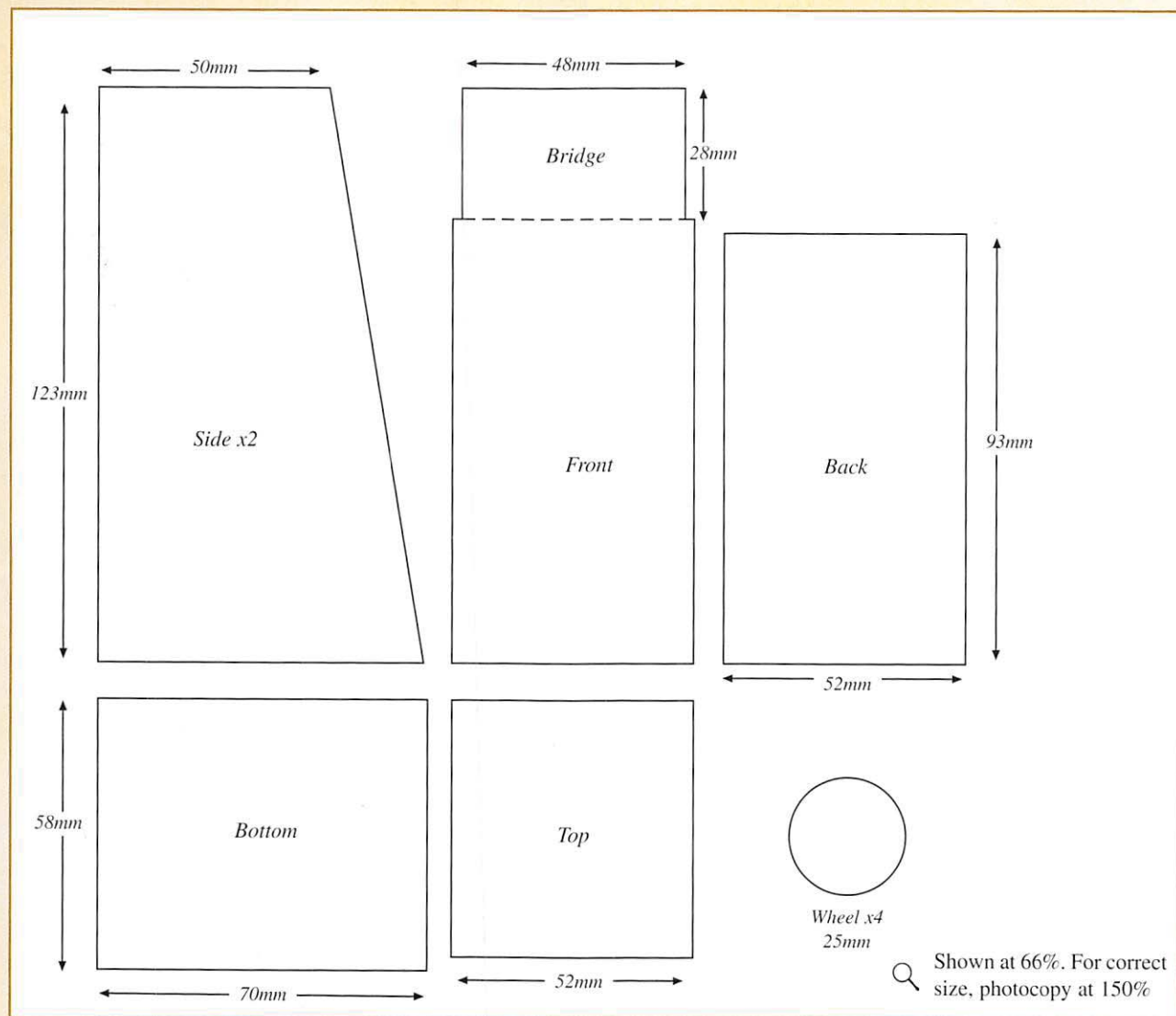
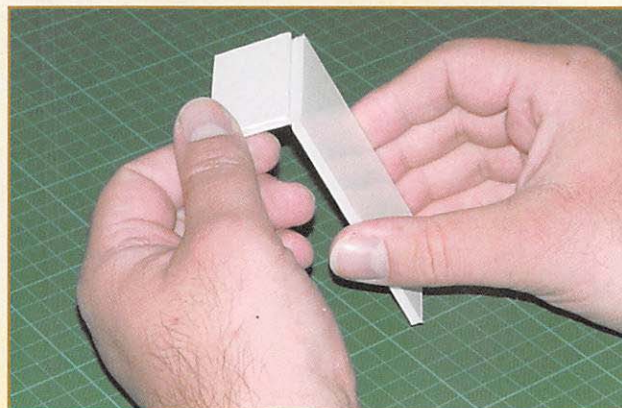
3.5mm foamboard, cartridge paper and cocktail sticks.
Paints: Tin Bitz, Boltgun Metal, Bestial Brown, Snakebite
Leather and Bleached Bone.

Tools

Modelling knife, metal ruler, PVA glue, pencil.

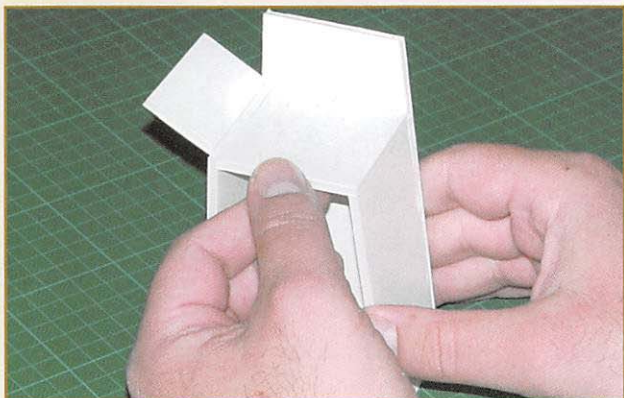
Cut the parts to size based on these plans. Take your time when cutting the four wheels. Alternatively, you can trace around a round slotta base.

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

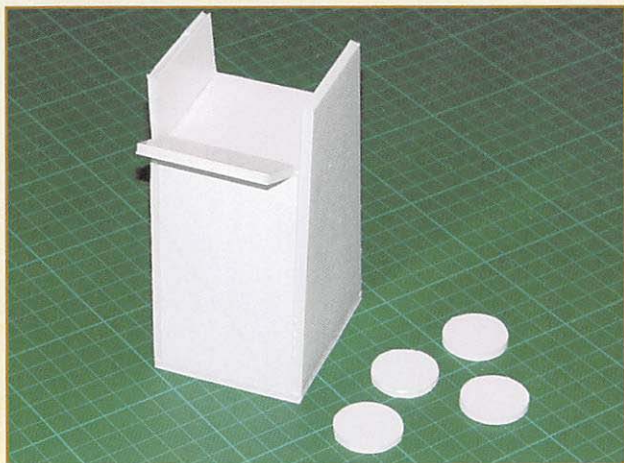


Building the Siege Tower

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

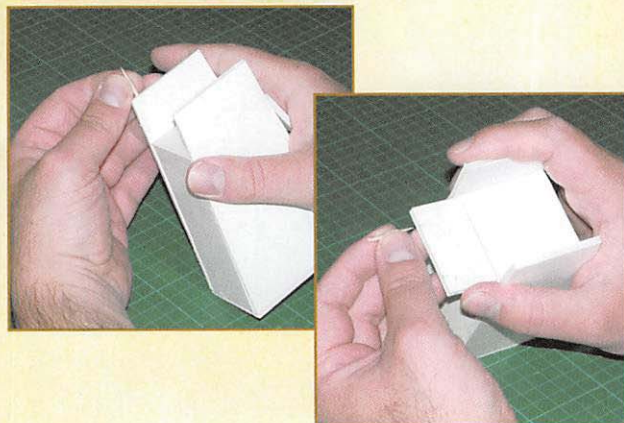


You'll find it easier to leave the wheels off the model for the time being. We recommend you texture and paint them separately.



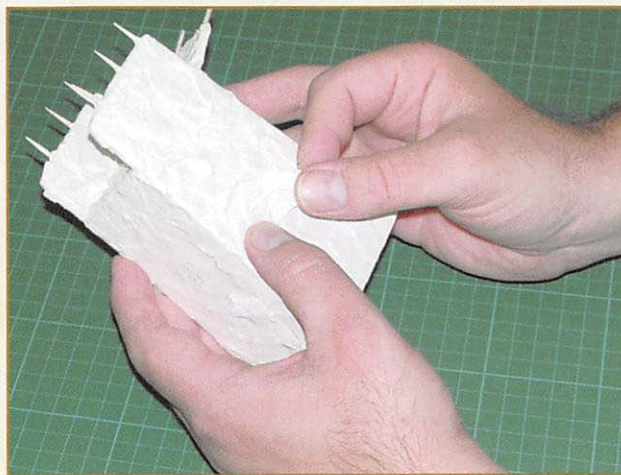
Details

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



Texturing the Siege Tower

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



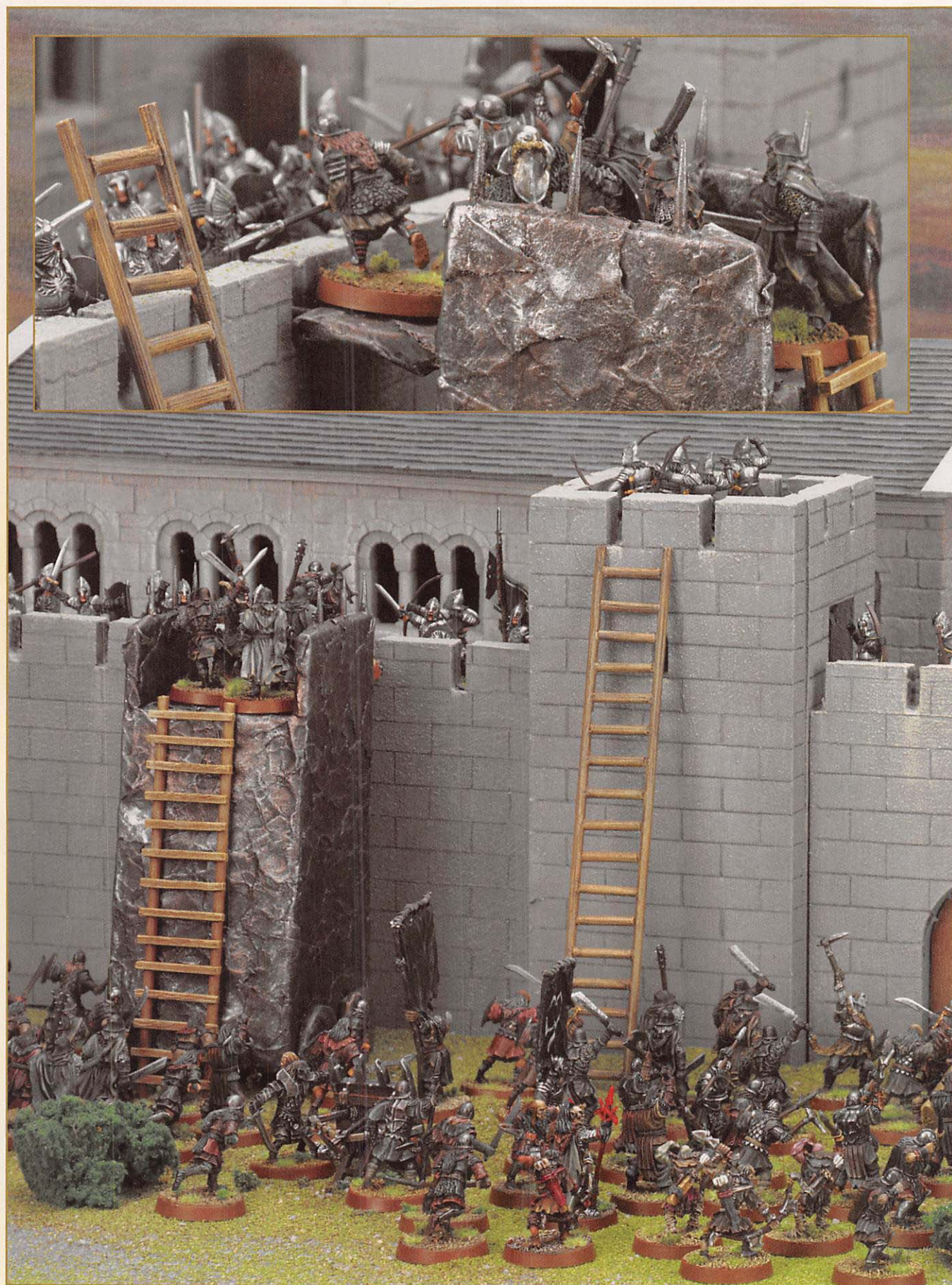
Painting

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



Orcs swarm onto the walls from their siege tower.

Handwritten text in a stylized, cursive script, likely a decorative element or a signature.





Ճաշարարժ. Ճաշարարժ. Ճաշարարժ. Բարեկենցարարժ

THE SIEGE OF GONDOR

ACT THREE: THE RAMMAS

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

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

PARTICIPANTS

GOOD

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

Up to two Good Warriors may be given a banner.

EVIL

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

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

LAYOUT

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

STARTING POSITIONS

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

OBJECTIVES

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

- Faramir has been slain.
- The Good force has been reduced to 25% or less of its starting numbers.
- The Evil player has 10 or more models on or behind the Rammas.

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

SPECIAL RULES

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

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



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

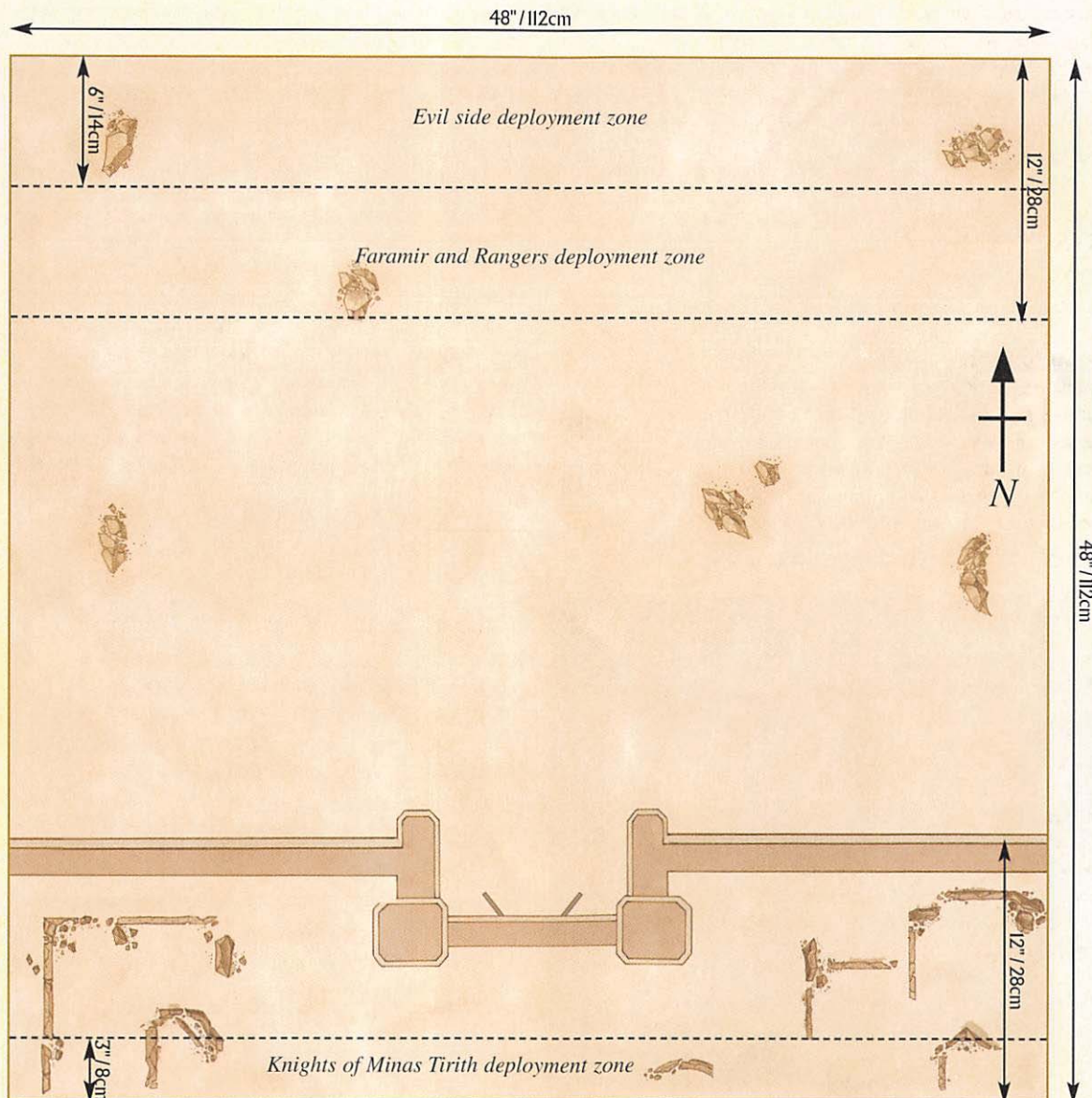
If the Good player won the previous scenario by reducing the Evil force to 50% or less of its starting value (rather than through the turn limit expiring), the resulting confusion in the ranks of the Orcs allowed a handful of Men to escape to the Rammas. The Good player starts this game with an additional 4 Warriors of Minas Tirith and 1 Ranger of Gondor (armed as the Good player wishes).

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

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

POINTS MATCH: SORTIE

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



THE SIEGE OF GONDOR

ACT FOUR: THE SIEGE OF MINAS TIRITH

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

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

PARTICIPANTS

GOOD

Gandalf the White

Pippin

Beregond

4 Citadel Guard with spear

4 Citadel Guard with longbow

4 Warriors of Minas Tirith with shield

4 Warriors of Minas Tirith with spear and shield

4 Warriors of Minas Tirith with bow

2 Battlecry Trebuchets with three crew each

2 Avenger Bolt Throwers with two crew each

Up to three Good Warriors may be given a banner.



EVIL

The Witch-king of Angmar

Gothmog, Lieutenant of Morgul

1 Orc Shaman

16 Morannon Orcs with spear and shield

8 Orcs with hand weapon and shield

8 Orcs with spear

4 Orcs with Orc bow

4 Orcs with two-handed weapon

2 Mordor Trolls

1 Mordor Catapult with three Orc crew and one Troll

2 Mordor Siege bows with two Orc crew each

4 Orc Trackers

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

LAYOUT

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

STARTING POSITIONS

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

OBJECTIVES

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

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

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



SPECIAL RULES

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

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

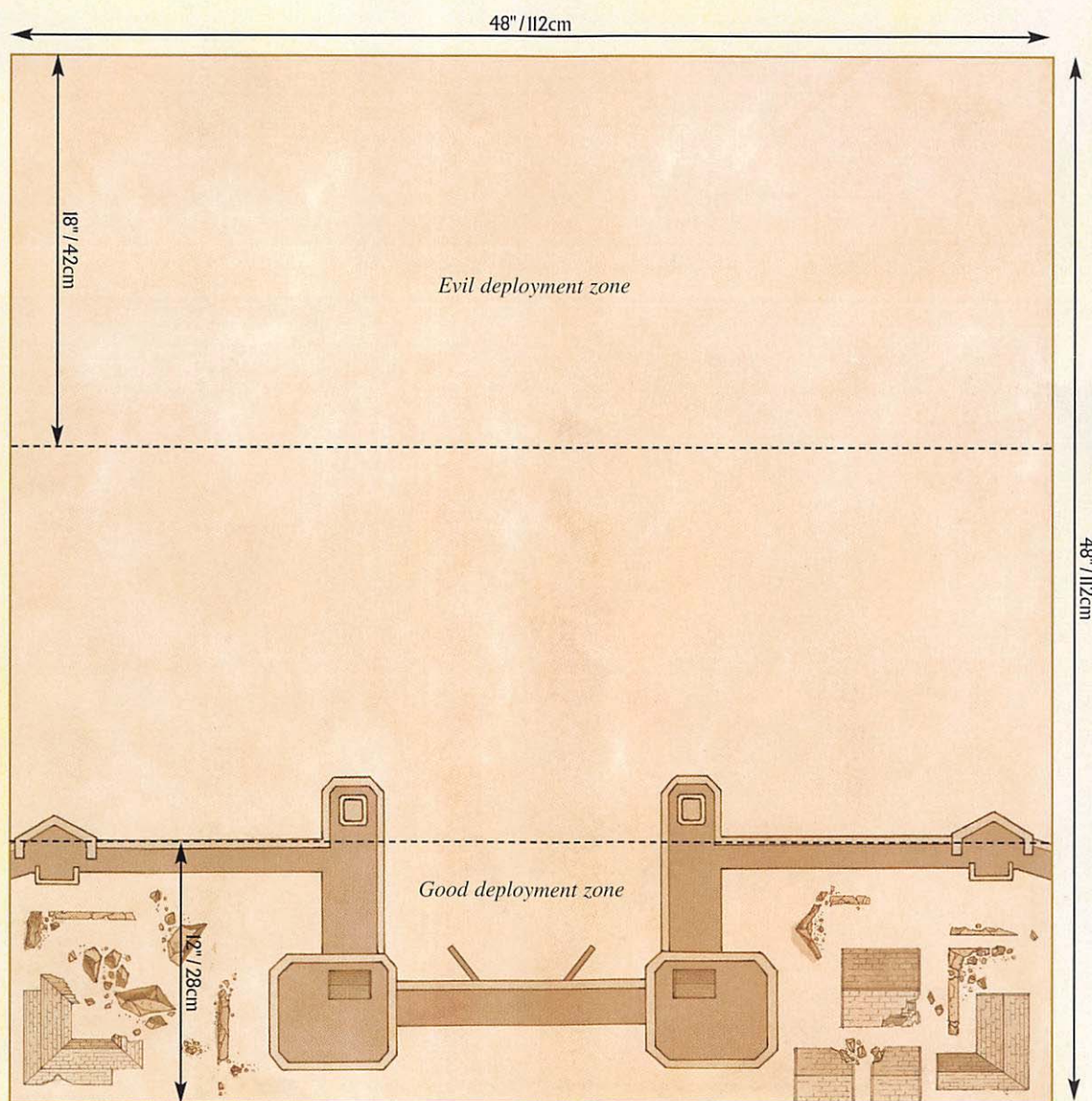
The Siege of Gondor. If playing this scenario as part of the Siege of Gondor campaign, rather than as a one-off battle, the following changes apply:

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

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

POINTS MATCH: GRAND SIEGE

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



THE BATTLE OF MINAS TIRITH

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

Gandalf, The Return of The King



Gandalf the White



Beregond



Pippin



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



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



The Witch-king

*Morannon
Orcs*

[illegible]

THE SIEGE OF GONDOR

EPILOGUE: THE PYRE OF DENETHOR

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

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

PARTICIPANTS

GOOD

Gandalf the White

Pippin

Beregond of Gondor

4 Citadel Guard with spears

4 Citadel Guard with longbows

8 Warriors of Minas Tirith with bow

8 Warriors of Minas Tirith with spear and shield

8 Warriors of Minas Tirith with shield

Up to two Good Warriors may be given a banner.



EVIL

Denethor, Steward of Gondor

1 Orc Captain

1 Orc Shaman

16 Morannon Orcs with spear and shield

8 Orcs with hand weapon and shield

8 Orcs with spear

4 Orcs with Orc bow

4 Orcs with two-handed weapon

6 Servants of Denethor with daggers (count as Warriors of Gondor)

Up to two Orc Warriors may be given a banner.

LAYOUT

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

STARTING POSITIONS

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

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

POINTS MATCH: RESCUE

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



OBJECTIVES

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

SPECIAL RULES

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

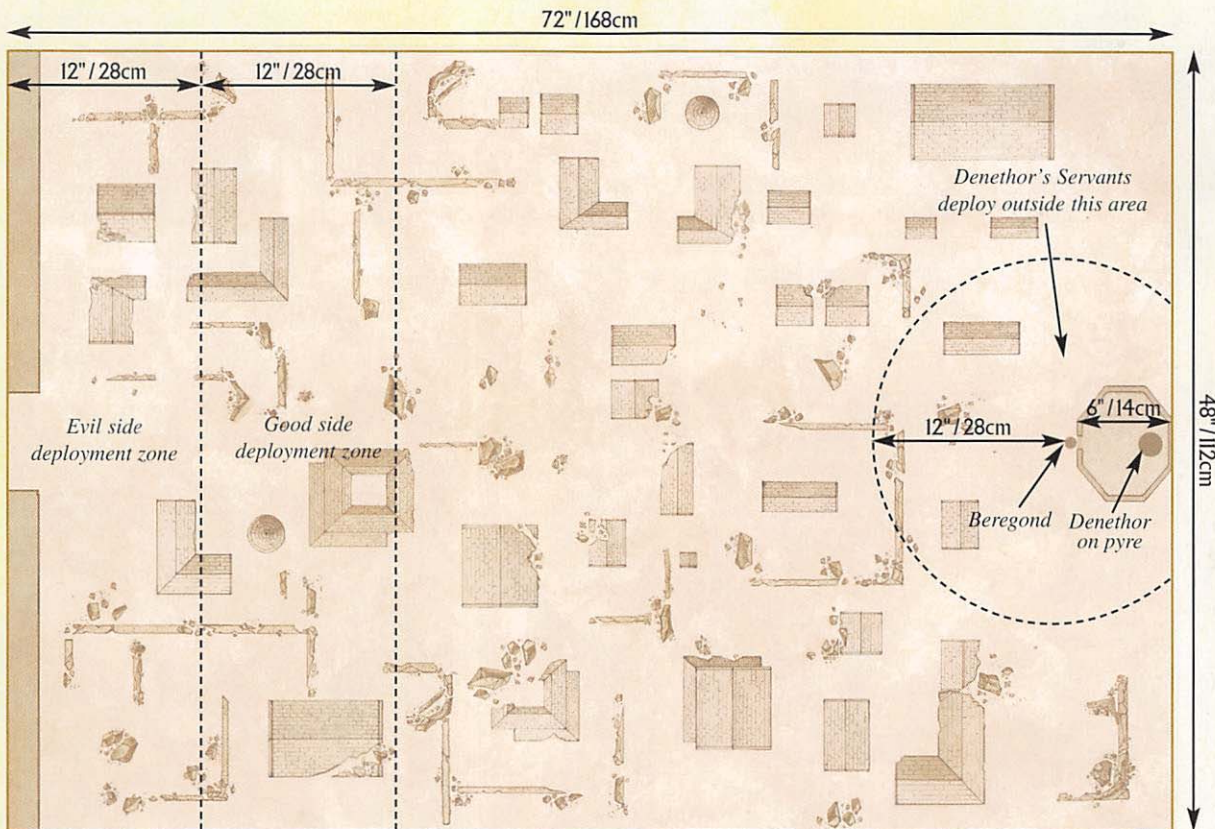
The Pyre. Denethor is awaiting his servants for the final preparation of the pyre and will not light it until they arrive. In the Move phase, Denethor can light the pyre automatically if he is stood atop it and there are at least three unengaged servants in base contact with it. If there are fewer servants,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

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

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

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

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



APPENDIX
THE SIEGE OF HELM'S DEEP





URUK-HAI DEMOLITION CHARGES

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

MOVING THE CHARGE

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

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

DETONATING THE CHARGE

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

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

DETONATION CHART

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

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

DESPERATE DETONATIONS

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

ATTACKING THE CHARGE

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



HELM'S DEEP

ACT ONE: THE DEFENCES MUST HOLD!

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

– Théoden, The Two Towers

DESCRIPTION

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

PARTICIPANTS

GOOD

Aragorn (he does not carry Andúril nor wear heavy armour)

Gimli

Legolas

Haldir

Théoden

Gamling (he does not carry the Royal Standard of Rohan)

2 Rohan Royal Guard

4 Warriors of Rohan with throwing spears and shield

4 Warriors of Rohan with bows

4 Wood Elf warriors with Elf bows

4 Wood Elf warriors with Elven blades

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

EVIL

4 Uruk-hai Captains

1 Uruk-hai Shaman

1 Dunlending Chieftain

30 Uruk-hai with shields

10 Uruk-hai with crossbows

15 Uruk-hai Berserkers

5 Dunlendings with hand weapon

5 Dunlendings with two-handed weapon

2 Uruk-hai Siege Assault Machines with three crew each

3 Uruk-hai Demolition teams

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

LAYOUT

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

STARTING POSITIONS

The Good side is deployed first. Aragorn, Legolas, Gimli and Haldir are deployed along the Deeping Wall along with the Elves. Théoden,

Gamling and the other Rohirrim are all deployed in the main keep.

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

OBJECTIVES

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



Young and old stand together to defend their people.

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

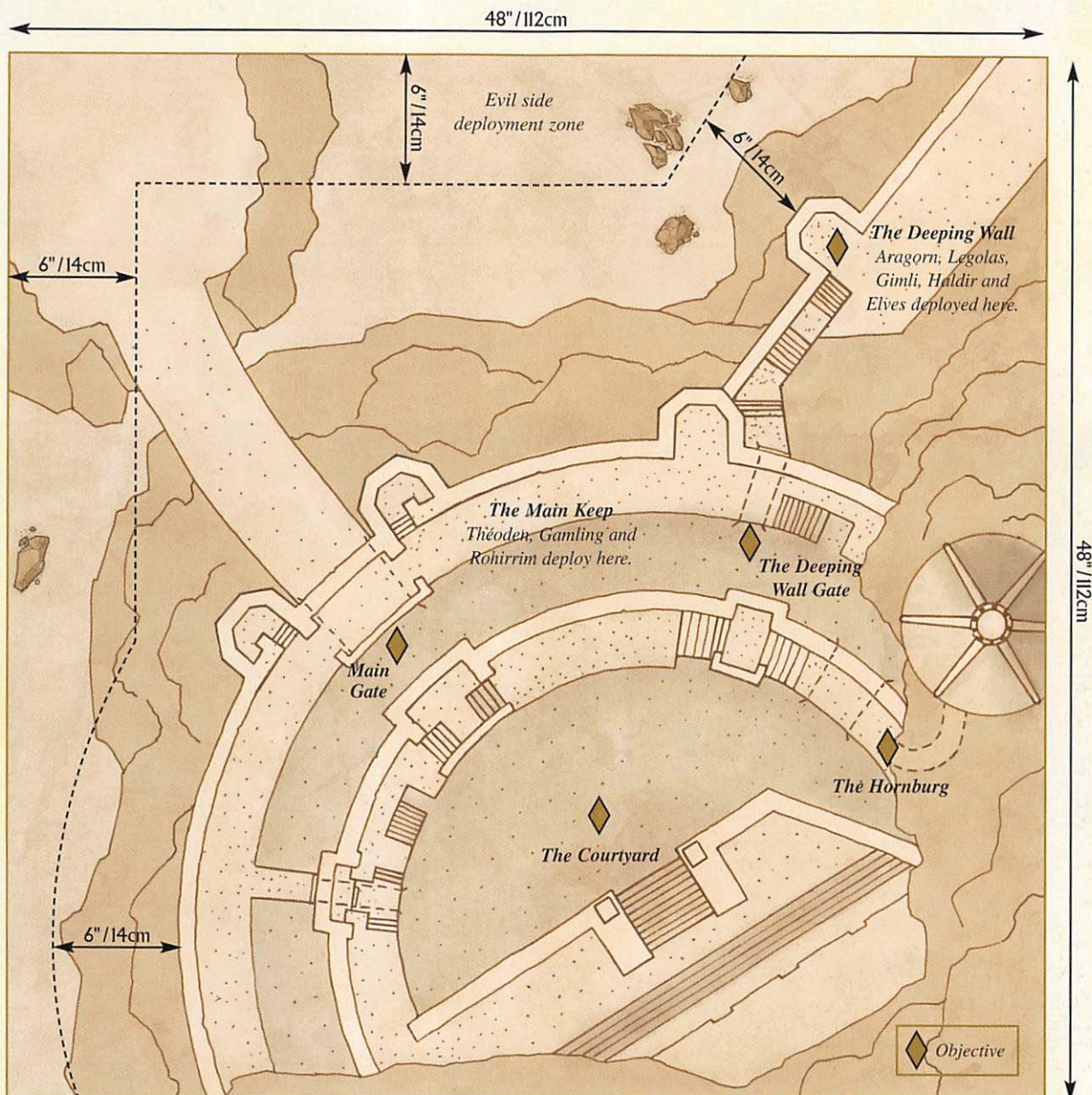
SPECIAL RULES

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

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

POINTS MATCH: LAST STAND

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



FALL OF THE DEEPING WALL



*Haldir's Company
Standard Bearer*



Wood Elf bowman



Haldir



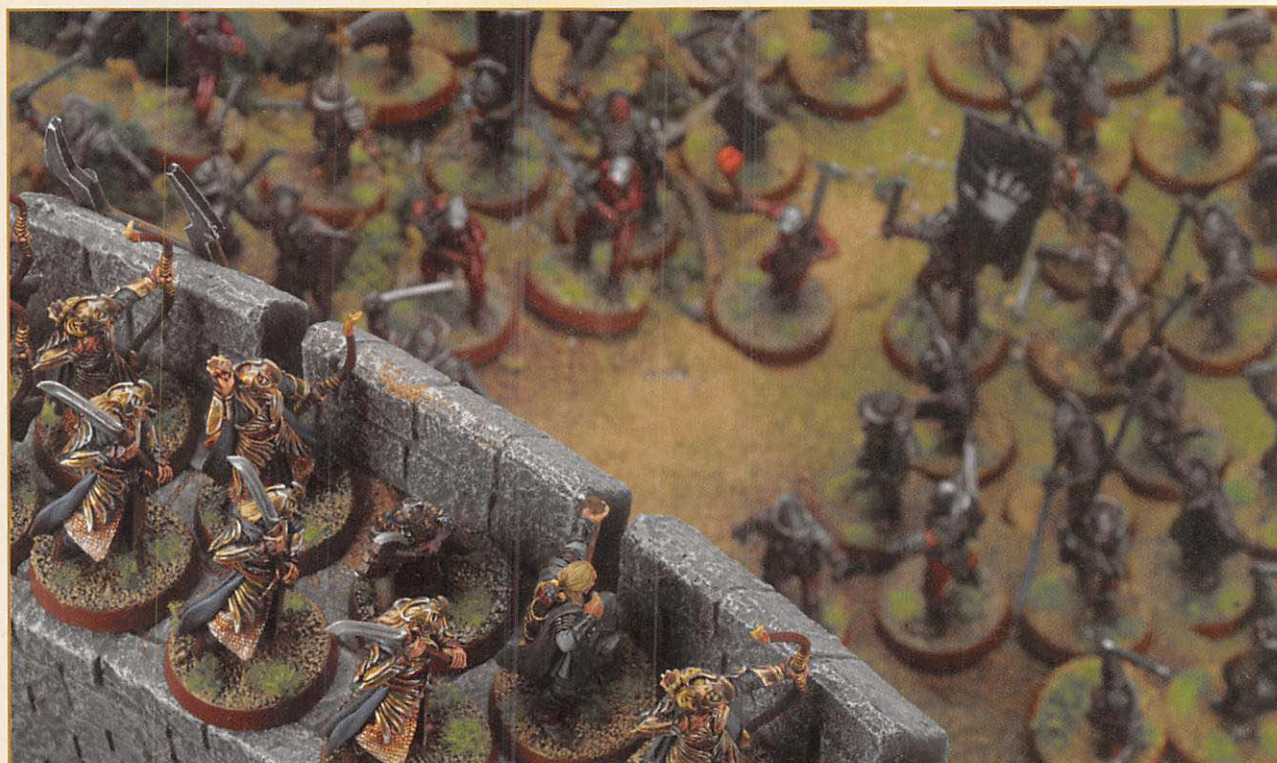
Legolas



Gimli



Aragorn





*Uruk-hai
Berserkers*



*Uruk-hai
Warriors*



Uruk-hai
Standard bearer

Uruk-hai
Shaman



ճաշարհորճ. ճաշարժ. ճաշարհորճ. Բարեկեցիկ

HELM'S DEEP

ACT TWO: FORTH EORLINGAS!

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

– Théoden, *The Two Towers*

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

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

PARTICIPANTS

GOOD

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

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

EVIL

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

Up to two Evil Warriors may be given a banner.

LAYOUT

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

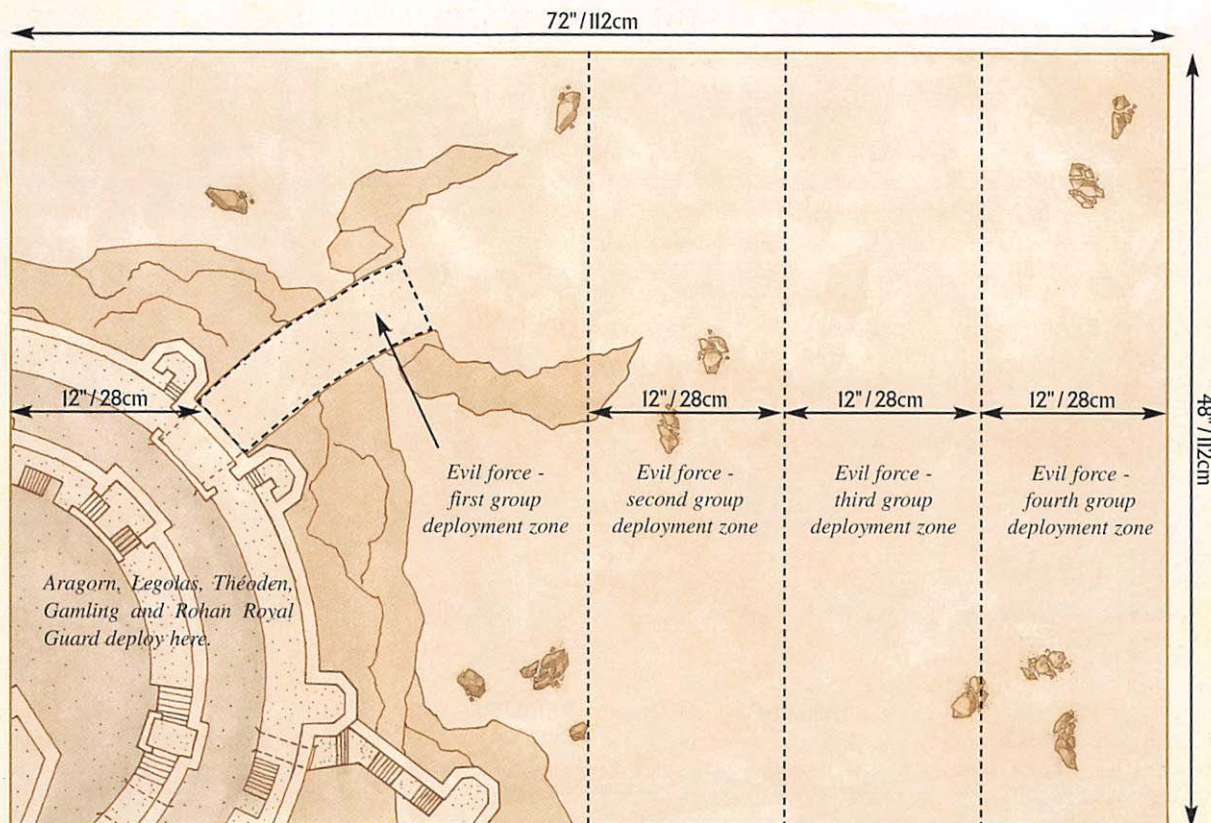
STARTING POSITIONS

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



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





OBJECTIVES

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

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

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

SPECIAL RULES

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

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

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

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

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

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

POINTS MATCH: SALLY FORTH!

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

PROFILES AND TABLES

	F	S	D	A	W	C	M/W/F	Special Rules
Boromir	6/-	4	6	3	3	6	6/3/3	Horn of Gondor; Banner of Minas Tirith.
Beregond	4/3+	4	6	1	1	4	1/1/1	Bodyguard.
Citadel Guard	4/4+	3	5	1	1	3		Bodyguard.
Gothmog	5/-	4	6	3	3	5	3/3/3	Master of Battle.
Orc Shaman	3/-	3	5	1	2	3	1/3/1	Fury; Transfix.
Morannon Orc	3/-	4	5	1	1	2		
Orc Tracker	3/4+	2	3	1	1	2		
Gondor Crewman	3/4+	3	5	1	1	3		
Orc	3/5+	3	4	1	1	2		
Mordor Troll	7/5+	7	7	3	3	3		
Uruk-hai Engineer	4/4+	4	5	1	1	3		
Uruk-hai Berserker	4/-	4	6	2	1	8		
Demolition charge	-	-	7	-	3	-		
	Strength		Defence		Batter Points		Special Rules	
Battlecry Trebuchet	(10)		10		4		Indirect Fire; Area Effect; Wall-breaker	
Avenger Bolt Thrower	(7)		10		3		Short Range; Rapid Fire; Accurate	
Mordor War Catapult	(10)		10		4		Indirect Fire; Area Effect	
Mordor Siege Bow	(9)		10		3		Piercing Shot; Accurate	
Uruk-Hai Siege Assault Ballista	(9)		10		4		Piercing Shot; Raise the Ladders!	

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

SCATTER CHART

D6	Result
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1
9	1
10	1
11	1
12	1
13	1
14	1
15	1
16	1
17	1
18	1
19	1
20	1
21	1
22	1
23	1
24	1
25	1
26	1
27	1
28	1
29	1
30	1
31	1
32	1
33	1
34	1
35	1
36	1
37	1
38	1
39	1
40	1
41	1
42	1
43	1
44	1
45	1
46	1
47	1
48	1
49	1
50	1
51	1
52	1
53	1
54	1
55	1
56	1
57	1
58	1
59	1
60	1
61	1
62	1
63	1
64	1
65	1
66	1
67	1
68	1
69	1
70	1
71	1
72	1
73	1
74	1
75	1
76	1
77	1
78	1
79	1
80	1
81	1
82	1
83	1
84	1
85	1
86	1
87	1
88	1
89	1
90	1
91	1
92	1
93	1
94	1
95	1
96	1
97	1
98	1
99	1
100	1

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

BATTERING CHART

Dice	Result
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30
31	31
32	32
33	33
34	34
35	35
36	36
37	37
38	38
39	39
40	40
41	41
42	42
43	43
44	44
45	45
46	46
47	47
48	48
49	49
50	50
51	51
52	52
53	53
54	54
55	55
56	56
57	57
58	58
59	59
60	60
61	61
62	62
63	63
64	64
65	65
66	66
67	67
68	68
69	69
70	70
71	71
72	72
73	73
74	74
75	75
76	76
77	77
78	78
79	79
80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

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



Ճաշարհորժ. Ճաշարժ. Ճաշահոյժ. Կրեճիցորժ