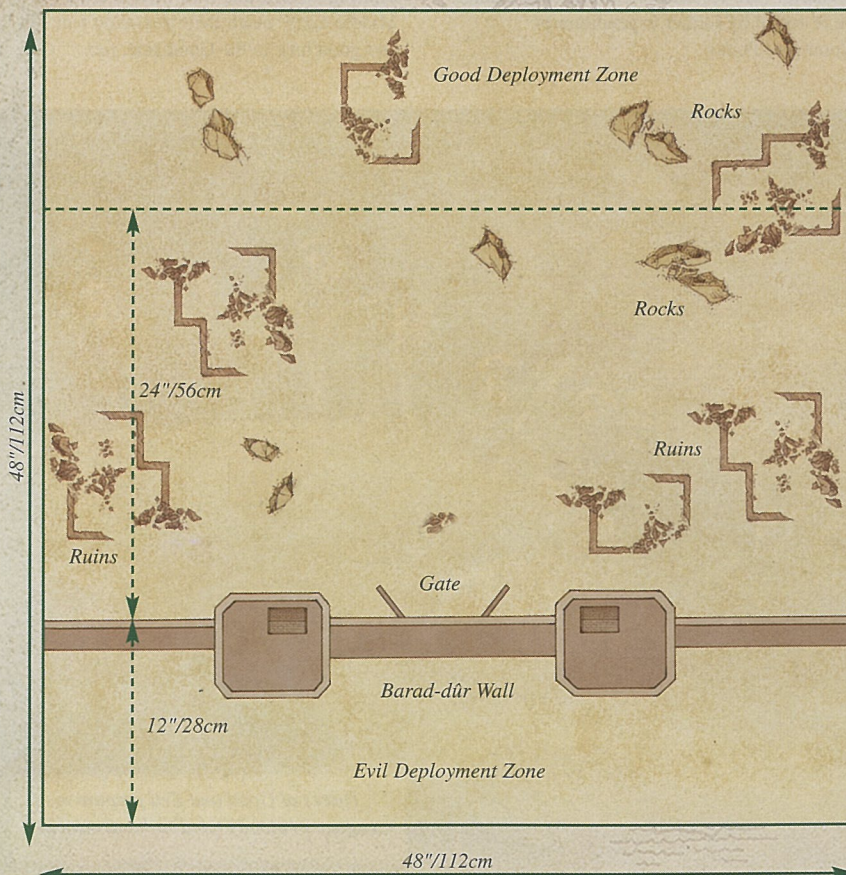


The Siege of Barad-dûr

After years of conflict, Sauron is finally on the verge of defeat. All that remains is for the armies of the free peoples is to break his great fortress of Barad-dûr...

Description

The siege of Barad-dûr was surely one of the longest entrenchments ever fought in that part of Middle-earth. Sauron, unwilling to again confront the combined forces of the Free Peoples after the struggle at Dagorlad, withdrew to his chief stronghold. Barad-dûr was a formidable defence, infused with much of Sauron's might and the power of The Ring. Though many sallies were made, the Free Peoples were constantly cheated of the success they needed – the outer walls of the Dark Tower stayed firm against their efforts. Records are vague on how the Free Peoples prevailed, yet finally the defences of Barad-dûr began to crumble and Sauron came forth to fight. This scenario re-enacts one of many assaults on Barad-dûr's defences.



If playing the Last Alliance campaign, you can use this scenario to play any games that happen in the region containing Barad-dûr. If you wish to do so, simply substitute the forces for those armies involved in the campaign. If Barad-dûr falls to the Good side, the Evil player receives no more Shadow Points for the remainder of the campaign.

Participants

Good

- Elendil
 - Isildur
 - Gil-galad
 - Elrond
 - 1 Dwarf King
 - 6 High Elves with Elven blade
 - 6 High Elves with spear and shield
 - 6 High Elves with Elven bow
 - 6 Men of Gondor with bow
 - 6 Men of Gondor with spear and shield
 - 6 Men of Gondor with shield
 - 6 Dwarves with shield
 - 6 Dwarves with bow
 - 3 Dwarves with two-handed axe
 - 3 Khazâd Guard
- The Good side may include up to two Banners.

The Good player may also include up to 10 Siege Ladders, 1 Siege Tower and 1 Battering Ram in his force.

Evil

4 Orc Captains
2 Mordor War Catapults
2 Orc Siege Bows
16 Orcs with shield
16 Orcs with spear
8 Orcs with Orc bow
8 Orcs with two-handed axe
8 Warg Riders with Orc bow
8 Warg Riders with shield and throwing spears

Layout

The scenario is played on a board 48"/112cm by 48"/112cm. The outer wall of Barad-dûr is made of stone and stretches across the board 12"/28cm in from the southern table edge. The outer edge of the wall faces onto a morass of siege works and rubble.

Starting positions

The Evil player deploys a third of his force (rounding fractions up) at least 24"/56cm from the walls of Barad-dûr. The remainder of the Evil force are deployed on or behind the walls. The Good force enters the board from the north table edge at the start of the first turn.

Objectives

The game lasts 25 turns, at which point the game ends. The Good player wins if he has achieved two out of the following objectives:

1. The Good player has 15 or more models on or behind the wall at the start of any turn. If any Good models manage to leave the board via the southern table edge they count as two models behind the wall.
2. All Evil Heroes have been slain.
3. The Evil force has been reduced to 25% or less of its starting numbers.

If the Good player does not achieve this before the game ends, the Evil player wins.

Special rules

The Eye of Sauron. The gaze of the Dark Lord is firmly on this confrontation, filling his minions with heart and his enemies with fear. Evil models have +1 Courage for the duration of this scenario. Good models suffer a -1 penalty to their Courage for the duration of this scenario. In addition, all Evil models count as being in range of a Banner.

The Lord of The Rings. Sauron, though not deigning to come down into battle, is prepared to use his power to assail the forces of Good even as they lay siege to his walls. Once per turn, the Evil side may use one of the magical powers available to Sauron, measuring range and line of sight from one of the Orc Captains. These spells are always cast with 3 dice, and may not be boosted using the Might of the Captain they are being cast through. If no Orc Captains are present on the board, this special rule has no effect.

Points match

If you want to play this game with other forces, choose a Good force of up to 1,200 points and an Evil force of up to 600 points. Each side must include at least one Hero. The Good force may include a single Battering Ram and one ladder for every 10 models (rounding up) in the force. Neither side may equip more than 33% of its models with bows.



The forces of Good storm Barad-dûr