

THE SACKING OF OSGILIATH

Before the hordes of Mordor can be unleashed upon Minas Tirith, a crossing over the river Anduin must be established. The forces of Gondor that hold the fords of Osgiliath must be swept aside. The fighting will be bloody, close-fought, and costly – every ruined building a fortress, each roadway a killing ground.

The overwhelming numbers of Mordor cannot be brought to bear on the cursed city of Minas Tirith until the Anduin is crossed. The most likely ford, at the ruined city of Osgiliath, has so far been denied. For long months the forces of Mordor and Gondor have been vying for control. The Orcs hold the east bank but time and again their assaults have been repelled. Each defeat adds urgency. Already the host of Sauron has been unleashed. The vast legions must have clear passage to the west bank of the Anduin. There is no room for failure.

The final assault on Osgiliath will be led by none other than Gothmog, the Lieutenant of Morgul. The attack cannot count on outnumbering the foe and so it must strike with surprise and reckless fury. In the dead of night, upon crudely built barges, Morannon Orcs form the crucial first wave. The west bank must be swept of defenders or, with the loss of surprise, the following waves will be destroyed piecemeal. Packs of vile Morgul Stalkers have silently infiltrated the city and a Nazgûl has been dispatched to ensure that the assault does not fail.

For Gothmog's victory to be complete, the city must rest with the hosts of Mordor before the sun rises. The defenders must be scattered to the winds or slain, so that the main army can cross to begin the assault on the city of Minas Tirith. Only Faramir and his exhausted warriors can prevent the ruins of Osgiliath being overwhelmed. Though they are surrounded, if the defenders of Osgiliath can slow Gothmog's advance, they may yet turn the tide of the War of the Ring.

PARTICIPANTS

GOOD

- Faramir, Captain of Gondor
- Damrod, Ranger of Ithilien
- Madril, Captain of Ithilien
- Up to 500 points of models chosen from the Rangers of Ithilien and The Tower of Ecthelion army lists. Up to 33% of the selected models may carry a bow.

EVIL

- Gothmog, Lieutenant of Morgul
- Morannon Orc Captain
- Ringwraith on Fellbeast (with maximum Might, Will and Fate).
- 9 Morgul Stalkers
- Up to 400 points of models chosen from the Minas Morgul and The Black Gates army lists. Up to 33% of the selected models may carry a bow.

LAYOUT

This scenario is played on a board 48"/112cm x 48"/112cm. The east board edge features the shore of the River Anduin, and what remains of the fortress wall (see map). The remainder of the board is composed of ruined buildings, piles of rubble and the detritus of a city at war. Roughly in the centre of the board is a large building with a tower (see below).

