



*As the battle rages, the Witch-king closes in on Dáin.*

## OBJECTIVES

The Nazgûl have come to visit retribution upon the King Under the Mountain. The Evil player wins if Dáin is killed. If Dáin survives, the Good side wins.

## SPECIAL RULES

**Ambush on the Road.** The Nazgûl launch their attack while King Dáin is only protected by a handful of guards. The Evil side gets Priority in this scenario.

**The King's Company.** The company of Khazâd Guard that are accompanying King Dáin are but a small part of a larger contingent who have marched ahead. There is a chance these extra Dwarves will realise that all is not well and return to aid their king. Compare the rolls for Priority carefully each turn. If both dice are the same, then the vanguard has returned. The Good player may move the rest of his force onto the board from the south edge. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

**Death and Humiliation.** It is not enough that Dáin is simply slain, he must be humiliated in combat. Dáin must be slain in close combat, and may not be targetted by the Black Dart magical power.

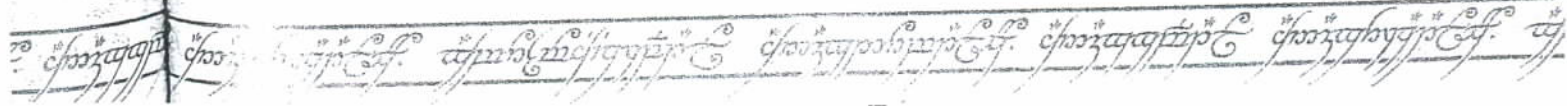
## RECOMMENDED PARTICIPANTS

### GOOD

- Dáin Ironfoot, King of Erebor
- Dwarf Captain with shield.
- 13 Dwarf Warriors; 4 with shield, 4 with Dwarf bow, 4 with two-handed axe and one with banner.
- 12 Dwarf Rangers: 4 with two-handed weapons, 4 with throwing axes and 4 with Dwarf longbows.
- 12 Khazâd Guard
- 6 Iron Guard

### EVIL

- The Witch-king with the Crown of Morgul, flail and Morgul blade.
- Khamûl the Easterling
- The Dark Marshal
- The Shadow Lord
- The Tainted
- The Undying



# THE SIEGE OF THE BLACK GATE

*At the council of Elrond, the thought of sending an army against the towering might of Mordor was given short-shrift. This scenario explores just that possibility. What if Boromir and the valiant men of Gondor had sought to smash through the Morannon while Sauron was still marshalling his power?*

**W**hat if the strength of Gondor had been summoned against the Black Gate before the War of the Ring? What if Boromir, Gondor's favourite son had led the armies of Minas Tirith in a surprise attack against the foremost bulwark of Mordor? If any power in Middle-earth has the might to smash the Morannon, it is the army of Gondor. But it will take precious time to set up the vast siege engines that will hope to batter down the towering and unscalable walls of the Morannon. To gain that necessary time the men of Gondor must secure the battlefield.

In his pride the Dark Lord is sure his defences are unassailable, but caught unawares any host of Mordor will take days to muster. Sauron must rely on only the garrison in the immediate area. Still, the guard along the walls and secreted in the maggot-holes riddled throughout the nearby slag hills should prove numbers enough. So vast are the walls and iron gates of the Morannon that it is folly to attack them and yet such is Sauron's hubris that he cannot sit and wait for his realm to be besieged. Even as the vanguard of the army of Gondor forms up in front of the Black Gate, Sauron orders the invaders swept away. The hopes of Middle-earth must be crushed before the siege even begins.

In the distance Mount Doom rumbles and a dull red light flickers across the oppressive clouds. The very air is clogged with dust and ash. Upon such a battlefield the bravest of men might falter, while the forces of evil take heart. Drums beat and harsh trumpets blare as the Black Gate opens...

## PARTICIPANTS

### GOOD

- Boromir of the White Tower with the Banner of Minas Tirith.
- Up to 350 points of models chosen from the Tower of Ecthelion army list. Up to 33% of the models may carry a bow.

### EVIL

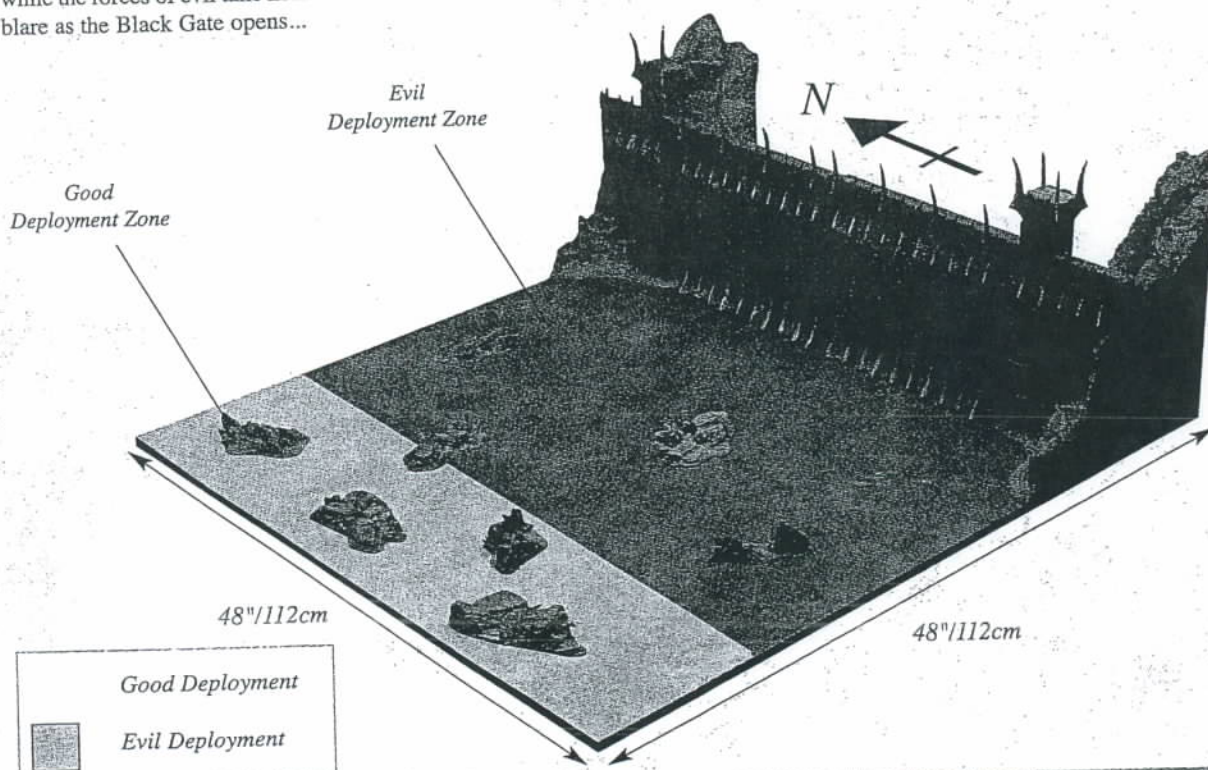
- The Mouth of Sauron on Armoured Dark Steed.
- Mordor Troll Chieftain
- Up to 600 points of models chosen from the Black Gate army list. Up to 33% of the models may carry a bow.

## LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm, representing the bleak, flat ground around the Morannon. The Black Gate itself straddles the eastern board edge, guarding the gateway into Mordor. On the western edge of the board there are small hills and slag piles.

## STARTING POSITIONS

The Good player deploys his force within 6"/14cm of his starting edge (see map). The Evil player then places his own force anywhere upon, or within 12"/14cm of the Black Gate.



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*Is the heroism of Gondor strong enough to overcome the brute strength of Mordor?*

## OBJECTIVES

Boromir and the army of Minas Tirith have sworn to smash through the Black Gates. To accomplish this the Good side must hold their half of the battlefield to allow time for the majority of their siege engines to arrive at the front lines and be assembled. The winner is the side that, after ten turns, maintains control of the western half (24"/56cm) of the gaming table. In this scenario control of a board half is determined by simple numerical superiority of models.

## SPECIAL RULES

**Volcanic Eruptions; Lava Flows; The Red Eye of Sauron.**  
See pages 58 and 59.

**Not With Ten Thousand Men Could You Do This.** It will cost the lives of many sons of Gondor to see the Black Gates cast down. Each time a Good Warrior (not Hero) is slain, put them to one side. At the end of the following Good Move phase, roll a D6 for each model set aside in this manner, on a 4+ they may enter play from the western table edge. On the score of 3 or less, place them in your casualty pile – they will play no further part in this game. The Good side is only broken if 50% of its starting number are in the Good casualty pile.

**The Doorstep of Mordor.** The Evil creatures guarding the Black Gates are emboldened by their proximity to the Dark Lord. All Evil Models may re-roll failed Courage tests during the game.

## RECOMMENDED PARTICIPANTS

### GOOD

- Boromir of the White Tower with the Banner of Minas Tirith.
- Faramir, Captain of Gondor with heavy armour and horse.
- 2 Captains of Gondor with shield
- 50 Warriors of Minas Tirith: 16 with shields, 16 with spears and shields, 16 with bows and 2 with banner

### EVIL

- The Mouth of Sauron
- Mordor Troll Chieftain
- Morannon Orc Captain with shield
- 24 Morannon Orcs: 12 with shields and 12 with spears and shields.
- Mordor War Catapult
- 2 Mordor Trolls: 1 with War Drum

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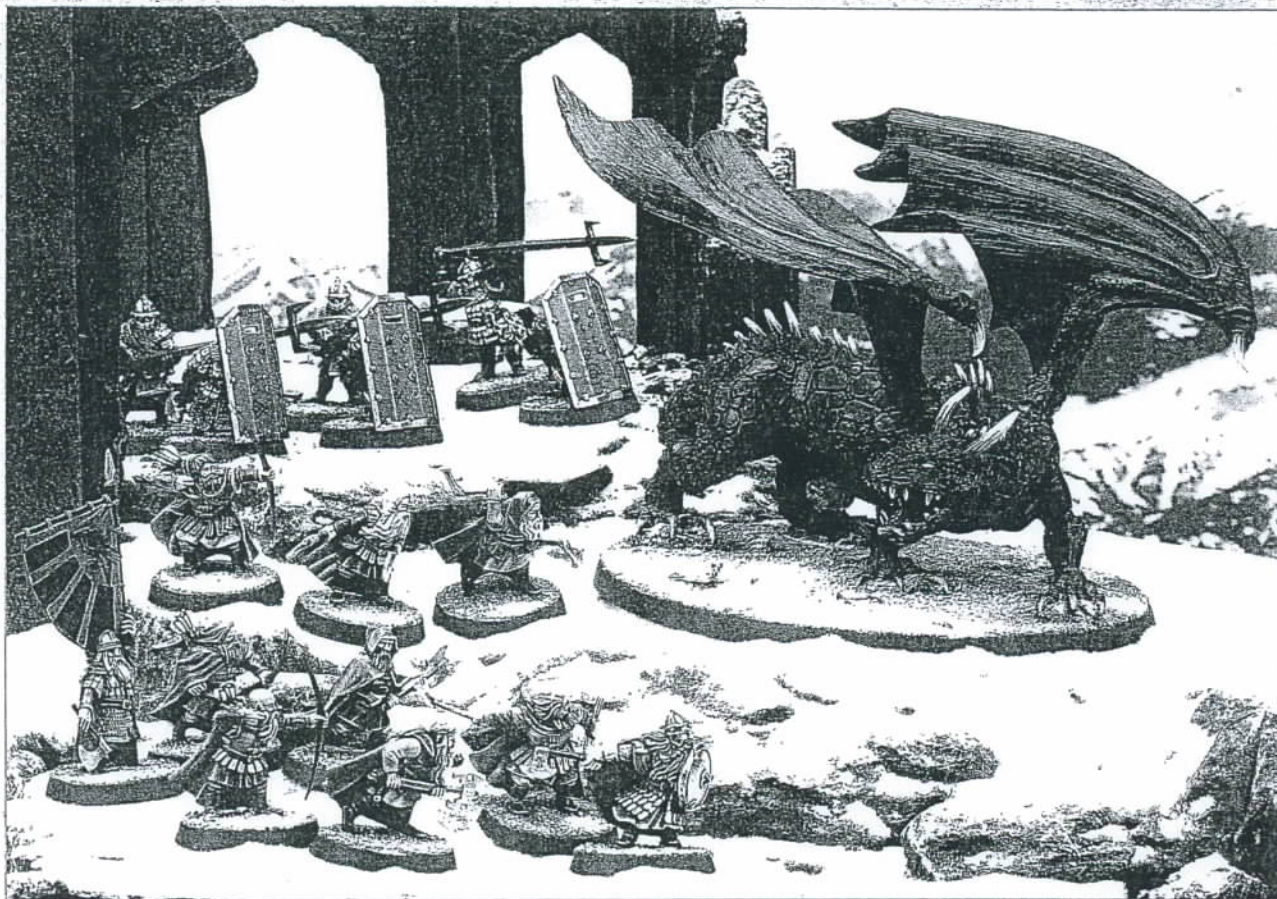
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High upon Zirak-zigil, Dwarf Rangers battle Gathamaur the Dragon.

## STARTING POSITIONS

The Good player deploys the Dwarf Hero and six Warriors inside Durin's Tower. The Evil player then places the Dragon anywhere on the board outside of the tower. Lastly, the Good player positions up to twelve more Warriors anywhere on the board, but no closer than 3 7/8cm to each other, or the Dragon. The remainder of the Good models are kept in reserve and will be available later in the game.

## OBJECTIVES

The Dwarves that guard Durin's tower are charged with protecting it against any attack. Gathamaur, lusting for Dwarf gold, seeks to gain access by Durin's stair that spirals deep into the bowels of Khazad-dûm. The Evil player wins if he can move the Dragon off the board, via Durin's stair. The Dragon can exit via the staircase as long as no Good models also occupy it. The Good player wins if he can prevent this.

## SPECIAL RULES

**Reinforcements.** As soon as the Dwarf sentries guarding Durin's Tower sight the Dragon approaching, they send word for aid to the households that garrison Durin's Stair. Starting from the fifth turn, the Good player may bring on reinforcements at the end of his Move phase. Roll a D6 for each model in reserve, and consult the reinforcement table below:

	Turn 5	Turn 6	Turn 7+
Reinforcement arrives on:	6	5+	4+

When reinforcements become available, place them on the staircase in the tower if there is room. If there is not enough space on the stairs, position them touching a board edge (controlling player's choice) instead, representing Dwarves rushing to reinforce the tower from the mountainside. Reinforcements may act normally, but may not charge on the turn they arrive.

**Easy Pickings.** The Dragon attacking Durin's Tower has planned on swiftly gaining entry and seizing as much plunder as it can, and has little interest in risking its life. Once the Dragon has been wounded, it is considered to be broken.

## RECOMMENDED PARTICIPANTS

### GOOD

- Frór – Dwarf Captain with shield
- 3 Vault Warden Teams
- 12 Dwarf Rangers: 4 with throwing weapons, 4 with Dwarf longbows and 4 with two-handed axes
- 6 Iron Guard
- 12 Dwarf Warriors: 4 with Dwarf bows, 4 with shields and 4 with two-handed weapons
- 1 Dwarf Warrior with banner

### EVIL

- Gathamaur – Dragon with Breathe Fire and Fly

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