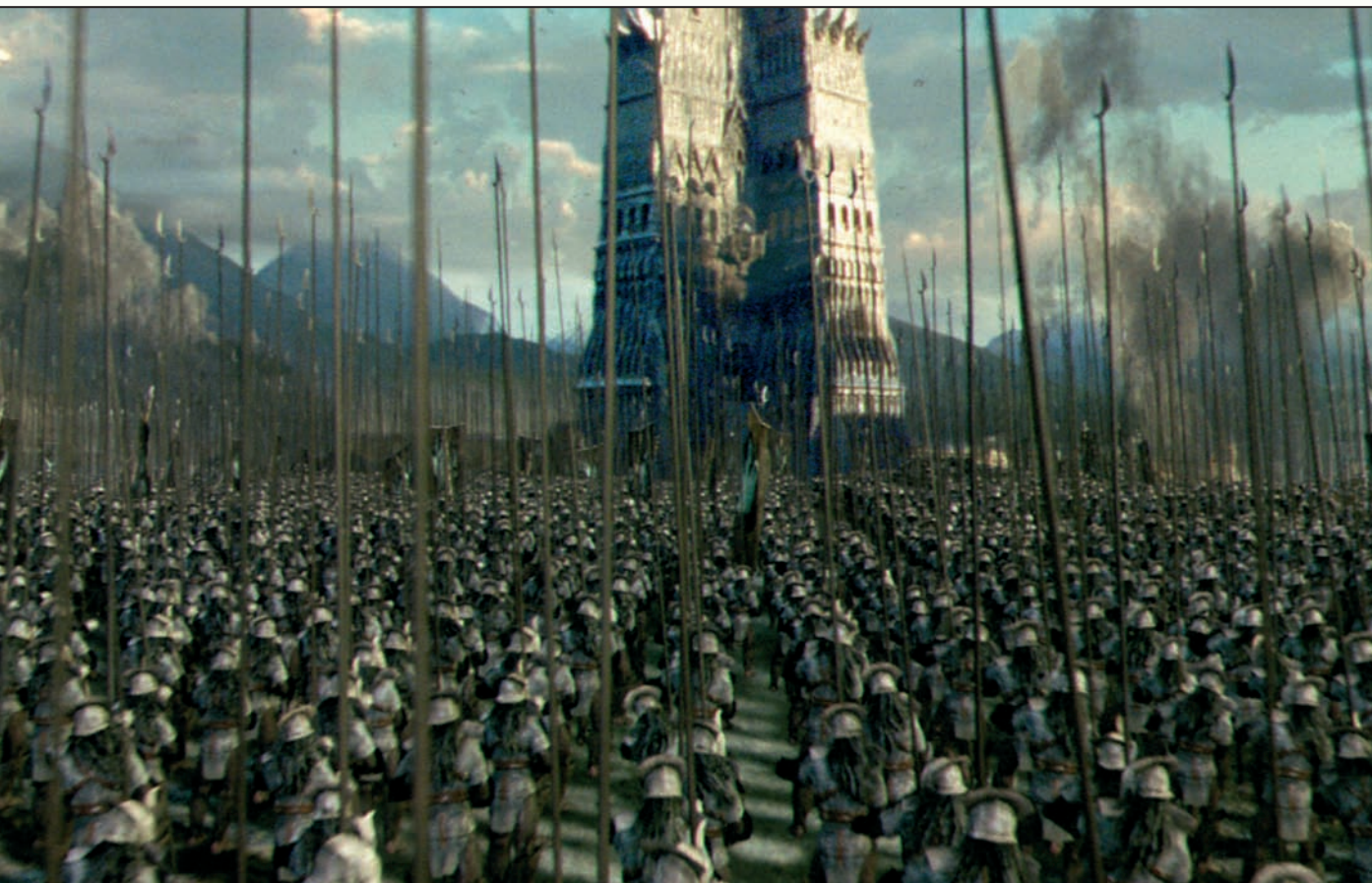


MIDDLE-EARTHTM IN FLAMES



The map for the Middle-earth in Flames campaign can be found at the end of this article. We recommend enlarging it on a colour photocopier. Alternatively, you can download a PDF version of the map and the counters from our website. Just log onto:

[www.games-workshop.co.uk/
thelordoftherings](http://www.games-workshop.co.uk/thelordoftherings)

War has come to Middle-earth, as mighty armies try to claim the land for their own! Mark Latham presents a new map campaign for The Lord of the Rings strategy battle game.

This complete campaign is set around the dramatic events shown in both *The Two Towers* and *The Return of the King* films, specifically the military campaigns wrought by Saruman against Rohan, and Sauron against Gondor.

The campaign uses a map (see page 48), and allows you to take the part of one of the four great factions – Gondor, Rohan, Isengard and Mordor – moving your forces around the map, claiming territories and fighting out encounters as separate battles. Additionally, we present some advice for creating map campaigns of your own.

What is a map campaign?

While a narrative campaign follows a set story through a series of defined battles, a

map campaign has two separate elements – the Campaign Turns and the battles themselves. In the Campaign Turns, you use a map to plot the locations and movement of each of your armies, allowing you to choose which battles to fight and which to avoid. The second stage is to play the battle games – these are used to resolve what happens when armies clash on the map. Like in most campaigns, there are several options for each player to achieve their victory conditions. This means that the combined events of a Campaign Turn become part of a larger strategic game.

Finally, as the campaign progresses you will have the opportunity to expand your fledgling force into a powerful army, giving you a great incentive to paint fresh troops!

CAMPAIGN RULES

Players and forces

This campaign is designed for four factions: Gondor, Rohan, Isengard and Mordor. These are represented by appropriate army lists from Legions of Middle-earth or our sourcebooks, as detailed below. This allows up to four players to take part, each assuming control of one of the factions, though the campaign can also be played with just two or three players. With two players, each person takes two factions, either both of the Good nations of Gondor and Rohan, or the Evil realms of Isengard and Mordor. In a three-player game, one player takes both of the Good or both of the Evil factions, while the remainder are split between the other two players.

Armies

Each player will control a number of armies during the game, representing the forces he can bring to bear in any given area. Army Markers are used to show the locations of your armies on the campaign map. Army Markers and Territory Markers are printed with the map – these are provided for you to cut out and use while playing your campaign.

Each Army Marker has a points total assigned to it. Every time an army needs to fight against another army, the player creates his force to a points limit equal to the army's points total. The minimum points total an army can have is 300 points, while the maximum is 600 points. In addition to this, each faction can only control a maximum of five armies at any one time. At the start of each battle, the players choose a new force from the appropriate army list in Legions of Middle-earth or a sourcebook.

Factions

To start the campaign, each player must choose one of the four factions to play. He then gets to place two armies on the map. One is placed on the capital and the other is placed in an adjacent space. These armies each start out with a points total of 300.



Rohan



Gondor



Mordor



Isengard

Legions of Middle-earth

This expansion for The Lord of the Rings strategy battle game is an invaluable guide to the armies of Middle-earth. Within its pages you will find army lists for every faction from the strategy battle game. Example armies are shown on the following pages.



Left: The Middle-earth in Flames map covers the areas of Mordor, Gondor, Isengard and Rohan. At the end of this article are some guidelines for using other factions in the campaign – if you choose to do this, then the creative types among you might want to try designing your own map!

Right: Armies for each faction must be chosen from a relevant army list in Legions of Middle-earth or a sourcebook, using the guidelines on the following pages. You can use any list related to your faction – this example is of a Minas Tirith army with Fiefdom allies, while the example overleaf uses the Tower of Ethelion list.



FACTIONS

The following forces represent typical factions from the Middle-earth in Flames campaign.



TOWER OF ECTHELION



Faramir on horse (85), with 6 Knights of Minas Tirith (with shields, plus 1 with banner) (194), Beregond (25), 24 Warriors of Minas Tirith (8 with bows, 8 with swords, 8 with spears) (200), Warrior of Minas Tirith banner bearer (32), 5 Citadel Guard with spears (45).



THÉODEN'S HOST



Théoden with armour on horse (90), Háma (50), 3 Outriders (45), 12 Warriors of Rohan (4 with throwing spears, 4 with swords, 4 with bows) (88), 12 Riders of Rohan (4 with throwing spears) (164), 3 Royal Guard on horses (54).



BARAD-DÛR



Ringwraith (110), Orc Captain with shield (45), 24 Orc Warriors (8 with bows, 8 with spears, 4 with hand weapons and shields, 4 with two-handed weapons) (144), Orc banner bearer (30), 6 Warg Riders (3 with bows, 3 with spears) (81), 11 Morannon Orcs (4 with bows) (88).



LEGIONS OF THE WHITE HAND



Saruman (170), Gríma (25), 10 Uruk-hai with shields and swords (100), 10 Uruk-hai with Pikes (100), 5 Uruk-hai with crossbows (55), 3 Uruk-hai Berserkers (45).

CAMPAIGN TURN SEQUENCE

In a Campaign Turn, each player gets an opportunity to do several things. The order in which this happens is determined by following the turn sequence. Once every player has taken their actions and any tabletop battles have been fought, a new Campaign Turn starts with another Initiative roll.

1. **Initiative Roll**
2. **Turn Actions**
3. **Resolve Battles**

1. Initiative roll

At the start of every Campaign Turn, each player rolls a dice and compares the results to determine the order in which they will take their Turn Actions. The player that rolled the highest takes his Turn Actions first, followed by the player who rolled the next highest, and so on until all players have taken their Turn Actions. Players that tie re-roll until there is a clear order.

2. Turn actions

Once Initiative has been determined, players get to take their Turn Actions in the following order:

- (i) **Gather Resources**
- (ii) **Move Armies**
- (iii) **Distribute Resources**

(i) Gather resources

Certain spaces on the map are identified with red flags as being Strategic Points. When your faction controls one of these points it has the potential to generate resources that you can later spend to create or reinforce armies. Roll a dice for each Strategic Point you control and on the roll of a 4 or more, add 100 points to your "treasury". Your capital counts as a Strategic Point, but automatically adds 100 points to your total every turn without needing to roll. A captured enemy capital does not generate an automatic 100 points – instead, a dice is rolled like a normal Strategic Point.



The Rohan player gets to roll three dice to gather resources. Scoring more than 4 on two of his rolls, he gets 200 points, plus a further 100 for his capital, to add to his army total.








(ii) Move armies

In order to capture a Strategic Point, an army simply has to move into the relevant hex and end the current turn's movement there. The player then places one of his Territory Markers to show that he retains control of the hex even if his army moves away in a later turn. If a player's army moves onto a Strategic Point that already contains an enemy Territory Marker, that marker is removed and replaced by one belonging to the new arrival. However, if the enemy has positioned an army in the hex to guard the Strategic Point, a battle must be fought (as described below), and control goes to the victor. Moving an army involves two things – first a Scouting roll, then a Forced March roll (as explained on the following page). If an army fails either of these rolls, it stays where it is and can move no further that Campaign Turn. There are a few other things that can restrict an army's movement:

- An army cannot move into a space occupied by another army from its own faction.
- If an army moves into a space occupied by another faction's army, it can move no further. The other army cannot move either, even when it is its turn to move. The two become locked in combat and a battle is fought at the end of the Campaign Turn to see which army will remain in that space.
- When two armies are locked in combat, no armies from any faction can enter that space.

Scouting Chart

Terrain Type	D6 roll
 (Clear)	Automatic
 (Forest)	2+
 (Swamp)	3+
 (Mountain)	4+
 (River)	5+

Scouting roll: To represent the problems of moving armies over difficult terrain, an army needs to pass a Scouting roll before it can move into an adjacent space. To do this, first check what type of terrain you want your army to cross – determined by the colour of the line separating the two spaces. Next, look up that colour on the Scouting chart above. This will give you the number you need to roll on a single dice in order to find safe passage into the next space. Remember, an army cannot move any further once it has failed a Scouting roll.



Right: In order for this Rohan army to move into the mountains, it needs to make a Scouting roll. Scoring a 5 on the dice, the army succeeds and moves into the space.



Forced March Chart

Terrain Type	D6 roll
First Space	Automatic
Second Space	3+
Third Space	4+
Fourth Space	5+

Forced March roll: Each space on the map represents a considerable distance. Marching an army across such an expanse can be very troublesome. To represent the exhausting effect such manoeuvring can have, you will need to make a Forced March roll for each space moved. The Forced March chart tells you the number you need to equal or beat in order to successfully move into the next space. As indicated on the chart, you must make a roll for each successive space you wish to move to, and you will find it gets progressively harder the farther you go. If you fail a Forced March roll, the army does not move into the space and can advance no further that Campaign Turn. An army cannot move more than four spaces in a single Campaign Turn.



This Isengard army can automatically move one space, and moves a second and third time by rolling a 4 and a 6. However, it cannot move a fourth space because a 2 was rolled. The terrain is clear, so all Scouting rolls are passed without needing to roll.

(iii) Distribute resources

Once a player has moved all the armies he intends to, he may distribute the resources he gathered at the start of his Turn Actions. The points in his treasury may now be used to reinforce or create new armies, or simply be kept in the treasury for use in a subsequent Campaign Turn. An army can only be reinforced while it is at a Strategic Point, and not engaged by an enemy.

To reinforce an army, move points from your treasury into that army's points total. These points may only be moved in multiples of 50. A new army can be created at any Strategic Point you control as long as there is not already an army in that space. You need to have 300 points in your treasury to start a new army, as that is the minimum size an army can be, and the new army cannot exceed 750 points.



With 300 points remaining, the Gondor player chooses to raise a new army (2) in another Strategic Point.

3. Resolve battles

When two armies meet on the campaign map, a tabletop battle is fought. This game uses one of the scenarios from The Lord of the Rings rules manual, generated at random in the usual manner. The opposing forces are chosen to the points totals of the armies involved. However, in order to establish a clear winner and loser, there can be no draw result.

If the game ends in a draw, players must find some method to determine a clear victor – perhaps by counting up the number of models in each force left on the board, or playing an extra turn to try to claim an objective.

The army that wins remains in the contested space, while the defeated side is utterly destroyed and its marker is removed from the Campaign Map. Once all the battles have been fought, a new Campaign Turn starts, with everyone making another Initiative roll.

Winning the Campaign

- **The campaign lasts for 15 Campaign Turns, at the end of which the player whose faction controls the most Strategic Points is the winner.**
- **In the event of a tie, play continues until, at the end of any subsequent Campaign Turn, one player controls a majority of Strategic Points.**

ALTERNATIVE CAMPAIGN RULES

A lot more detail can be added to the Middle-earth in Flames campaign. Here we look at ways in which you can customise this campaign with your own ideas.

Faction bonuses

You may want to give each faction some kind of bonus to represent the character and background of the armies in play. Here are a few suggestions:

- Isengard's armies add 1 to all their Scouting rolls.
- Rohan's armies add 1 to all their Forced March rolls.
- Mordor adds 1 to each dice's result when rolling to Gather Resources.
- Gondor adds 1 to the dice when making its Initiative roll each turn.

Other factions

With a bit of work, you could increase the number of players in the campaign. The simplest way to do this is to use other army lists from the regions already covered, such as the Minas Tirith force, for example. Otherwise, the introduction of Elven hosts, Dwarf throngs or even Hobbit forces will add extra flavour to the campaign. With a little preparation you could even shift or expand the campaign map to cover the lands of Harad and the East, allowing you to involve more exotic forces.

Gathering resources

Detail can be added by having Strategic Points provide resources differently. You could have some points generate resources more or less readily than others. For example, desolate or remote places, like the Emyrn Muil or the swamps of Nindalf, could only produce resources on the roll of a 5+. Places abundant with resources or manpower, such as Fangorn Forest or the heartlands of Gondor, could produce resources on the roll of a 3 or more. This would make some Strategic Points more valuable than others – as such, it is a good idea to have only a few of these special areas on your map.

Scenarios

There are many other scenarios you can use aside from the four from the rules manual. When fighting over a capital or stronghold, you could use the Walls of Minas Tirith scenario from The Return of the King journey book, or the Osgiliath scenario from Gondor in Flames, for example. Bear in mind that different scenarios may need a few adjustments to account for the different points totals and forces you will be using.

You could also change what happens to the losing army after a battle. Instead of being wiped out, the army's points total could simply be reduced by 100 points and it is moved into an empty adjacent space. However, if this reduces the army's points total to less than 300, the army is destroyed. A Scouting roll is needed if it moves into a space by crossing terrain. If the Scouting roll is failed, the army is caught by the victors and wiped out – otherwise it moves into the intended space.



Below: Players can choose scenarios that are appropriate to the location of the battle.

Bottom: It is hard to find the resources needed to raise an army in such a barren land.



MIDDLE-EARTH™

The map is a hexagonal grid with a parchment-like background. It features several locations and strategic points marked with icons and text. The locations are: Isengard (black castle icon), Rohan (green castle icon), Mordor (red castle icon), and Gondor (white castle icon). Strategic points are marked with red flags. The map also includes a key at the bottom left and a compass rose at the bottom right. The text 'MIDDLE-EARTH™' is at the top. The map is divided into regions by colored borders: green for Rohan, red for Mordor, and white for Gondor. The background has faint, stylized text and drawings of mountains and rivers.

KEY :

- Isengard Capital
- Rohan Capital
- Mordor Capital
- Gondor Capital
- Strategic Points



IN FLAMES CAMPAIGN MAP



1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5

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