

## THE Warband of Lord Varkan

A typical band of warriors in the service of one of the lords of Umbar, this force has plenty of warriors with which to overwhelm the enemy, plus two Hâsharii to keep the warriors in line and a pair of more 'normal' Heroes to provide Heroic actions and extra muscle.



### THE Warband of Lord Varkan (600 points)

- |   |                                    |
|---|------------------------------------|
| ① Krâsna, Hâsharin ..... 90 points                                  | ⑥ Pergamir's Crew ..... 192 points |
| ② Corâzin, Hâsharin..... 90 points                                  | • 24 Corsairs of Umbar             |
| ③ Pergamir, Corsair Captain<br>with two-handed axe ..... 55 points  | • 8 with boarding pike (spear)     |
| ④ Gulcâr, Corsair Bo'sun ..... 45 points                            | • 8 with shield                    |
| ⑤ Marakin, Haradrim Chieftain<br>with spear and bow ..... 51 points | • 8 with bow                       |
|   | ⑦ Marakin's Warband..... 72 points |
|   | • 12 Haradrim Warriors             |
|   | • 8 with spear and 4 with bow      |



# THE BATTLE OF KÂRNA

*The forces of Gondor are driving the Haradrim defenders from the buildings, denying them defensive positions. Victory will go to the player that balances the lives of his soldiers against other concerns. How many men (and Victory points) can you afford to give your opponent in the rush to capture your objectives?*

Gondor was the ruling power in Harad for many years in the early Third Age. Faced with utter destruction, the Haradrim kings had little choice but to kneel before the armies from the north, and were soon reduced to little more than figureheads ruling over vassal states. Only once in this time was the authority of Gondor challenged on a scale beyond petty banditry – the uprising of Far Harad. Mardat, king of Far Harad, was a charismatic individual who created an army from the disparate tribes of southern Harad. With a tactical flair not seen before in a Haradrim, Mardat bested several of Gondor's armies and for many years ruled an independent kingdom from Kârna.

Unfortunately Mardat's pride was as great in stature as his talents and, when one of his chieftains challenged him to a duel, he felt honour-bound to accept. In truth he could have easily refused and it would have been better for his kingdom had he done so. Following Mardat's death in the challenge, Gondor perceived an opportunity to reclaim that which it had lost, and sent its armies once more to Kârna. Mardat's successor was not the leader he thought himself to be and, after two crushing defeats along the Narvir river, his forces fell back on the capital, and the Battle of Kârna began...

## PARTICIPANTS GOOD (250 points)

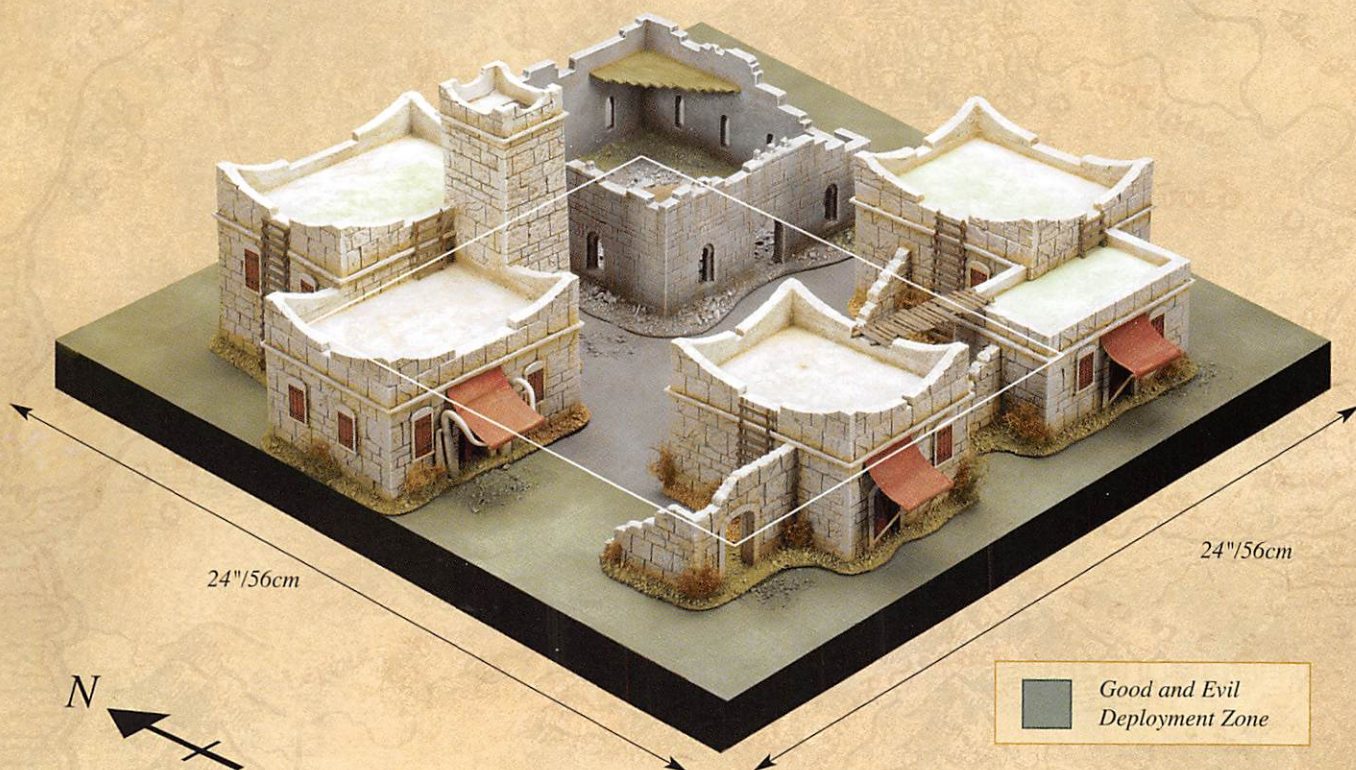
1 Captain of Minas Tirith with shield  
Up to 200 points of Warriors chosen from Minas Tirith list. Up to 50% of these models may carry a bow.

## EVIL (200 points)

1 Haradrim Chieftain with bow and spear.  
Up to 150 points of Warriors chosen from Harad army list.  
Up to 50% of these models may carry a bow.

## LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm representing the streets of Kârna. The board is tightly packed with buildings, such of which are ruined, and one of which is at least one storey taller than the others. Nowhere is a building more than 2"/4cm from another building, except in the centre of the board. Here, there is a clear courtyard of about 6"/14cm across with a single statue in the centre.







*Brutal fighting breaks out in Kârna.*

## STARTING POSITIONS

The Good player deploys his entire force within 6"/14cm of any board edge. The Evil player then deploys his entire force within 6"/14cm of the opposite board edge.

## OBJECTIVES

The game lasts for twelve turns. Keep a record of how many casualties each side inflicts. At the end of the game, each player scores 1 Victory point for each enemy model slain. In addition, the each player scores an extra 10 Victory points for each building that contains only friendly models. The Evil player scores 3 Victory Points for each building that contains neither friendly nor enemy models. The player with the most Victory points wins the game. If the totals are equal, the game is a draw.

## SPECIAL RULES

**Continual Reinforcement.** This scenario is but a small part of the struggle for Kârna, and more combatants will be drawn to the fight as the game goes on. Whenever a Warrior is removed as a

casualty, the controlling player may move it onto the board from a board edge of his choice at the end of his next Move phase. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. Note that this rule means that neither side can ever be broken.

## RECOMMENDED PARTICIPANTS

### GOOD

- 1 Captain of Minas Tirith with shield.
- 16 Warriors of Minas Tirith, 4 with shield, 4 with bow, 8 with spear and shield.
- 8 Rangers of Gondor.

### EVIL

- 1 Haradrim Chieftain with bow and spear.
- 24 Haradrim Warriors, 12 with spear, 12 with bow.



# THE SPOILS OF WAR

*In this scenario the Good player has but one objective - escape with the treasure! This isn't going to be easy, and his or her best chance lies in luring the Dîmlokhi spirits into combat with the Mahûd.*

**I**t is many years since Mardat's rebellion and Kârna has long since become a ruined shell, haunted by the spirits of the dead. All Haradrim, other than the mysterious Watchers, shun the place and its secrets. Such foreboding means nothing to the soldiery of Gondor who scoff at the tales that surround ruined Kârna, thinking them to be the delusions of skittish peasants. On a dark night, some twenty years or more since Kârna's fall, a captain of the nearby garrison of Abrahân leads a small group of soldiery into the ruins, seeking the buried remains of the Serpent palace, and the riches that lie therein.

After many hours below ground, the men of Gondor finally emerge. Their numbers are somewhat denuded by mishap, but they have found part of the treasure they sought – a golden statue inset with gems. Unfortunately for them, their arrival did not go as unnoticed as they had believed and a Mahûd mercenary band waits in ambush on the edge of the city, thinking to slay the company and make off with the prize. Worse, the tales of the Dîmlokhi of ruined Kârna are true. Caught between savage men and implacable revenants, the men of Gondor prepare to fight their way clear, unaware that a third foe, the Watchers of Kârna, are waiting to ensure that neither the intruders, nor the inhabitants, will escape to the outside world.

## PARTICIPANTS GOOD (300 points)

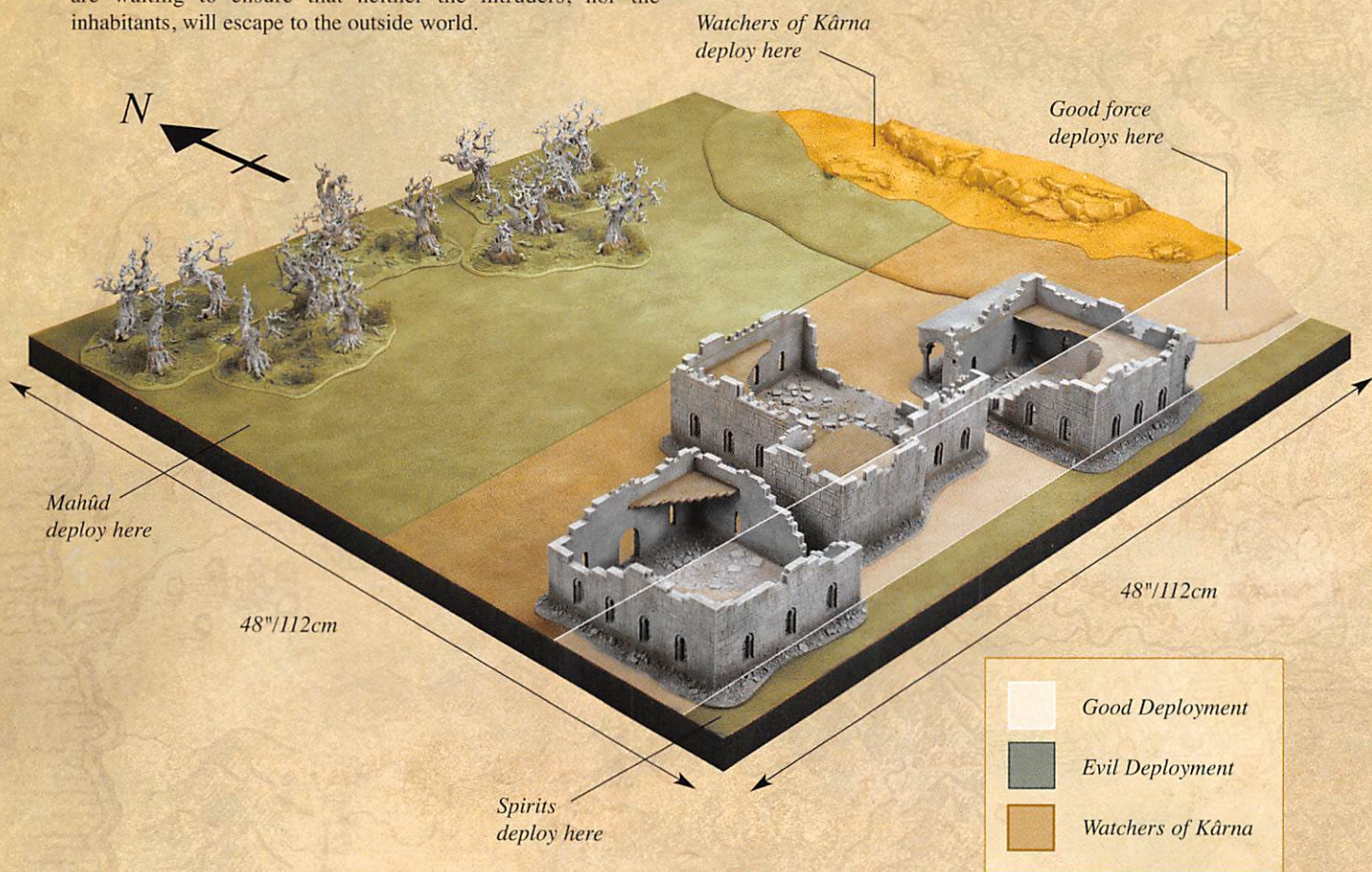
- Up to six unnamed Heroes chosen from the Minas Tirith or Fiefdoms army lists costing no more than 300 points. You may not include mounted models.

## EVIL (500 points)

- 12 Watchers of Kârna.
- Up to 200 points of models chosen from the Far Harad army list. You may not include mounted models and must include a single Hero.
- Up to 200 points of Spirit models chosen from any army list to represent the Dîmlokhi spirits.

## LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm representing where the northern edge of Kârna meets the surrounding forest. The southern half of the board is covered with buildings in various states of collapse, whilst the northern edge is heavily forested. There is also a high hill situated on the eastern board edge.







*The battle for treasure stains the sands with blood.*

## STARTING POSITIONS

The Good player deploys his entire force no further than 12"/28cm from the southern board edge. One model of his choice is carrying the statue, mark this with a counter. The statue is treated as a light object as discussed in the main rules manual. The Evil player then deploys (in this order): the Dîmlokhi spirits no more than 3"/8cm from the southern board edge, the Mahûd up to 24"/56cm from the northern board edge and the Watchers of Kârna atop the hill on the eastern board edge.

## OBJECTIVES

The Good player wins if he manages to carry the statue off the board via the northern edge. The Evil player wins if he manages to wipe out the Good force before this is achieved.

## SPECIAL RULES

**Dîmlokhi Awoken.** The only concern of the spirits is to recover their property – they care nothing for the agendas of the Watchers or the Mahûd. The Dîmlokhi are not controlled by the Evil player as normal, but are moved by the player with priority after all other models have been moved. They must always end their move closer to the model carrying the statue than they began it, but may otherwise act according to the wishes of their controller. Note that due to the powerful bond the Dîmlokhi have to their home, they will ignore any wound suffered on the roll of a 4+, just as if they had expended a point of Fate.

**Different Agendas.** The three Evil factions are working as separate groups. The Evil force does not have an overall break point; rather each group will begin to test once it has lost half of its models.

**Four Factions.** This game can be played with four players, with each Evil faction controlled by a different person. If you wish to

do this simply follow the Participants, Layout and Starting Positions as normal and ignore the Dîmlokhi Awoken special rule. When rolling for priority, simply re-roll any ties to determine the order of play. Similarly, when any roll is made to resolve order of Heroic moves, drawn fights, etc, the relevant players should simply roll dice – the highest score prevails.

In the four player variant, whomsoever takes the statue off the board, wins the game. The Mahûd and the Men of Gondor must take it off the northern edge, whilst the Dîmlokhi must spirit it away off of the southern board edge. The only exception are the Watchers of Kârna, who win if no one manages to escape with the statue.

## RECOMMENDED PARTICIPANTS

### GOOD

- 1 King of Men.
- 2 Captains of Minas Tirith with shield.
- 2 Captains of Dol Amroth.

### EVIL

- 1 Mahûd Tribesmaster with blowpipe and shield.
- 9 Mahûd Warriors, 6 with spear and shield, 3 with blowpipe and shield.
- 1 Half Troll.
- 12 Watchers of Kârna.
- 1 Barrow-wight.
- 2 Spectres.
- 6 Warriors of the Dead.



# UPRISING!

*Though the Evil player has plenty of Haradrim to draw upon, this scenario is won or lost on the actions of the Hâsharii assassins. Of all the Evil models, the Hâsharii alone have the power to carve their way through the nobles' formidable bodyguards.*

After many long years of occupation, the time for Harad's freedom has come. Stirred up by emissaries of Sauron and supported by renegades from the north, the common folk of Harad are revolting against the forces of Gondor. Faced with rebellion on an unparalleled scale, the armies of Gondor are in full retreat, and are even preparing to abandon Umbar. Surrounded by their personal guards, the few remaining nobles are attempting to reach Umbar's quayside, but their escape is by no means certain. The streets are thronged with Haradrim baying for the blood of their erstwhile rulers, but it is elsewhere that the real threat comes.

As the fleeing nobles wend their way through the streets, they are shadowed by the ruthless Hâsharii, who have orders to slay the nobles before they can escape. As the battle in Umbar's streets continues, the nobles' guards redouble their efforts, ignoring the pockets of fighting as they lead their masters to the dockside.

## PARTICIPANTS GOOD (550 points)

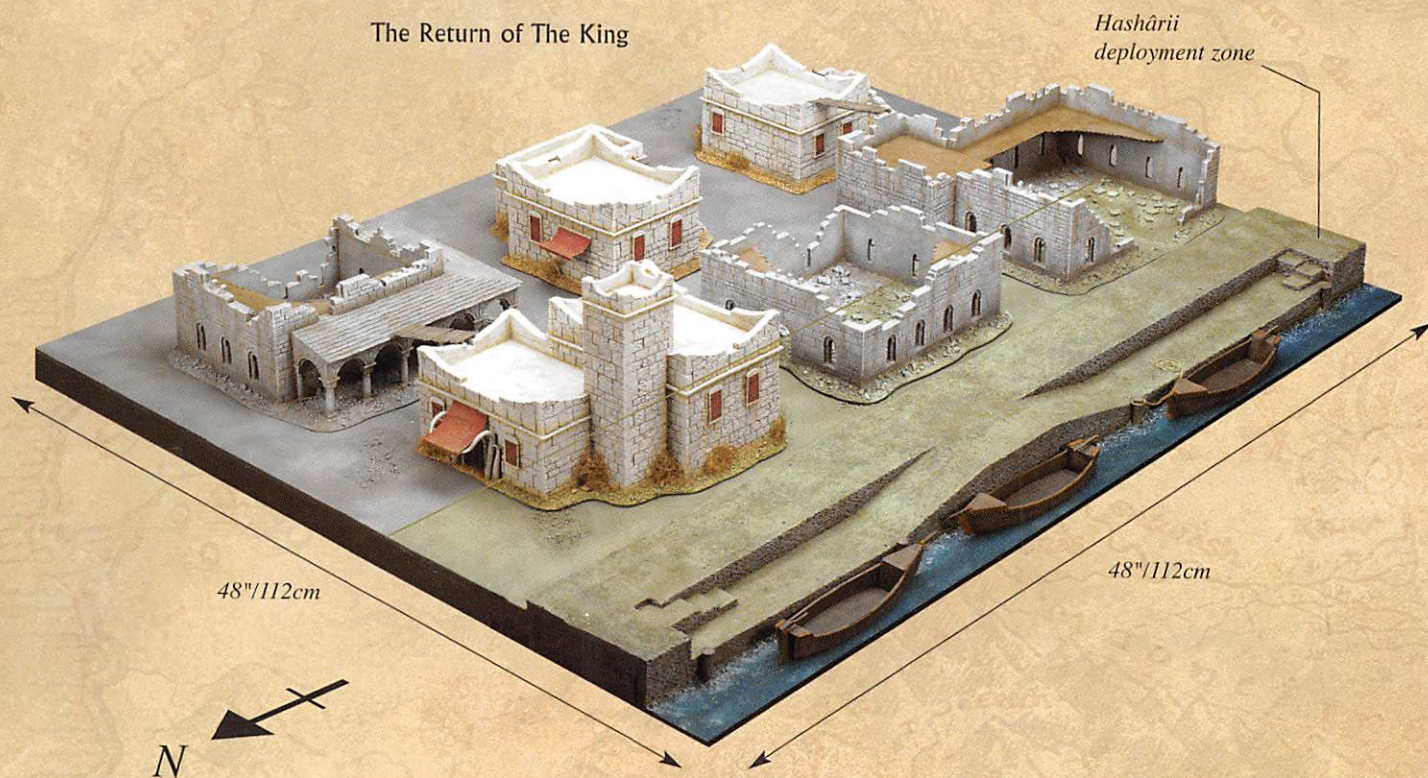
- 1 King of Men
- 2 Captains of Minas Tirith with shield
- 9 Citadel Guard with either spear or bow
- Up to 200 points of Warriors chosen from the Minas Tirith army list. Up to 33% of these models may carry a bow.

## EVIL (450 points)

- 3 Hâsharii
- Up to 150 points of Warriors chosen from the Umbar army list. Up to 50% of these models may carry a bow. You may not choose mounted models.

"Hard fighting and long labour  
they had still; for the Southrons  
were bold men and grim..."

The Return of The King





## LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm representing the port-city of Umbar. The entire board is covered with buildings with a quayside running 3"/8cm from the western board edge. Nowhere is a building more than 2"/4cm from another building. Up to three longboats are placed in contact with the quayside.

## STARTING POSITIONS

The Good player deploys the Warriors from the Minas Tirith army list anywhere on the board, but with no model closer than 3"/8cm to another friendly model. The Evil player then does the same with his Warriors from the Umbar army list. The three Hâsharii are deployed up to 24"/56cm in from the western board edge, but no closer than 12"/28cm to each other. The Good Heroes, each accompanied by three Citadel Guard, will enter the board at the end of the first Good Move phase, one from each corner and the final one from the centre of the eastern board edge. They may not charge in the turn they arrive.

## OBJECTIVES

The Good player wins if two or more of his Heroes escape. They are considered to have evacuated successfully if they reach the longboat – they are then removed from play. The Evil player wins if he manages to kill two or more of the Good Heroes before they reach the longboat. Any other result is a draw.

## SPECIAL RULES

**The Sound of Battle (Evil).** As the battle continues, more of the Haradrim are drawn towards it. At the end of the Evil player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any Warriors slain earlier in the battle. Each reinforcement enters the board from a point on an edge chosen by the player with priority – though they cannot come from the west. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. Note that the Evil side can never be broken.

## RECOMMENDED PARTICIPANTS

### GOOD (550 points)

- 1 King of Men.
- 2 Captains of Minas Tirith with shield.
- 9 Citadel Guard with spear or longbow.
- 24 Warriors of Minas Tirith, 8 with shield, 8 with spear and shield and 8 with bow.

### EVIL (450 points)

- 3 Hâsharii.
- 24 Haradrim Warriors, 12 with spear, 12 with bow.



*The nobles attempt to escape as the city rises against them.*



# RAID ON ANFALAS

*Corsairs are raiding the shorelands of Gondor, and only Boromir can stop them! Whilst the quayside remains in Evil hands, the Good player is going to have a war of attrition on their hands. Only by securing the boats can the forces of Good prevail.*

The Corsairs of Umbar - few other names can provoke such instant fear in the folk dwelling on the coastlines of Gondor. The swift and sleek Corsair vessels carry their blight far and wide across the Bay of Belfalas, wreaking mayhem along its shores. A mingling of the blood of traitors and lesser Men who live in the south, the Corsairs are vicious and dangerous fighters, whose skill is buttressed by the hatred they feel for their sundered kin. Whilst the Corsairs profit greatly from their raids in goods and gold, they would as likely attack for no reward other than seeing pain inflicted upon the folk of Gondor.

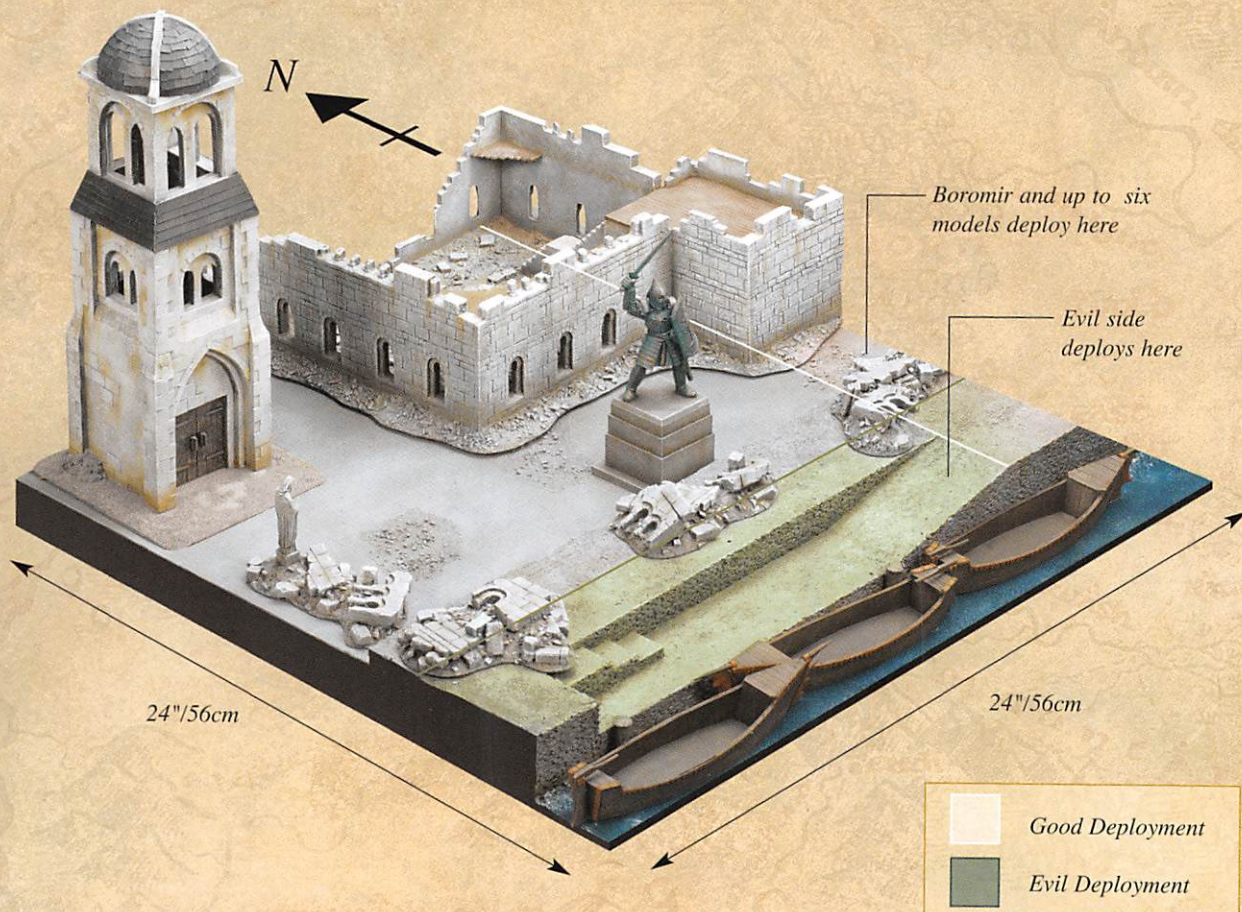
It is one such raid upon the land of Anfalas that Boromir is drawn into. With the defences along the Anduin recently reinforced and secure against the forays of Sauron's Orcs, Boromir has set out into South Gondor to inspect the fortifications in the fiefdoms. His group find themselves on patrol in the shorelands of Anfalas when a plume of black smoke is seen on the horizon. Upon reaching the besieged town, Boromir's companions find most of the defenders dead and Corsairs hunting through the ruined streets. Recognising that the remaining townsfolk cannot hold out unless help arrives, Boromir leads his outnumbered band of knights into the fray...

## PARTICIPANTS GOOD (625 points)

- Boromir, Captain of the White Tower on horseback with shield and lance
- Up to 100 points of mounted models chosen from the Tower of Eethelion army list. Up to 33% of these additional models may carry a bow.
- Up to 325 points of models chosen from the Fiefdoms army list. You may include up to one additional Hero. Up to 50% of these models may carry a bow. You may not choose mounted models.

## EVIL (650 points)

- Dalamyr, Fleetmaster of Umbar
- Up to 550 points of models chosen from the Corsair Fleets or Serpent Horde army lists, in any combination. You may include up to two additional Heroes. You may not choose mounted models.







*Can the defenders repel the rampaging Corsairs?*

## LAYOUT

The scenario is played on a board 24"/56cm by 24"/56cm, representing the assailed village. There is a statue of Elendil in the centre of the board, with the remaining playing area covered with buildings in various states of collapse (see map) with a quayside running 3"/8cm from the southern board edge. Three boats are placed in contact with the quay wall.

## STARTING POSITIONS

The Good player deploys Boromir and up to six models anywhere within 3"/8cm of the eastern board edge. The Good player then deploys his remaining models anywhere on the board but no closer than 3"/8cm to each other. The Evil player then deploys his entire force anywhere within 6"/14cm of the southern board edge.

## OBJECTIVES

The Evil player wins if any of the following conditions are met:

- All of the Fiefdom troops are slain.
- Boromir is slain.

The Good player wins if Dalamyr is driven off and the Evil force is broken. In any other result, or if both players meet their objectives in the same turn, the game is a draw.

## SPECIAL RULES

**Dalamyr.** The Fleetmaster sees this raid as far too trivial a cause to throw his life away for – should he be imperilled, he will flee. If Dalamyr has only a single wound at the start of any Evil Move phase, he is removed from play and counts as a casualty.

## RECOMMENDED PARTICIPANTS

### GOOD

- Boromir, Captain of the White Tower on horseback with shield and lance.
- 1 Captain of Dol Amroth on foot.
- 6 Knights of Minas Tirith with shield.
- 4 Knights of Dol Amroth, 1 with Banner.
- 12 Rangers of Gondor, 4 with spear.
- 12 Clansmen of Lamedon.

### EVIL

- Dalamyr, Corsair Fleet Master.
- 1 Hâsharin.
- 1 Corsair Captain.
- 1 Corsair Bo'sun with crossbow.
- 18 Corsairs of Umbar, 6 with shield, 6 with bow and 6 with spear.
- 9 Corsair Reavers.
- 6 Corsair Arbalesters.



# ASSAULT ON GLAMORGARTH

*The Glamorgarth may no longer be a fortress, but the Good player will need to use its defensible positions if he is to carry the day. Even a humble barricade will help in the face of the Haradrim horde, though once the Mûmak starts shouldering its way through the rubble the defenders must look to other strategies.*

The War of the Ring is upon Middle-earth, and the army of Harad marches to assail Gondor. At its head rides Suladân, the Serpent Lord, the canniest general the Haradrim have ever known. Having quashed all challengers from within his own ranks, Suladân now leads his army upon the border fortress of Glamorgarth, an ancient structure that has been ill-repaired over the years. Despite the shambolic state of the bastion, the Glamorgarth is not an obstacle to be underestimated, for there are few mightier Heroes than Imrahil, Prince of Dol Amroth, and it is he who commands the garrison there.

Imrahil has already reckoned that he cannot hold Suladân's army at the fortress, and has urged much of his own army north during the previous night. All that remains is for the Prince of Dol Amroth to lead a desperate last stand against the oncoming horde, and buy time for his followers to escape. As the first rays of dawn break the sky, Imrahil and his remaining companions draw their swords and prepare to meet the onslaught.

## PARTICIPANTS GOOD (650 points)

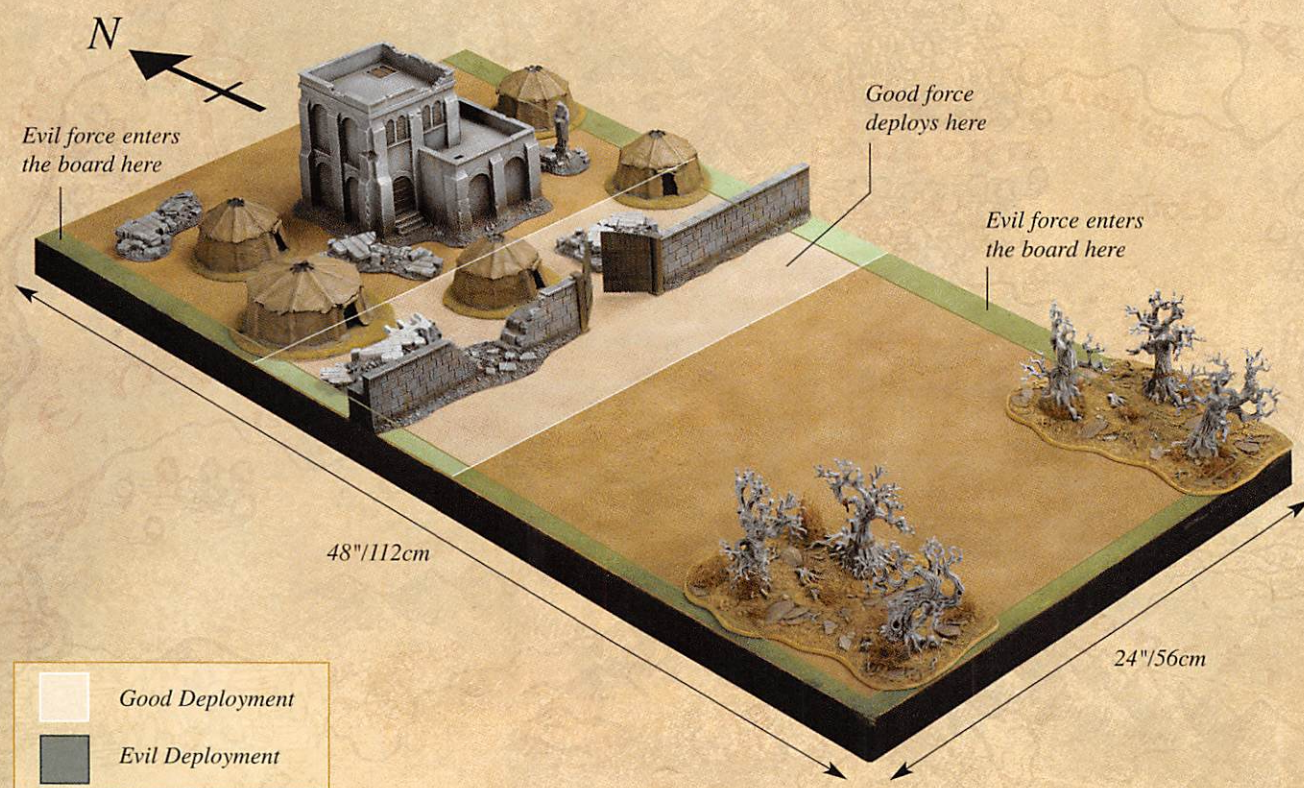
- Prince Imrahil of Dol Amroth
- Up to 500 points of models chosen from the Fiefdoms or Minas Tirith army lists in any combination. You may include up to one additional Hero. Up to 33% of these models may carry a bow. You may not choose mounted models.

## EVIL (900 points)

- Suladân the Serpent Lord, on horseback
- 1 War Mûmak of Harad
- Up to 250 points of cavalry models chosen from the Serpent Horde army lists. Up to 50% of these models may carry a bow.
- Up to 300 points of infantry models chosen from the Serpent Horde army list. Up to 50% of these models may carry a bow.

## LAYOUT

The scenario is played on a board 48"/112cm by 24"/56cm, representing the approach to the Glamorgarth. The main tower of the fortress is placed centrally, 6"/14cm in from the northern board edge and is surrounded by ruins and barricades.





## STARTING POSITIONS

The Good player deploys all of his models in the northern half of the board, at least 15"/36cm away from the northern edge. The Evil force moves onto the board at the end of the first Evil move phase. At least half of the cavalry Warriors move onto the board from either the east or west board edges. The remainder of the force moves onto the board from the southern board edge. Newly arrived models may not charge in the turn they arrive but may otherwise act normally.

## OBJECTIVES

If at least 10 Good models, or 5 Good models and Imrahil, manage to escape the board and the game has lasted for more than 15 turns, the Good side wins. Any other result is a victory for the Evil player.

## SPECIAL RULES

**Crunch!** The hastily prepared defences are no match for a Mûmak! If a Mûmak moves into any terrain feature it is considered to have been crushed and removed from the game.

**The Sound of Battle (Evil).** As the battle continues, more Haradrim are drawn towards it. At the end of the Evil player's Move phase, the evil player must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any Warriors slain earlier in the battle. Each reinforcement enters the board from a point on an edge chosen by the player with priority – though they cannot come from the west. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. Note that this rule means that the Evil side can never be broken.

**No Surrender.** The Good side cannot be broken in this scenario.

## RECOMMENDED PARTICIPANTS

### GOOD

- Prince Imrahil of Dol Amroth.
- 1 Captain of Dol Amroth.
- 18 Men-at-arms of Dol Amroth with pike.
- 12 Knights of Dol Amroth.
- 12 Clansmen of Lamedon.
- 12 Rangers of Gondor, 4 with spear.

### EVIL

- Suladân, the Serpent Lord, on horse.
- 1 Haradrim Chieftain with spear.
- 1 War Mûmak of Harad.
- 24 Haradrim Warriors, 12 with spear and 12 with bow.
- 6 Watchers of Kârna.
- 6 Serpent Guard.
- 12 Haradrim Raiders, 8 with lance and 4 with bow.
- 8 Serpent Riders.



*The Haradrim assault the ruined walls of Glamorgarth.*





# THE GREAT ARMY OF HARAD

*In this scenario the armies of Gondor and Harad go head-to-head. The Good player has the advantage in Heroes, as the armies of Gondor are not lacking for such things, but the Evil player can draw upon all of Harad's armies – including the Mûmakil! Be prepared for a truly colossal fight to the death.*

As is told in The Lord of The Rings, Gondor became more insular towards the end of the Third Age, lacking either the strength or the will to involve itself beyond its immediate concerns. So stretched were its armies and its fortitude that it offered little aid to the neighbouring land of Rohan and, more tellingly, allowed the Haradrim to amass an army of invasion mere leagues from its southern border.

Ultimately, the Great Army of Harad was led north by Suladân and added its forces to those of Mordor on the Battle of Pelennor Fields, but what if things had not happened this way? Had Denethor's judgement been better, or Minas Tirith's armies a little larger, perhaps the armies of Gondor would have marched south into Harad in an attempt to destroy the Great Army before it was too late.

Would they have prevailed and so lessened the slaughter to come on the Pelennor Fields, or would the armies of Gondor have been stranded and annihilated far from home? This scenario allows you to find out.

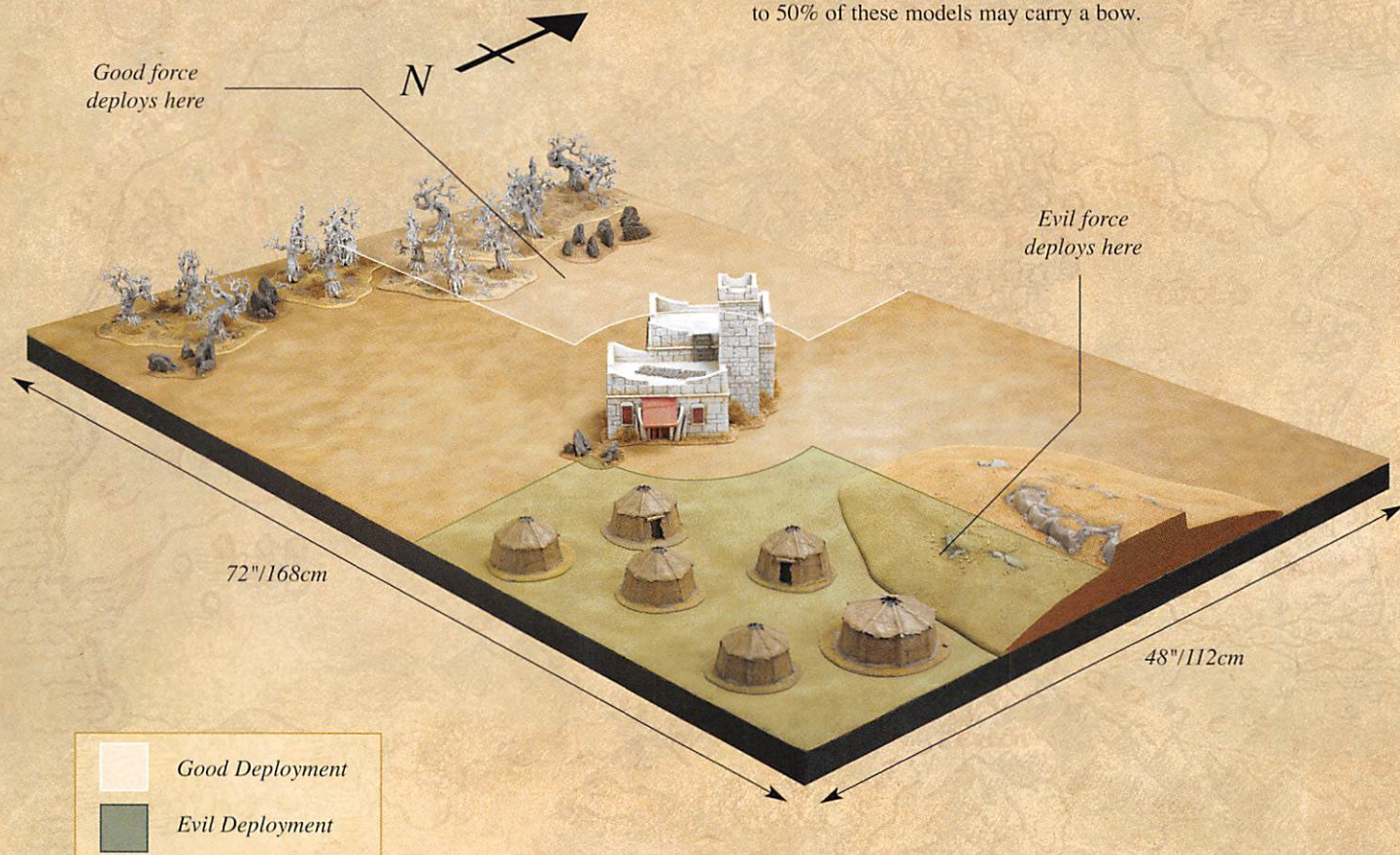
## PARTICIPANTS

### GOOD (2,000 points)

- Boromir, Captain of the White Tower (on horse or on foot)
- Prince Imrahil of Dol Amroth (on horse or on foot)
- Faramir, Captain of Gondor (on horse or on foot)
- Up to 900 points of models chosen from the Tower of Ecthelion or Rangers of Ithilien army lists in any combination. Up to 33% of these models may carry a bow.
- Up to 700 points models chosen from the Fiefdoms army list. Up to 33% of these models may carry a bow.

### EVIL (2,000 points)

- Suladân the Serpent Lord (on horse or on foot)
- Dalamyr, Fleetmaster of Umbar
- 2 Hâsharii
- Up to 800 points of models chosen from the Serpent Horde army list. You may include up to one additional Hero. Up to 50% of these models may carry a bow.
- Up to 600 points of models chosen from the Far Harad army list. You may include up to one Hero.
- Up to 300 points of models chosen from the Corsair Fleets army list. You may include up to two additional Heroes. Up to 50% of these models may carry a bow.





## RECOMMENDED PARTICIPANTS

### GOOD

- Boromir, Captain of the White Tower (on horse).
- Prince Imrahil of Dol Amroth (on horse).
- Faramir, Captain of Gondor (on foot).
- 1 Captain of Minas Tirith with shield.
- Madril, Captain of Ithilien.
- Cirion, Lieutenant of Amon Barad.
- Damrod, Ranger of Ithilien.
- Angbor the Fearless.
- Forlong the Fat.
- 37 Warriors of Minas Tirith, 12 with shield, 12 with shield and spear, 12 with bow and 1 with banner.
- 12 Knights of Minas Tirith, 11 with shield and 1 with banner.
- 12 Rangers of Gondor, 4 with spear.
- 7 Guards of the Fountain Court.
- 21 Men-at-arms of Dol Amroth with pike.
- 12 Axemen of Lossarnach.
- 12 Clansmen of Lamedon.
- 6 Knights of Dol Amroth with lance and armoured horse.
- 12 Knights of Dol Amroth.

### EVIL

- Suladân the Serpent Lord (on horse).
- Dalamyr, Fleetmaster of Umbar
- 3 Hâsharii.
- 1 Haradrim Chieftain with spear.
- 1 Mahûd Tribesmaster with blowpipe and shield.
- 1 Corsair Captain.
- 1 Corsair Bo'sun with crossbow.
- 24 Haradrim Warriors, 12 with spear and 12 with bow.
- War Mûmak of Harad.
- 6 Serpent Riders.
- 9 Serpent Guard.
- 9 Watchers of Kârna.
- 12 Haradrim Raiders, 6 with lance, 6 with bow.
- 12 Mahûd Warriors, 6 with blowpipe and shield, 6 with spear and shield.
- War Mûmak of Far Harad.
- 3 Half Trolls, 1 with two-handed weapon.
- 12 Corsairs of Umbar, 8 with shield, 8 with boarding pike and 8 with bow.
- 3 Corsair Reavers.
- 6 Corsair Arbalesters.

## OBJECTIVES

This is a fight to the death. Whichever side completely wipes out the opposition first, wins! If both sides are wiped out in the same turn, the game is a draw.

## SPECIAL RULES

**Advance Scouts.** The Haradrim are fighting on familiar territory and know the lay of the land much better than do the forces of Gondor. After the forces have been deployed, but before the game begins, the Evil player may take up to 12 models and redeploy them inside the building at the board's centre.

**The Corsairs of Umbar.** Although the Corsairs have not arrived in time for the battle's start, they will arrive to help if Suladân can hold out long enough. At the end of the third Movement phase, the Evil player may roll a dice – on a 4+ the Corsairs and Dalamyr have arrived. If they do not arrive, the Evil player can keep rolling in subsequent turns, adding 1 to the dice roll each time. When they arrive, the Corsairs enter the board from the western edge. They may not charge on the turn they arrive, but may otherwise act normally.



## LAYOUT

The scenario is played on a board 72"/168cm by 48"/112cm. The western edge of the board is forested whilst a Haradrim encampment occupies the south-eastern corner. The centre of the board is mostly clear, containing scattered areas of rocky ground and a single building in the exact centre.

## STARTING POSITIONS

The Good player deploys half of his models in the north-western quarter of the board, no closer than 12"/28cm to the centre. The Evil player puts the Corsairs to one side and deploys up to half of his models in the south-eastern quarter of the board, no closer than 12"/28cm to the centre. The Good player then deploys his remaining models in his deployment zone. The Evil player then deploys his remaining non-Corsair models in his deployment zone.



