

THE SIEGE OF GONDOR

PROLOGUE: OSGILIATH

It seems that there is some jest played upon me, one possessed of an irony that finds its match only in the bitterness of the joke. For in a land once replete with lords of resolute courage and fell deeds, I have in my service a bare handful that hold both my trust and the skill required of them in these times of open war. Conversely, the Lord of Mordor appears to have ever more able captains at his command, all bound to his will and possessed of shrewd cunning. One such creature have I watched from afar for a long time. Though of the race of Orcs, this brute possesses a keen intelligence that serves him well, and the people of Gondor poorly. It would appear that there is no form of warfare at which he cannot try his hand, for he has been sighted on all manner of battlefields. He watches the ebb and flow of battle as a man would, carefully considering his tactics and unafraid to withdraw if the tide turns against him. Despite Faramir's efforts, much of Osgiliath is now under Sauron's control through the efforts of this creature. Should he consolidate his position it will almost certainly undo Gondor and, so doing, doom the free world. This I cannot permit – we shall see how this Orc fares against our greatest captain.

While the armies of Gondor dwindle, Sauron's forces continue to grow. He is now certain that the One Ring will soon be his and his long-planned assault on Middle-earth is about to begin. As the opening thrust, his forces redouble their efforts in Osgiliath, the former capital of Gondor that sits astride the Anduin. The Anduin is a powerful and wide river, and it is only at Osgiliath that it can be easily crossed. A host of Orcs marches from Minas Morgul, with Gothmog at their head, intent on driving the hopelessly outnumbered defenders, led by Faramir, from the ruined metropolis. Fortunately for Gondor, Denethor has discovered this gambit and, knowing what will befall should Osgiliath be lost, dispatches Boromir to aid his younger brother. In this scenario the Good player must hold the defences of Osgiliath against Sauron's hordes, while the Evil player attempts to drive the forces of Gondor clear of their former capital.

PARTICIPANTS

GOOD

Boromir, Captain of the White Tower
Faramir, Captain of Gondor
Beregond of Gondor
4 Citadel Guard with spear
4 Citadel Guard with longbow
8 Warriors of Minas Tirith with bow
8 Warriors of Minas Tirith with spear and shield
8 Warriors of Minas Tirith with shield
8 Knights of Minas Tirith
Up to three Good Warriors may be given a banner.

EVIL

Gothmog, Lieutenant of Morgul
2 Orc Shamans
1 Orc Captain
12 Morannon Orcs with shield and spear
8 Orcs with hand weapon and shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapon
5 Warg Riders with shield and throwing spears
5 Warg Riders with Orc bow
4 Mordor Uruk-hai with shield
4 Mordor Uruk-hai with two-handed weapon
4 Orc Trackers
Up to three Evil Warriors may be given a banner.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. At this stage Osgiliath is a battered and crumbling wreck of a city – cover the board with as many ruins as possible (areas of difficult ground). There should be plenty of multi-storey buildings (though ruined), defensible gaps and barriers, along with defensible doors, and ladders that warriors can climb to reach higher levels.

STARTING POSITIONS

The Good player deploys half his force (including Faramir) within 12"/28cm of the Minas Tirith board edge. The Evil player then deploys half of his force (including a single Hero) within 12"/28cm of the Minas Morgul board edge. The remainder of the forces are held to one side and may be available for deployment later on in the game.

OBJECTIVES

The two forces are attempting to secure this area of Osgiliath – it is of strategic importance and can be used to stage further attacks. Starting with the Good player, each player takes it in turns to place an objective marker on the board until there are a total of five objective markers. No objective marker can be placed within 12"/28cm of another objective marker or within 18"/42cm of either the Minas Tirith or Minas Morgul board edges.

Once one force has been reduced to half its original number the game might suddenly end. At the end of each turn after this condition is met, the Good player rolls a D6. On a result of 1, 2, or 3 the game ends (Might cannot be used to influence this dice roll).

When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of each objective marker. An objective marker is controlled by whichever player has the most models with their bases entirely within 3"/8cm of it. The player who controls the most objective markers wins the game. If both players control an equal number of objective markers, the game is a draw.

POINTS MATCH: STREETFIGHT

Although this scenario relives Boromir's and Faramir's defence of Osgiliath, you can also use it to play another 'Streetfight' scenario that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose two forces of equal points value. Each side must include at least one Hero and may not equip more than 33% of its starting models with bows or crossbows.



SPECIAL RULES

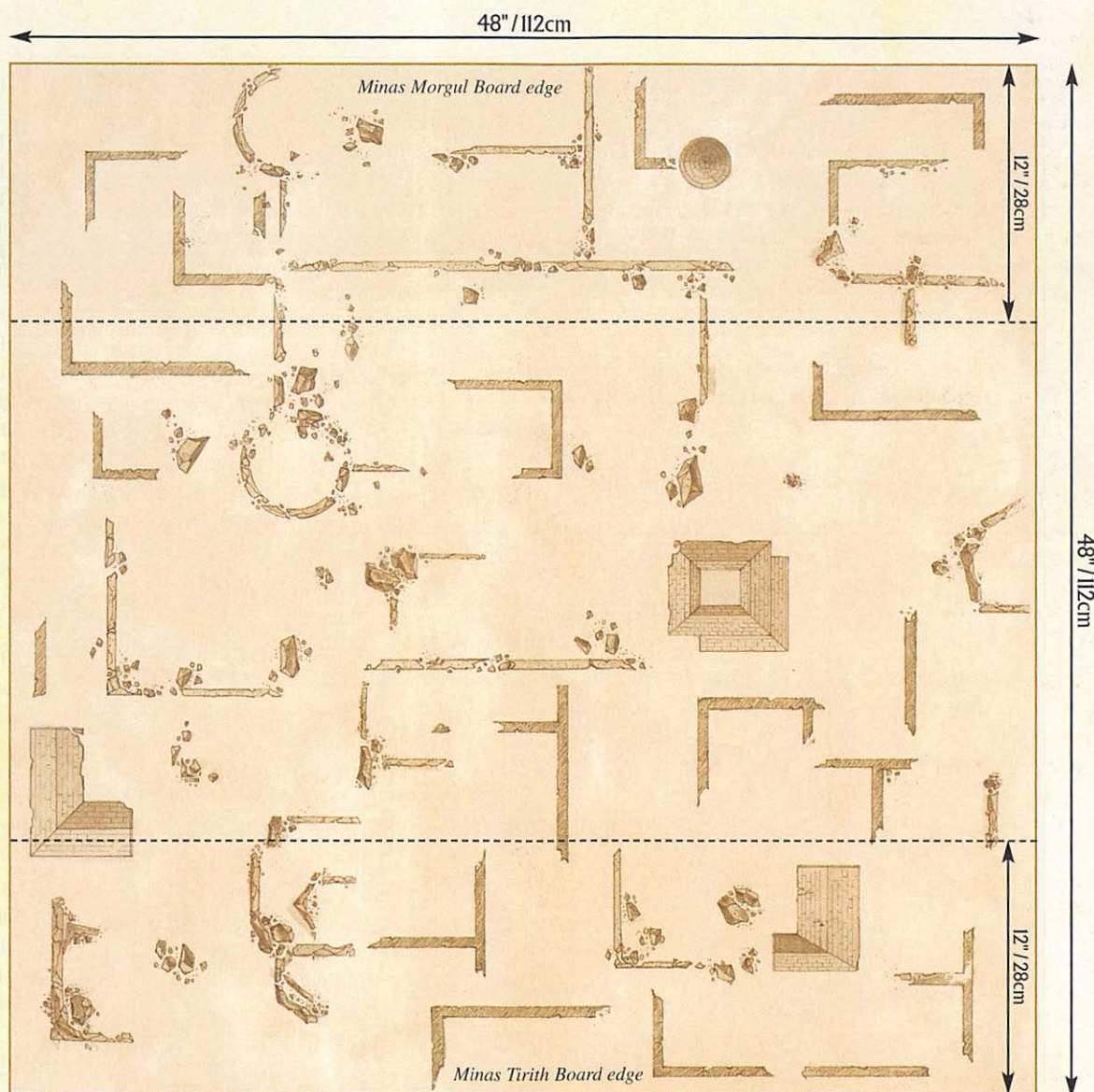
The Siege of Gondor. You can play this scenario as part of the Siege of Gondor campaign if you wish, in which case the outcome of this scenario will directly affect the next one – see Act One: First Assault on Cair Andros for details.

Reinforcements. At the end of each player's Move phase, after all models have been moved, players must roll a dice for each model not yet on the gaming table to determine if they have yet arrived, and consult the chart opposite.

Newly arrived models can move, shoot and fight normally in the turn they arrive but may not charge. Roll for each model separately, deploy the model and then roll for the next. Do this each turn until all the models have arrived.

Dice Result

- 1-2 The model is delayed and does not move onto the table yet. Note that these delayed models count as being on the table for the purpose of when the game might end and the entire force needs to start taking Courage tests.
- 3 The model moves onto the table from any point of either side table edge (ie, not the Minas Tirith or Minas Morgul table edge). Both the edge and the entry point are chosen by the opponent.
- 4 The model moves onto the table from any point of either side table edge (ie, not the Minas Tirith or Minas Morgul table edge). Both the edge and the entry point are chosen by the controlling player.
- 5-6 The model moves onto the table from the controlling player's table edge (Minas Tirith for the Good player and Minas Morgul for the Evil player).



BUILDING A FORTRESS

Before you read all about the Siege of Gondor, you'll need to think about the terrain and buildings you plan on fighting over. You could use the Minas Tirith fortress set or, if you're feeling adventurous, you could build your own castle walls and towers. The next few pages contain easy-to-follow instructions and diagrams of how we made ours, which you can easily use as the starting point for your own projects. The castle is made from separate walls and towers that fit together, with doors and walkways for your warriors to move to where the action is. When you come to make a castle for your games, you can start small by building just a tower. A lone tower can be used straight away, and you can then add to it with more towers, and join them with sections of wall to form a complete fortress. A nice final addition is a gatehouse complete with opening gate, and flanked by two more towers.



MATERIALS

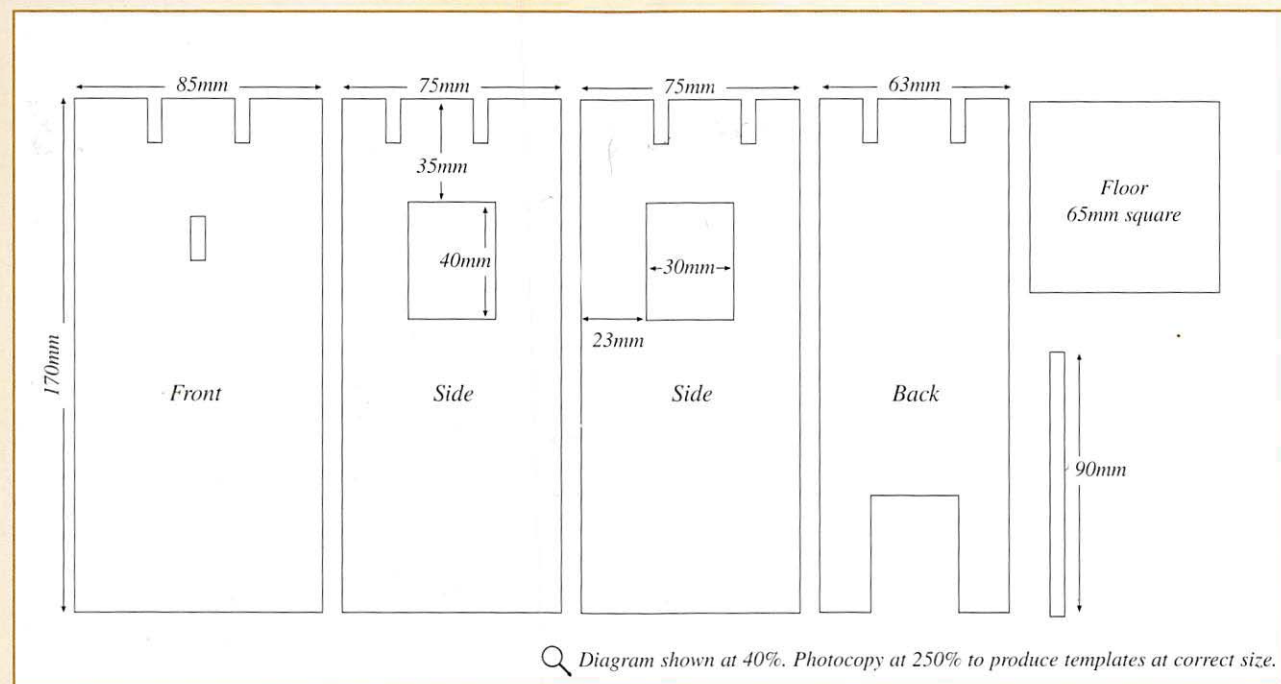
10mm foamboard, thin card, balsa sheet and grey textured paint.
Paints: Codex Grey, Fortress Grey, Bleached Bone and Bestial Brown.

TOOLS

Modelling knife, metal ruler, PVA glue, pencil and brushes.

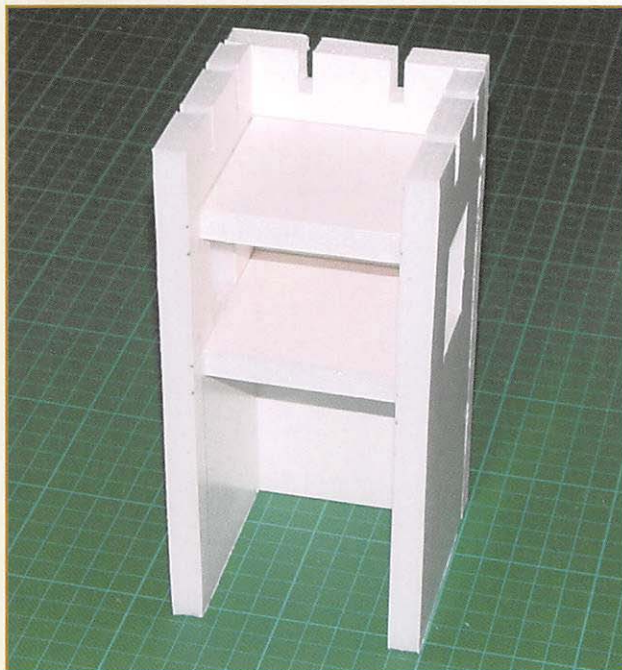
THE TOWER

Below are the dimensions of the tower. Draw the different wall sections onto your foamboard and cut them out, including the battlements.

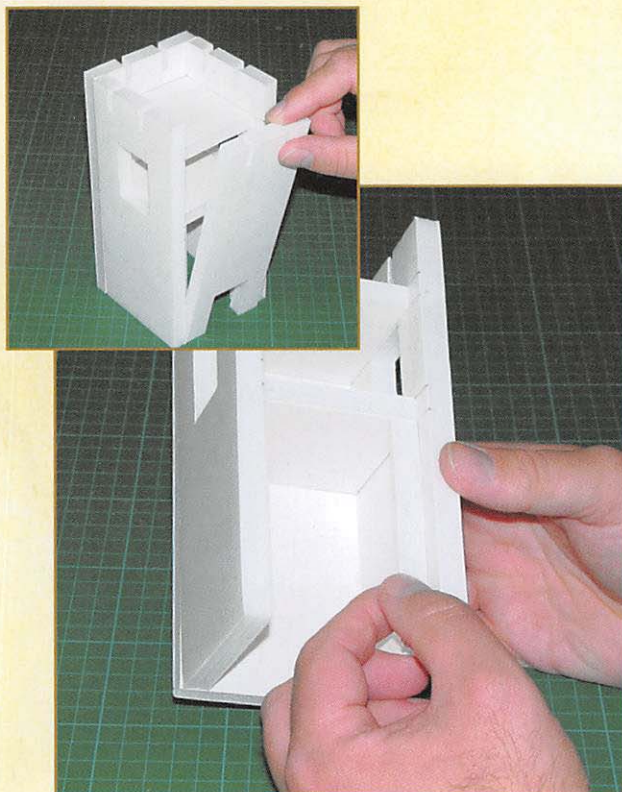


Assembly

Begin assembling the tower by gluing the two side walls to the front wall, with the top and middle floors in place above and below the doorways. The two floors strengthen the assembled walls.



The tower features a removable back wall, so that you can place miniatures inside on the top and middle floors. To hold the back wall in place, glue supports in place flush with the bottom floor. This gives a 10mm gap into which the back wall can fit.



Trapdoors

To finish off the tower you can add trapdoors to the tower floors. Simply cut a 30mm square piece of card with a 25mm square piece of thin balsa sheet glued on top. This is then glued onto the centre of the tower floor.

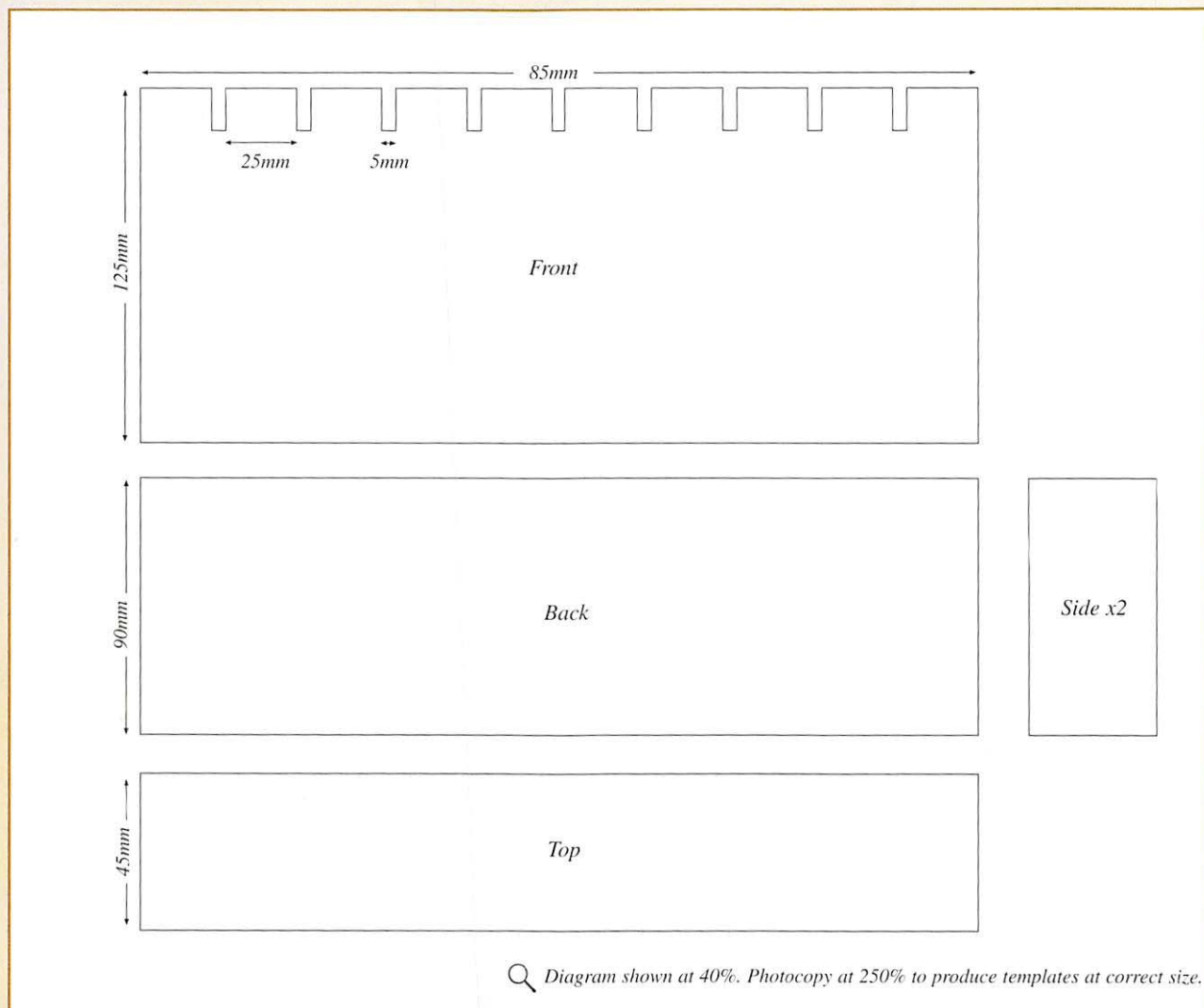


Paint the card Codex Grey and the balsa wood Bestial Brown. To finish off both the wood and the card, lightly drybrush over the top with Bleached Bone.



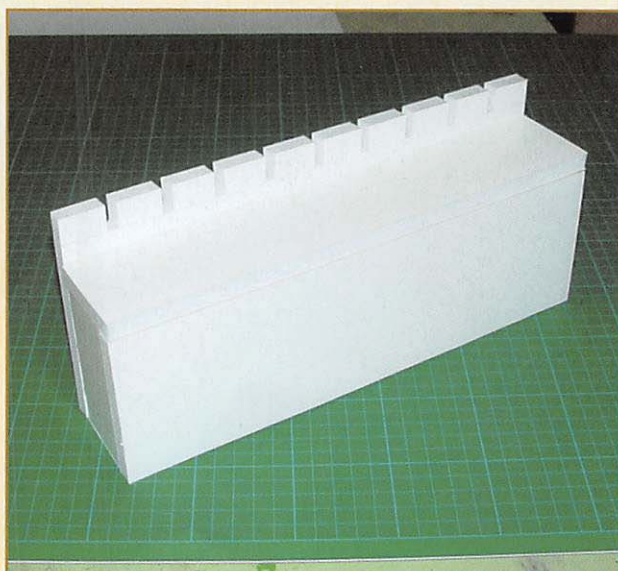
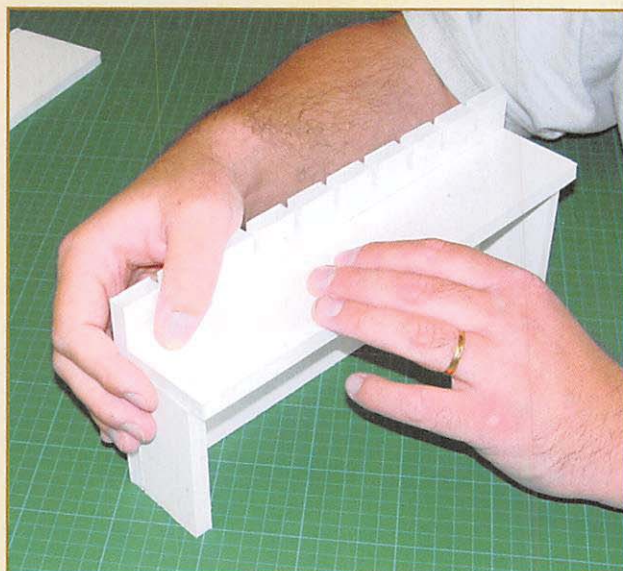
Orcs desperately assault a Gondor stronghold.

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THE WALL

Cut the walls to size based on these dimensions, including the battlements, in the same way as the tower. Glue the side walls to the front wall, with the walkway on top and then the back wall.



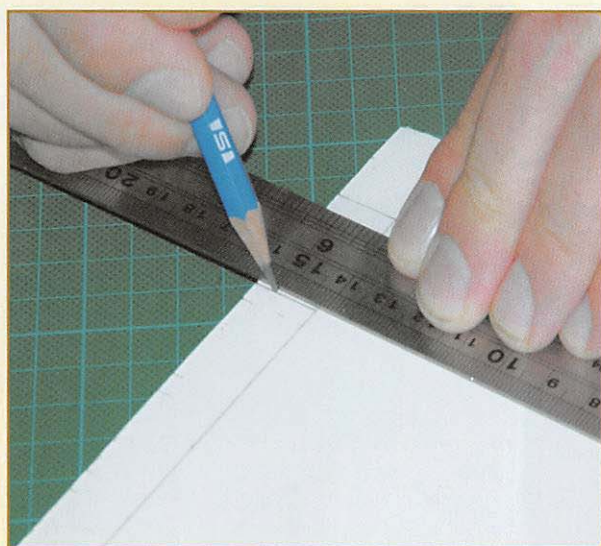
Cutting Foamboard

When cutting foamboard, you'll find it easier if you don't try to cut through the board in one go. Begin by cutting through the card layer first. You'll then be able to gradually cut through the foam underneath with a couple of light strokes of your modelling knife. Once you've cut through the foam layer you can finally cut through the card on the other side. Also try to keep your knife upright to get a square cut.

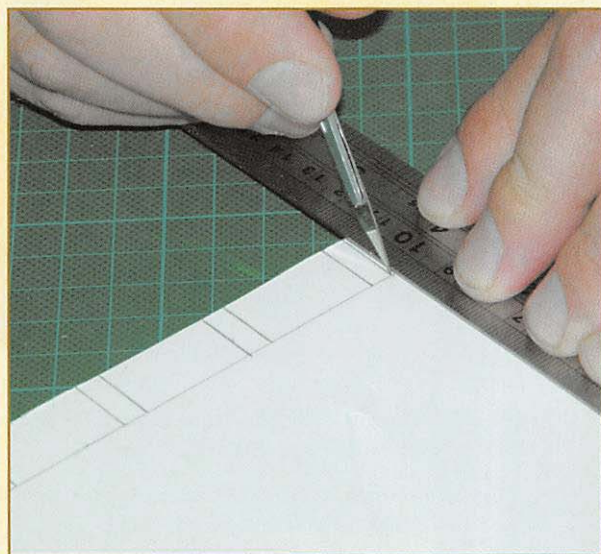
Cutting the Battlements

The castle features identically sized battlements. The arrow slit is 15mm deep and 5mm wide, the battlement itself is 25mm wide. You can use the tower template as a guide. When it comes to making battlements, there is a trick to cutting them so they look square.

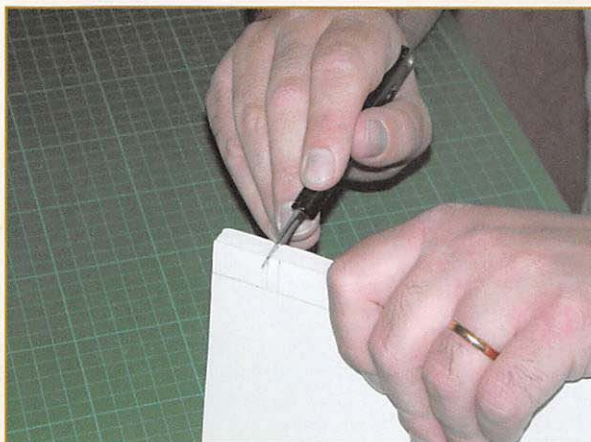
Draw the battlements on both sides of the foamboard. Be careful to make them match each other.



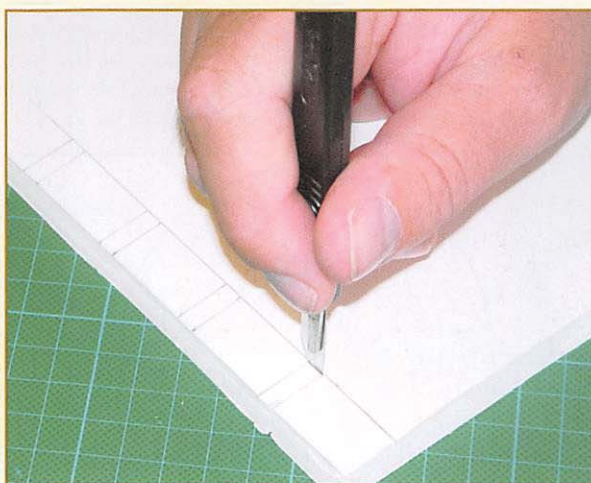
Carefully cut through the card layer, first on one side, then on the other.



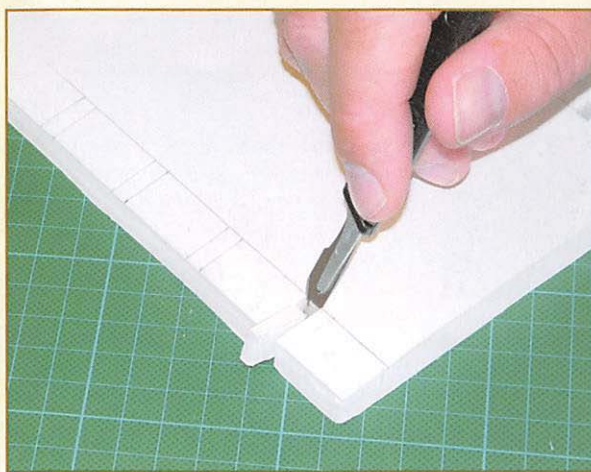
Put your foamboard on its edge and, using the cut card groove as a guide, slice through the foam from the top down.



Push your knife through the bottom of each arrow slit on both sides.

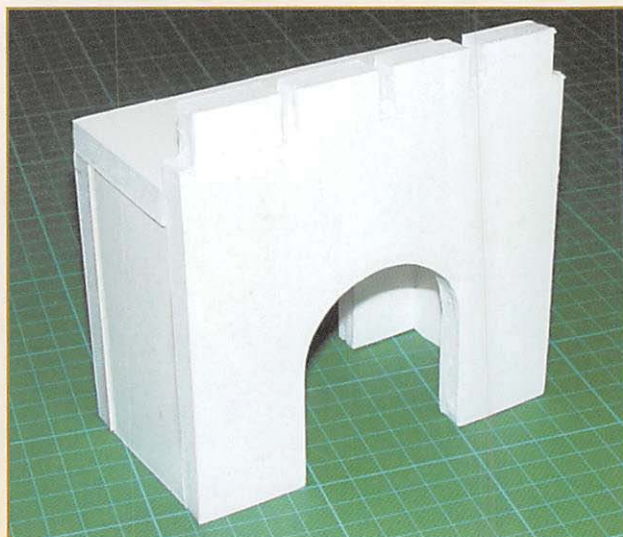


Then to finish off simply ease your modelling knife back, popping out the cut section of foamboard. You can use this approach to cut all the battlements on the castle.

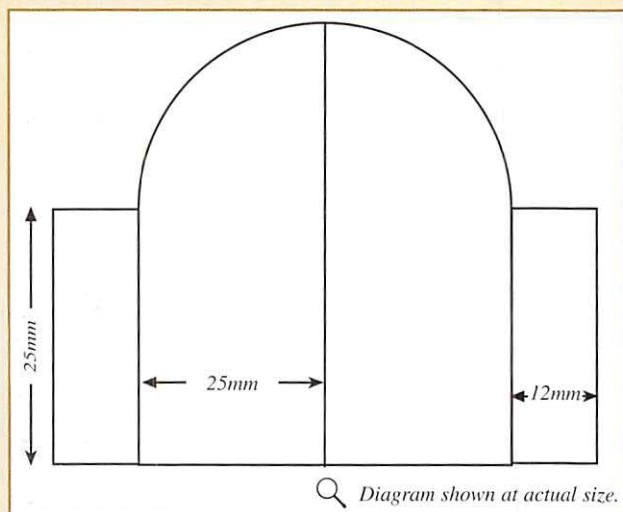


The Gatehouse

We decided to add a gatehouse that is based on the castle wall with a gateway cut into both the front and back walls.

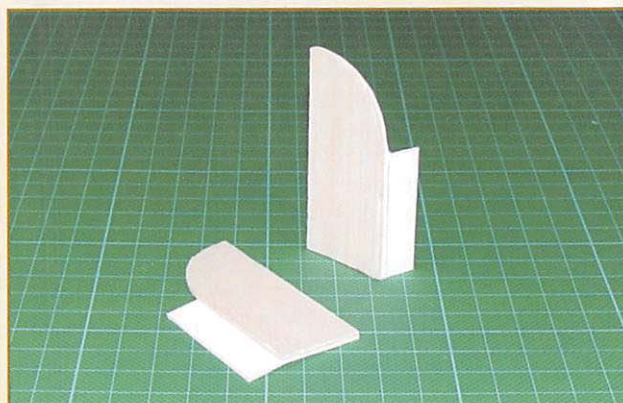


First of all, we constructed a gatehouse section in the same way as a wall. This piece is 125mm long, and has an inner and outer gate cut out, based on the gate dimensions below. This diagram also includes dimensions for the tabs used to attach the gates.

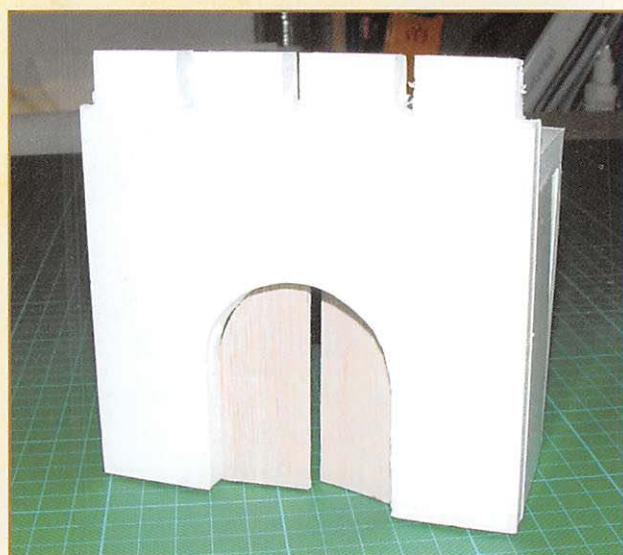


The Gate

Trace the dimensions onto thin card, then cut out the complete gate. The gate comes in two halves with tabs attached to glue onto the walls of the gate. Glue thin balsa wood to both the gate sections before cutting them in two. Once the balsa wood is dry, cut the gate in two and score where the tab and the gate meet.



You may prefer to paint and texture the gatehouse before gluing the painted gate in place. Paint the gate Bestial Brown and lightly drybrush with Bleached Bone.



TEXTURING THE CASTLE



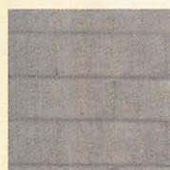
To paint the castle, apply a coat of grey textured paint. If you don't have textured paint to hand, mix Codex Grey paint, sand and PVA glue together.



Lightly drybrush over the surface with Fortress Grey.



To add the brick effect, score horizontal lines across the foamboard 10mm apart. Then to give the effect of bricks, score alternating vertical lines 25mm apart.



Finish off painting the brick work by lightly drybrushing on Bleached Bone.

To help define the stone work, run a pencil along the grooves you've scored.





Men of Gondor repulse an all-out attack by the Orcs of Mordor.

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BESIEGING A FORTRESS

The fastest way to resolve a siege is with an escalade. By sending troops with ladders against the walls of the fortress, a general is hoping to buy time with the blood of his own warriors. While an escalade is not a particularly certain way of taking an enemy fortification, if it succeeds the attacker can forgo the long, costly, and tactically vulnerable step of battering his way into the fortress using siege engines.

If an escalade fails, then a commander will have to begin the onerous process of a full siege. Great siege engines are constructed or dragged to the site, lines of supply are laid and the bombardment begins.

The following rules cover everything you need to know about fighting from ladders against troops defending battlements. The most important thing to remember is just how difficult it is to fight whilst standing at the top of a ladder – especially when someone is hitting you back – and especially when that someone is Aragorn! So, as the attacker, be prepared to die in droves. The scenarios described later all pitch a small number of defenders against a huge horde of attackers – such is the value of stone defences that a tiny number of defenders can hold a fortress against far larger armies.

This section also includes all the rules for breaking down and smashing apart the fortress, including doors, gates, walls, and towers. It includes rules for rams as well as the simple method of hacking apart whatever stands between you and your goal.

All the siege rules assume that warrior models can be placed and moved inside model buildings. If you are unable to move the models

inside the buildings then your job becomes a little harder. In this case, you will have to place the warriors aside and note down where they are from turn to turn. This is satisfactory up to a point, but it's much better if you can place the models exactly within the buildings so there is no doubt where they are in relation to doors, windows and each other. As a general rule, all the scenarios in this manual have been based around 12"/28cm wall sections (it won't matter if your wall sections are a little longer or shorter than this, although we've found that wall sections between 6"/14cm and 12"/28cm work best).

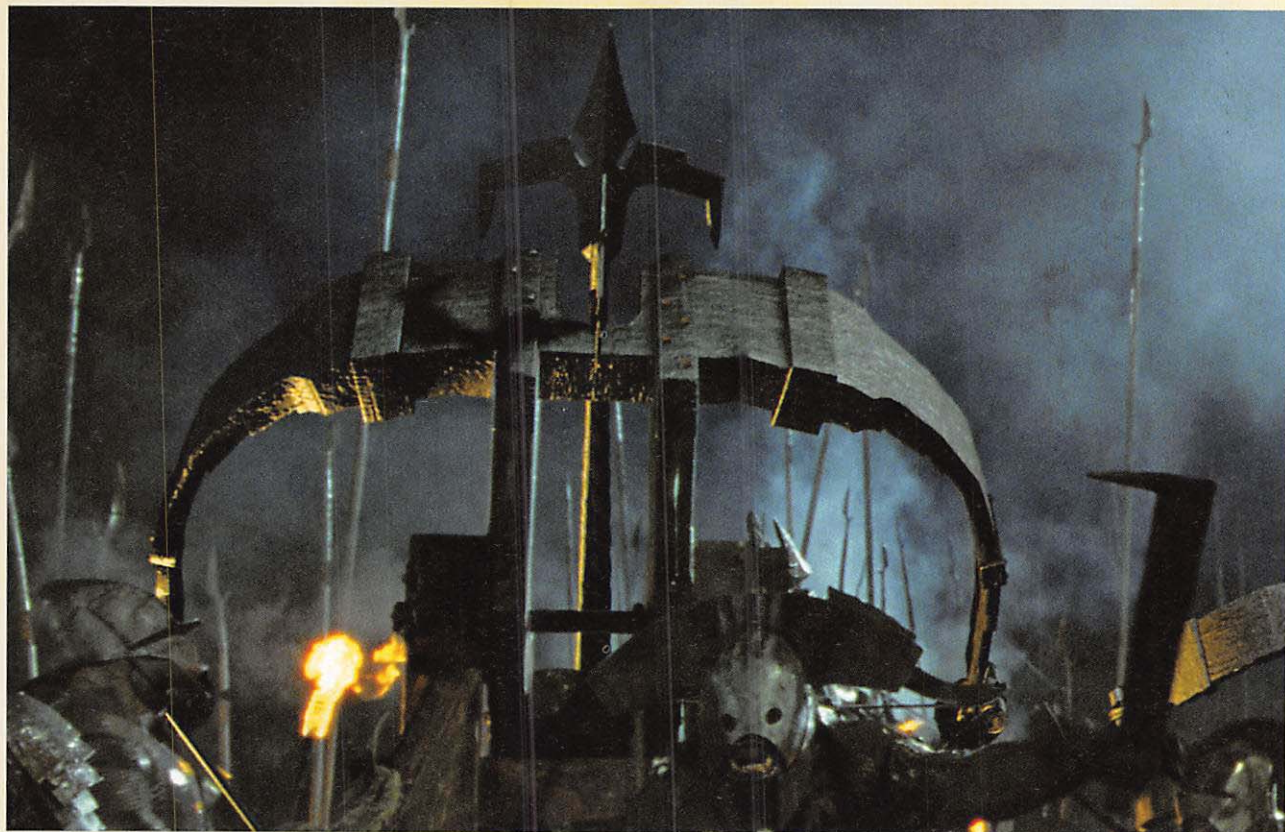
SIEGE LADDERS

A siege ladder is a very tall and sturdy ladder – and there is no surer way of reaching the top of the enemy’s walls! Siege ladders are so much longer and heavier than regular access ladders that different rules apply.

At least two warriors on foot are needed to carry a siege ladder and up to six can do so. Two or three warriors carrying a siege ladder move at half their normal pace. Four to six warriors carrying a ladder move at their normal pace. Note that models with a Strength of 6 or greater count as three models for the purposes of carrying siege ladders.

Warriors carrying a siege ladder cannot shoot that turn and cannot use magical powers. They are not free to carry other burdens, such as rams.

A warrior can drop a siege ladder at any point in his move. A warrior carrying a siege ladder will automatically drop it to fight if he is charged. If the number of warriors carrying a siege ladder is reduced to one, the ladder is dropped immediately.



An Uruk-hai war engine prepares to send more attackers against the beleaguered Rohirrim.

A siege ladder can be picked up if there are sufficient models in contact with the ladder. Once picked up the ladder cannot move further that turn.

Only warriors on foot can carry and climb a siege ladder, cavalry cannot do so! Only models on 25mm bases can climb a siege ladder. This means that large monsters such as Cave Trolls cannot climb siege ladders – they are just too big and clumsy.

If a siege ladder is moved so that it is touching a wall it is raised immediately. Place the model ladder upright against the wall. No warriors can climb the ladder that turn.

If a siege ladder is in place at the start of the turn attackers can climb it. A model on foot can move up or down a ladder without penalty – no Climb roll is needed and no movement penalty is applied. Models that climb ladders or that start their move on ladders may neither shoot nor cast spells, nor may they carry burdens.

A warrior who climbs to the top of a ladder automatically charges the nearest enemy whose zone of control overlaps the ladder. He stands at the top of the ladder and fights the warrior behind the battlement. If no enemy zone of control overlaps the ladder the warrior can position himself on the rampart – but he cannot charge any other enemy on the rampart as they would not have been visible at the start of his move. Only defenders whose zones of control extend onto the ladder are assumed to be visible as the attacker charges up the ladder.



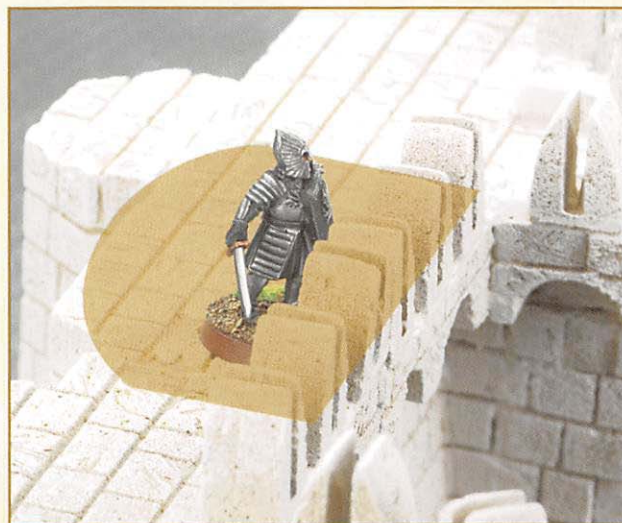
The defender is visible and can therefore be charged by the attacker.

Designer's Note: We haven't specified a height for siege ladders because players will make their own fortifications. Ladders must be tall enough so that a model that is stood on the top can convincingly confront an enemy stood on the battlements. However, it is quite important that a model is able to climb all the way to the top in a single turn as otherwise the defenders will simply push the ladders down whilst attackers are climbing up. We found that if the wall height to the level of the rampart is about 140mm and the ladders are about 130mm-140mm high everything works out about right.

DEFENDING BATTLEMENTS

Models stood on the ramparts of a wall fight by defending the battlements against attackers using siege ladders from below. The rules for defending battlements are based on the rules for defending barriers and are comparable to the rules for defending narrow spaces.

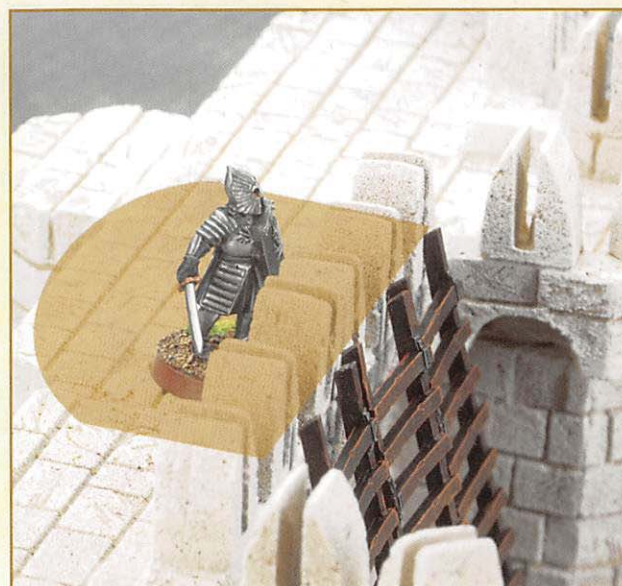
A warrior on the rampart of a wall can be placed immediately behind the battlements and can then defend the battlements immediately in front of him and 1 1/2cm either side. This is exactly the same as for defending barriers and is shown on the diagram that follows. No enemy can attempt to ascend from a



A model defending a battlement.

ladder onto the rampart if he has to enter the control zone of a model that is defending the battlement. The attacker must fight the defender and kill him in order to climb over the battlement and occupy his enemy's place on the rampart.

Up to three ladders can be placed into a defender's control zone as shown on the diagram below. If you make your ladders about 20-25mm wide you'll find that this all happens pretty naturally.



All three ladders are in the control zone of the defender.

The rules for defending fights are used to work out the combat. This is exactly the same as for a combat over a wall, hedge, barricade or similar defence-work. The only difference is that the chargers are all stood on top of ladders and so risk falling off if they fail to get onto the ramparts, as noted below.

Falling Off Ladders

The following rules apply to warriors attacking from siege ladders or from access ladders within a fortress. The rules for both are the same.

If a model is fighting from a ladder and is forced to back away 1 1/2cm he can only move down the ladder. As he backs away he risks falling from the ladder. If physically unable to back away, for whatever reason, the warrior still risks falling. A model making way down a ladder for a friend who is backing away from a fight does not have to roll – he is not retreating in the face of the enemy.

After the warrior is beaten back, make a random roll to see if he falls. On a 4, 5, or 6 the warrior keeps his footing and backs away as required. On a 1, 2 or 3 the warrior loses his footing and falls to the ground before he can back away. He falls the full distance to the ground and suffers falling damage in the usual way.

If the warrior at the top of the ladder falls then roll a dice for every other model on the same ladder. Any model that rolls a 1, 2 or 3 is also knocked from the ladder by their own friend.

Models fall from wherever they are on the ladder – so warriors that are nearer the ground suffer fewer hits.

Warriors that are slain in combat automatically fall in the same way as warriors that lose their footing when backing away. Obviously, as the warrior is already dead he takes no further damage, but there is a chance he will knock other models off the ladder, as described above.

Pushing Down Siege Ladders

A warrior moving behind the battlement so that a siege ladder is directly in front of him can attempt to push the ladder to the ground in the Move phase (as long as there is no attacker at the top of the ladder). This uses up any remaining movement the model may have.

Roll a dice for the model pushing the ladder. Deduct 1 from the result if there is one enemy model already climbing the ladder. Deduct 2 if there is more than one already climbing the ladder (it's harder to push a ladder weighed down by several hundredweight of Uruk-hai!). Add 1 if two or more models have moved so that they are working together to push down the ladder. Add 1 if one or more models that are pushing the ladder have Strength 6 or greater. If you score a 4, 5 or 6 after making any deductions, the ladder is toppled to the ground and every climbing model takes damage for falling, as described in the Move section. Place the ladder at the foot of the wall.



The forces of Mordor overrun the outer defences of the city.

DOORS, GATES AND WALLS

Ordinary houses have only flimsy doors that are easily knocked down by determined warriors. Fortresses, however, are built to withstand sieges – they have doors and gateways made of solid iron-hard oak reinforced with bronze and steel. Because our warriors will be attempting to knock down doors and gates, as well as the walls themselves, we need to allocate suitable Defence values and Batter Points to these structures. Structures do not literally have ‘wounds’ – instead they have Batter Points. The table below gives the Defence and Batter values for those structures most likely to be found on a battlefield.

Knocking Down a Door, Hatch, or Gate

A warrior can attack a door, hatch, or gate just like it would attack another warrior – by moving into touch with it. As a door or gate cannot fight back the attacker will automatically win and may inflict a **single** strike on the door or gate (regardless of the number of attacks on its profile). If the attacker is also engaged by other enemies in a multiple fight, the fight is worked out as normal. If the warrior wins the fight he can direct a single attack on the gate or his full attacks on enemy models. Roll on the Wound chart as normal to see if the strike would normally inflict a wound. If the roll is not sufficient to cause a wound then the strike has no effect. If the strike would usually inflict a wound then roll a dice and consult the Battering chart. If the door is reduced to zero Batter points, it is destroyed, and removed from play.

BATTERING CHART

Dice Result

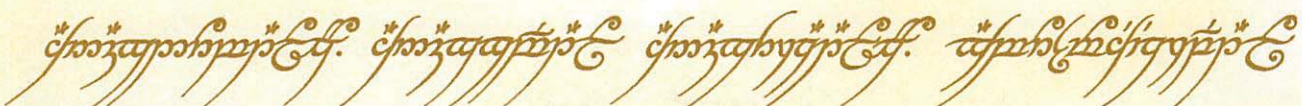
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|-----|---|
| 1 | No effect. Your blow rebounds uselessly from the hard surface. |
| 2-5 | Damaged. You have damaged the target and score 1 Batter Point on it (strikes with a Strength of 10 cause 2 Batter Points of damage, not 1). |
| 6 | Broken in. The target is badly damaged and suffers 2 Batter Points (strikes with a Strength of 10 cause 4 Batter Points of damage, not 2). |

Knocking Down Palisades, Walls & Towers

It is obviously very hard to damage stone walls so we give both stone walls and towers a nominal Defence value of 100, and 12 and 16 Batter Points respectively. Only attacks from an enemy with Strength 10 can harm a stone wall or tower. This will limit the number of things that can harm a wall – as is only right and proper.

Even with attacks with a Strength of 10, a dice roll of 5 or 6 is required to convert a strike into a nominal wound and a roll on the Battering chart. Roll on the Battering chart to determine exactly how many Batter Points have been caused. Remember that strikes with a Strength of 10 or greater cause 4 Batter Points damage, not 2, on the roll of a 6.

STRUCTURE	DEFENCE VALUE	BATTER POINTS	DESCRIPTION
Internal Domestic Door	5	1	An internal domestic door – the sort of light wooden door you would find in ordinary houses. All wooden hatchways are also Defence Value 5/1 Batter Point.
External Domestic Door	6	2	An external domestic door or internal door in a grand public building or palace. This is a heavier kind of door but still not difficult to break down.
Heavy Door	7	2	A grand external door or an internal door within a fortress connecting one internal space to another, or possibly an external door in a small fortification.
Armoured Door	8	2	An external armoured door – in a fortress this type of door connects any external to internal space on the defender's side of the fortification. It is typical of a door connecting a tower to a walkway, for example. If the enemy breaks into the fortress these doors become the first line of defence.
Heavy Armoured Door	9	2	An external armoured door through the fortification – this is any door that connects to the outside world beyond the fortress. These doors have to be very heavily built, but even so are weak points that have to be guarded day and night.
Fortress Gate	10	3	The main gate to a fortress is as heavily built as possible to withstand the assaults of the enemy.
Access Ladder	5	2	Generally used inside a fortress, access ladders are sturdily built but not proof against solid blows.
Siege Ladder	8	2	Heavier than access ladders, it is still possible to destroy siege ladders with a concerted effort – the high Defence value represents the difficulty of rendering such a ladder irreparable with only a few blows.
Battering Ram	10	2	Because it is little more than a massive timber, a battering ram has few weak spots, and accordingly is hard to destroy.
Wooden Palisade	10	10	Wooden palisades are normally used in temporary fortifications, being quick to build, but not incredibly strong.
Stone Wall	100	12	Stone walls have a nominal Defence value of 100. A wall can only be harmed by strikes of Strength 10, as explained above.
Wooden Tower	10	14	Wooden towers are a quick way to expand a fortress, while offering a moderate degree of stability and security.
Stone Tower	100	16	Stone towers have a nominal Defence value of 100 and can only be harmed by strikes of Strength 10, in the same way as walls. Their Batter Points are even greater because these are strongpoints in a fortress's defence.



Besieging a Fortress

Once the wall, palisade or tower has suffered damage, there is a chance that the structure has become sufficiently weakened and will collapse. To represent this, a player rolls a D6 at the start of each turn as soon as priority has been established. If the roll is higher than the number of Batter Points remaining on the wall or tower, it collapses. Note that this means that a wall or tower will never collapse if it has 6 or more Batter Points remaining, and will always collapse if reduced to 0 Batter Points.

Example: A stone wall suffers 8 Batter Points of damage from the explosion of an Uruk-hai Demolition Charge. At the start of the following turn, it will collapse on a roll of a 5 or 6.

If you are playing with a wall made up of several sections, remove that wall section (about 12"/28cm) or replace it with a collapsed version of that wall. Alternatively, a piece of black card about 12"/28cm long makes a good representation of the gap. If there are any warriors on the ramparts of a wall when it collapses they are pitched to the ground and take the usual damage for falling. This is one Strength 3 hit per 1"/2cm of fall as described in the main rules.

When a wall collapses the area around becomes covered in rubble. Place some rocks or suitable material to represent rubble within 1"/2cm of where the wall originally stood. Any models within 1"/2cm of a collapsing wall take an automatic Strength 3 hit from falling masonry.



A trebuchet prepares to fire.

BATTERING RAMS

This is little more than a massive timber – sometimes reinforced with stone, iron or bronze. It can be used to batter either doors/gates or walls. It is exclusively used for battering and cannot be used to attack enemy warriors!

A battering ram can be any length – the larger it is the more models may use it. The minimum number of models needed to carry and use the ram equals the number of warriors whose bases wholly cover at least half the ram's length along both sides as shown below.



Four Orcs with 25mm bases are needed to use this 75mm long ram.

The maximum number of models that can use a ram equals the number of warriors on foot whose bases can wholly fit along both sides as shown below.



Up to six Orcs with 25mm bases can use this 75mm long ram.

Warriors carrying a ram cannot shoot that turn and cannot use magical powers. They are not free to carry other burdens, such as ladders.

A warrior who is carrying a ram at the start of his move cannot charge that turn. A warrior can drop a ram at any point in his move but is still disallowed from charging that turn. A warrior carrying a ram will automatically drop it to fight if he is charged.

If the number of warriors carrying a ram is reduced below the minimum number required, the ram is dropped immediately.

A battering ram can be picked up if there is a sufficient number of models in contact with the ram. Once picked up the ram cannot move further that turn. Only warriors on foot can carry and operate a ram, cavalry cannot do so! A ram that has reached a door, gate or wall can be used to attack it in the Fight phase, assuming the minimum required number of warriors are still alive to operate it. Remember, warriors fighting other warriors cannot operate a ram.

The ram automatically hits once, causing a single strike with a Strength equal to that of the least strong crew member, +1 per additional crew member, and up to a maximum value of 9. So, a ram with four Uruk-hai crew has a Strength of $4+3 = 7$, a ram with six Uruk-hai crew has a Strength of $4+5 = 9$. The maximum possible Strength is 9 regardless of how many crew are manning the ram. Roll on the Wound chart as normal – where a wound would usually be scored instead roll on the appropriate Battering chart to determine how many Batter Points are inflicted.

Example: Six Uruk-hai reach the fortress gate and begin to pound it with their ram – in the Fight phase the ram makes its strike. With a Strength value of 9 versus a Defence value of 10, a roll of 5 is needed to inflict a 'wound'. A dice is rolled and scores a 5 – sufficient to proceed to the Battering chart. The roll on the Battering chart scores a 4 – the gate is damaged and suffers 1 Batter Point. The gate's Batter Points are reduced from 3 to 2. Three such blows will be required to smash the gate apart.

Designer's note: We have introduced a few new dice tests and random rolls for the Siege rules so it's worth mentioning Might points and where Heroes can and can't use them.

Heroes can use Might points when attempting to push away a siege ladder as this roll is made on behalf of the warrior himself.

Rolls for stumbling on stairs, falling from ladders when beaten back, or falling because a friend has fallen on top of you are 50/50 random rolls, so Might points cannot be used.

In the case of rolls on the Battering chart, a Hero can only use Might points to affect a roll for 'wounds' he has personally inflicted. If a Hero is striking down a door, for example, then he can use Might to affect his roll to wound and/or his roll on the Battering chart. If a Hero is lending his weight to a battering ram he cannot use Might points.



THE SIEGE OF GONDOR

ACT ONE:

FIRST ASSAULT ON CAIR ANDROS

Something has changed Sauron's schemes. His forces have continued to harry us in the weeks since Boromir's victory at Osgiliath, but have done so with renewed purpose, seemingly undismayed by the crushing defeat that Boromir inflicted upon them. While in the past such a triumph would buy us a respite of many months, such a luxury is now denied us. The forces of Mordor press at our defences along the banks of the Anduin without pause. All too clear to me now is the reasoning behind the recent unrelenting attacks, for I have seen the forces marshalling at Barad-dûr that Sauron would now throw against our defences. This is no mere continuation of the centuries of hatred; such a force as Sauron has gathered is too immense for any goal less than the total destruction of Gondor. With Boromir gone into the north in search of answers to his dreams – and, perhaps if we are fortunate, the key to our salvation – the task of holding the crossings of the Anduin falls to Faramir. It is said that the hour chooseth the man. Now is the time for Faramir, Captain of Gondor, to prove his quality and thus redeem his failures at Osgiliath.

Boromir has gone into the north to Imladris. Meanwhile, Gondor strives to ward off Sauron's attacks, which increase in intensity and vigour with every day. As another assault is launched, the armies of Mordor split their forces, some continuing to hold portions of Osgiliath and preventing Denethor's forces from recapturing the city while others march north to the crossings of Cair Andros, an island in the Anduin. The only major crossing over the Great River other than Osgiliath, Cair Andros is an old fortification, built in years long past, and once consisted of two stone keeps and a strong stone ring-wall. Centuries of warfare and decay have eroded this fortress, and though the Stewards of Gondor have always taken the defence of Cair Andros seriously, the long years of Gondor's decline have taken their toll here as they have everywhere. Now, Cair Andros's walls have fallen, and one of the keeps has also collapsed. Only the impressive natural barriers and the remaining fortress offer the crossing point any chance of enduring beneath Sauron's might.

PARTICIPANTS

GOOD

Faramir, Captain of Gondor
 Damrod, Captain of the Rangers of Gondor
 4 Rangers of Gondor
 6 Warriors of Minas Tirith with bow
 6 Warriors of Minas Tirith with spear and shield
 6 Warriors of Minas Tirith with shield
 Up to two Good Warriors may be given a banner.

EVIL

2 Orc Shamans
 2 Orc Captains
 24 Morannon Orcs with spear and shield
 16 Orcs with hand weapon and shield
 12 Orcs with spear
 12 Orcs with Orc bow
 8 Orcs with two-handed weapon

Up to two Evil Warriors may be given a banner. The Evil player may also include up to 8 Siege Ladders in his force.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The remaining keep of Cair Andros' outward wall is located in one corner of the board and contains a single gateway. The ruins of the other keep are located in another corner (see map). A sturdy wooden palisade has been erected along the site of the old ring-wall and stretches across the board to the south of the keep, on the other side of which are the razor sharp rocks of the island's shore. In the centre of the palisade is a single gate that leads down to the eastern bridge. Both the palisade and the keep walls are about 6"/14cm high and have a 2"/4cm wide fire-step. The area covered by the ruined keep counts as difficult terrain.

STARTING POSITIONS

The Good player deploys his entire force anywhere on the board and may choose whether the gates in the palisade and the main keep are open or closed. The Evil player then deploys his entire force on the south side of the palisade and more than 6"/14cm from the palisade wall.

OBJECTIVES

The game is played until the Evil force is reduced to 50% or less of its starting numbers, at which point they will break and run unless they have captured enough of the island. There are five locations of strategic importance on Cair Andros: the south road, the palisade gate, the courtyard beyond the palisade, the ruins, and the keep gate. At the start of the game an objective marker is placed in each of these locations, as shown on the map (the objective markers within both gates should be 3"/8cm from the gates themselves). When the game ends, count the number of models from each side whose bases are entirely within 3"/8cm of

POINTS MATCH: ESCALADE

Although this scenario relives Faramir's defence of Cair Andros you can also use it to play another 'Escalade' scenario that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, choose a Good force of up to 250 points and an Evil force of up to 750 points. Each side must include at least one Hero and may not include any Siege Engines, although the Evil force may include one ladder for every ten models (rounding up) in the force.



each objective marker. If an objective marker has more Evil models than Good within 3"/8cm of it, the Evil player controls that objective, otherwise it is controlled by the Good player. The player holding the most objectives wins the game unless the Good side has been eliminated, in which case the Evil player wins.

SPECIAL RULES

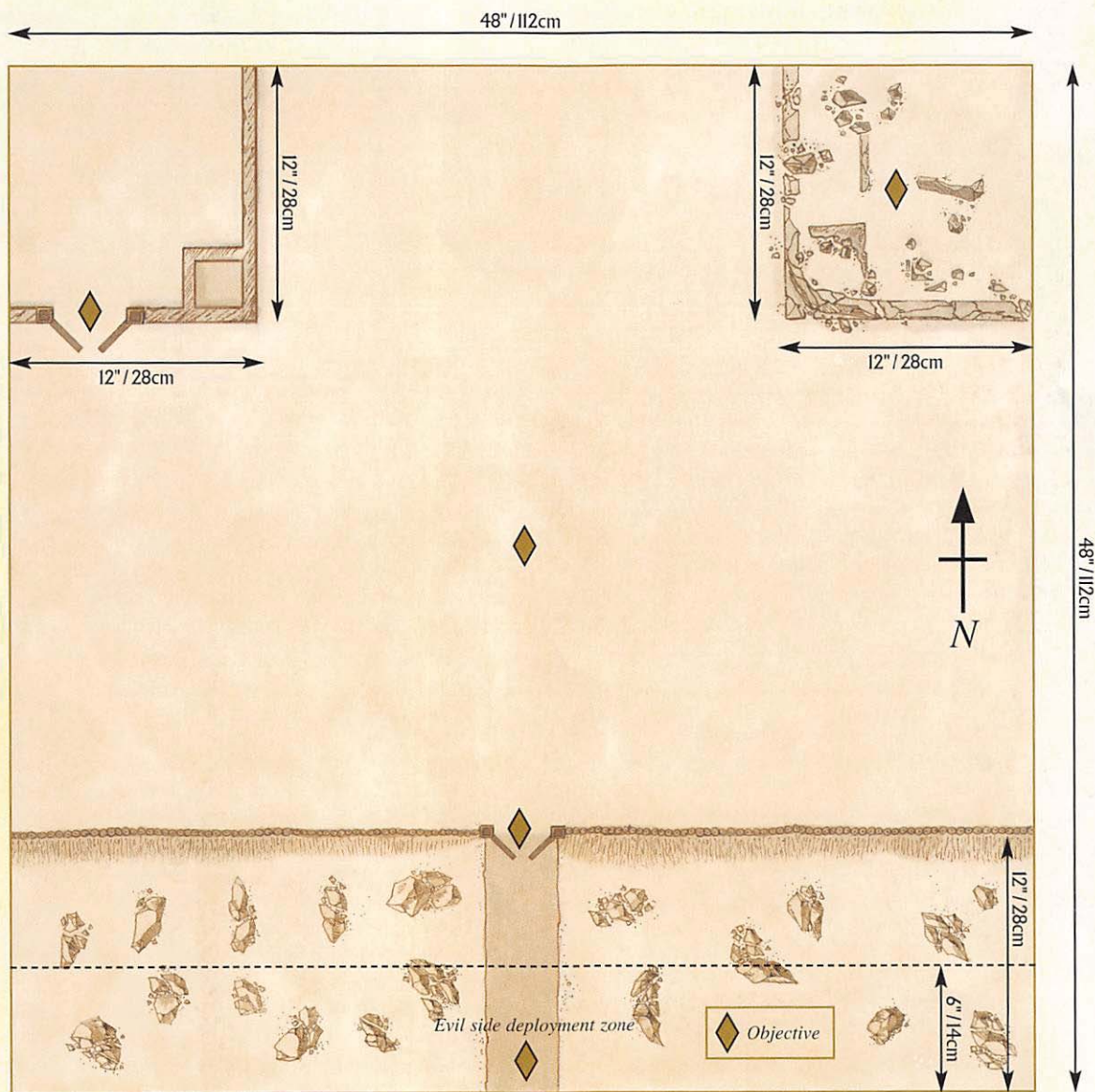
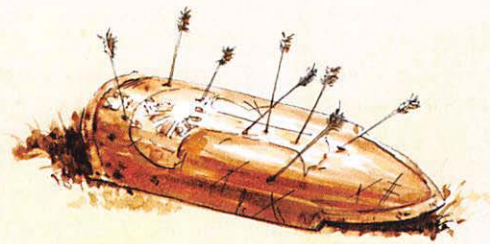
No Matter the Cost. The defenders have resigned themselves to this last, near hopeless, battle, and are now beyond fear. Come what may, they will fight to the last man. Good models do not take Courage tests for their force being reduced to half strength in this scenario.

The Siege of Gondor. If playing this scenario as part of the Siege of Gondor campaign rather than as a one-off game, the following changes apply:

If the Good player secured four of the five objective markers in the previous scenario then Sauron has had to retain more troops

in Osgiliath. At the start of the game, after both sides have deployed, the Good player may choose six Warriors on the Evil side. These models are removed from play as casualties.

If the Evil player secured at least four out of the five objective markers in the previous scenario then Faramir had to lead a desperate counter-attack to prevent Osgiliath falling into the hands of the enemy. Both Damrod and Faramir begin this scenario with one less point of Might.



SIEGE ENGINES

Siege Engines have profiles in the same way that Warriors and Heroes do. Understandably, some of the values are simply not relevant to a big, inanimate hunk of metal and wood, and this is reflected in the profile.

	Strength	Defence	Batter Points
Trebuchet	(10)	10	3

MOVING THE SIEGE ENGINE

Siege Engines cannot move themselves, but may be moved by their crew at a rate that varies by the number of models attempting to move it. Three models may move a Siege Engine with them as they move, providing that all three start the Move phase touching the Siege Engine and remain in contact with it throughout their move – the Engine moves at the rate of the slowest model. Two models may move a Siege Engine in this way, but at half their normal Move rate. A single model may not move a Siege Engine by himself. Models with a Strength of 6 or higher (such as Mordor Trolls) count as three models for the purposes of moving a Siege Engine. Siege Engines cannot move through difficult terrain nor cross barriers.

FIRING THE SIEGE ENGINE

A Siege Engine may be fired once each turn provided that it has at least two crew in base contact with it, and that neither it nor they have moved this turn. If there are fewer crew (if the crew are engaged in combat, for example) then the machine cannot fire. Untrained Warriors and Heroes can help to fire the Siege Engine, but reduce its accuracy (see opposite).

All Siege Engines have a Range of 48"/112cm. When firing a Siege Engine, you may either aim at a model (Battlefield target – see below) or a point on a fortification (Siege target) exactly in the same way as firing a bow (one or more crew members and the Siege Engine itself must have line of sight to the target). Roll to hit as normal, using the Shoot value of the crew. If different crew members have different Shoot values, the worst is always used. If you fail to hit, the missile has gone astray of the target or some mechanical error has occurred – either way, the shot misses. If the shot hits you must now roll for scatter if firing at a Battlefield target; if firing at a Siege target no roll for Scatter is required.

Scatter

Siege Engines are not especially accurate when shooting at Battlefield targets – their normal quarry is much larger and moves far less! To represent this, if you are firing at a Battlefield target you must roll to see if the shot scatters from your initial target (shots against Siege targets do not scatter). Roll on the Scatter chart and apply the result.

SCATTER CHART

D6 Result

- 1 Wide of the mark. Your opponent may nominate one of your Battlefield targets or a Siege target within 6"/14cm of the initial target as the new target. If no alternative target is within 6"/14cm, or if the player does not want to do this, the shot misses completely.
- 2-5 Slight deviation. Your opponent may nominate one of his own Battlefield targets within 6"/14cm of the initial target as the new target, if he wishes. If there is no other suitable target within 6"/14cm, the shot misses completely.
- 6 Dead on! The shot lands exactly on target.

Note that neither player may scatter shots onto targets that the Siege Engine could not normally shoot at (they are out of range, there is no line of sight, etc).

Friends in Proximity and In The Way

As there is always a fair chance that a Siege Engine shot will scatter up to 6"/14cm from the chosen target, do not make 'In the Way' rolls until you have rolled on the Scatter chart. Determine what, if anything, is in the way, based on the final path of the shot.

Similarly, because of the high degree of inaccuracy, Good Siege Engines cannot shoot at an Evil model if there is a chance of a scattered shot hitting a friendly model. Evil models are unencumbered by such petty morality and may target whatever they wish, whether their friends are close to the target or not.

A NOTE ABOUT SIEGE AND BATTLEFIELD TARGETS

Most Siege Engines are designed for one purpose and for one purpose only: destroying enemy fortifications. As such they are incredibly powerful machines capable of causing massive damage to their targets but are not easily able to hit smaller quarry, such as individual warriors. To represent this within The Lord of The Rings we divide potential targets into two types: Siege and Battlefield.

Siege Targets are mostly buildings and fortifications – heavily armoured targets that don't move much (if at all). With targets of this size, precision aiming is not really a factor and even the most unwieldy of machines can easily hit. The walls and towers of a fortress count as Siege targets, as do all buildings, Siege Engines and Siege towers.

Battlefield Targets are small or comparatively fast-moving targets that Siege Engines have trouble drawing a bead on. This category comprises anything not specifically described as a Siege target – infantry, cavalry, civilians, monstrous mounts, fortress gates and loose mounts all count as Battlefield targets. Battlefield targets that suffer a hit from a Siege Engine are knocked to the ground and, if they suffer a wound, are killed outright regardless of however many wounds they have on their profile. Fate may be used to save this initial wound, but if the roll is failed then the model is removed as a casualty. The only exception to this is if the model has either 10 or more Wounds on its starting profile, or Defence 10. In this case, the model loses half its initial Wounds (rounding fractions up) and is still knocked to the ground.



Note that if a cavalry model is struck, the mount, rider and any passengers are all hit and knocked to the ground – roll to wound for each of them. In the same way, if a model involved in a fight is hit by a Siege Engine shot then all models in the fight are automatically hit.

Rolling to Wound

Once any scatter has been determined, roll to wound as normal using the Strength of the Siege Engine shown in brackets on the profile. If the shot hits a Siege target (whether it was the original target or not) remember to roll on the Batter chart if a wound is caused. Similarly, remember that a Battlefield target struck by a shot from a Siege Engine is knocked to the ground and automatically slain if wounded.

DEPLOYMENT

Because of the size and visibility of Siege Engines, if a scenario requires you to deploy your force in stages you must deploy your Siege Engines first and may not deploy other models until all your Siege Engines (and their crew) have been deployed. In addition, crew must always be deployed in base contact with their Siege Engine and at the same time, unless otherwise stated in a scenario.

TRAINED CREW

Siege Engine crew may operate any Siege Engines that their race may field, ie, Mordor War Catapult crew could skilfully operate any Mordor War Catapult or a Mordor Siege Bow, but not an Uruk-hai Siege Assault Machine or Gondor Battlecry Trebuchet. If they attempt to operate such a machine they count as untrained crew (see below). A crewman may not operate two Siege Engines at once.

UNTRAINED CREW

Warriors and Heroes who are not Siege Engine crew may fire a Siege Engine if the controlling player wishes. If a player chooses to fire a Siege Engine that is being crewed by one or more untrained individuals (ie, not a crewman, or a crewman of a different machine) the Engine will only ever hit on the roll of a 6, regardless of the Shoot value of the crew (even a Siege Engine with a fixed Shoot value, such as a Trebuchet). No Hero other than an Engineer Captain (see page 36) may use his or her Might to influence rolls to hit, rolls to wound, Scatter chart or Batter chart rolls made by the Siege Engine.

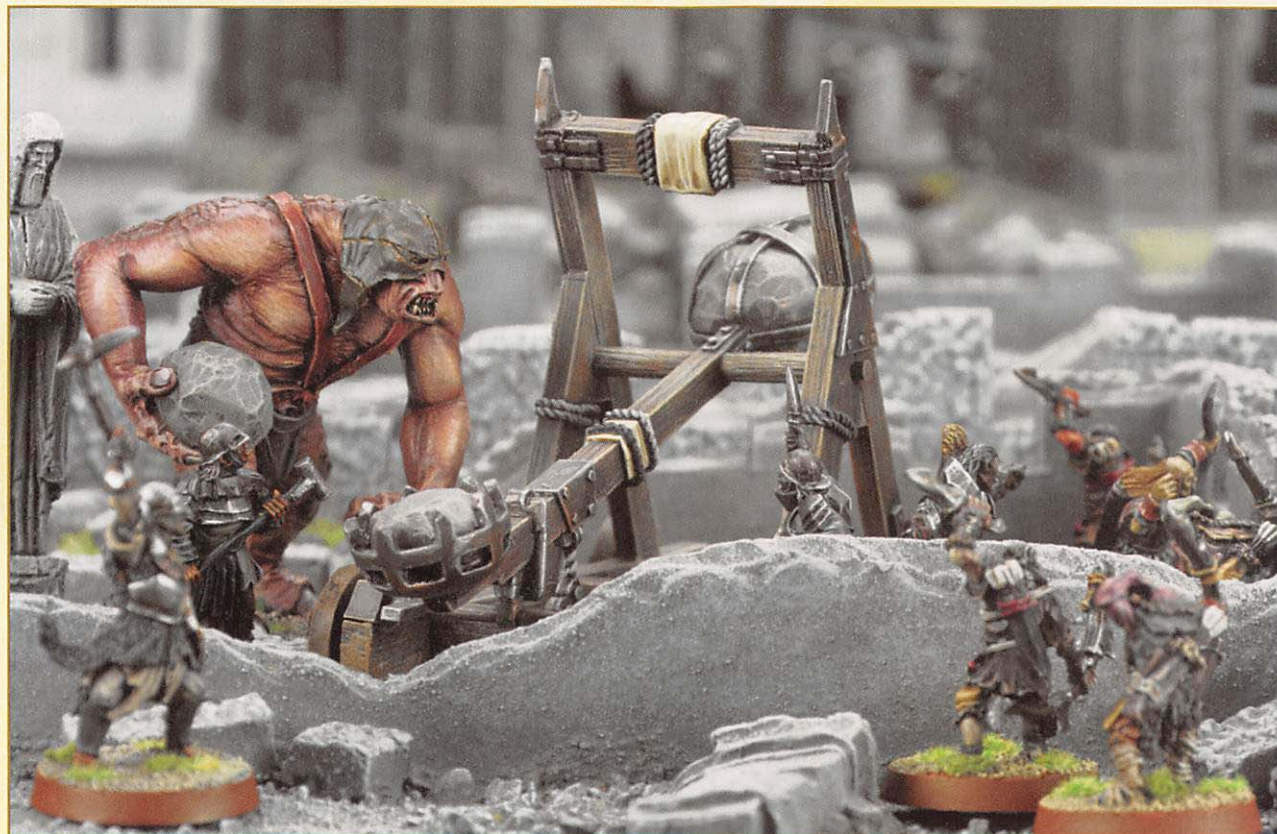
COURAGE TESTS

The Siege Engine itself does not need to make Courage Tests and does not count when working out the total size of the force or the break point of the force. It also does not count for the purposes of 'On Their Own' tests. The crew of a Siege Engine take Courage tests as normal and count towards the size of the force

ATTACKING SIEGE ENGINES

Siege Engines can be shot at normally. If a wound is scored, roll on the Batter chart to determine the amount of damage caused. If brought to 0 Batter Points, the model is disabled for the rest of the game – leave the Engine in place, but it cannot be fired anymore.

Siege Engines have no control zone and if an enemy model spends a full turn touching an Engine without doing anything else (ie, not shooting, using magical powers, or fighting in combat), the Engine is automatically dismantled as described above. Siege Engines count as having a Strength of 6 for the purposes of *Sorcerous Blast* and similar effects.



A powerful Orc war catapult pounds defensive positions.

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MODIFYING SIEGE ENGINES

The profiles given for Siege Engines are representative of an average of their type. The truth is that all Siege Engines are slightly different, with each Engine varying in different ways. Gondor trebuchets are often of more efficient construction than Orc catapults, while Orc catapults often fire the severed heads of their enemies, and so on. To allow you to bring more variety and character to your Siege Engines we've included rules for customising them. Each upgrade is available to certain Siege Engines. You may purchase as many upgrades for each engine as you wish (see individual profiles for details). Unless otherwise specified, any Siege Engines included in scenarios are unmodified and have no upgrades. See the individual Siege Engine entries for details.



Engineer Captains

Some Heroes spend their lives training in the art of siege. If you buy this upgrade for your Siege Engine, one of the crew is replaced with a Captain taken from the relevant force list (see the main rules manual for details), represent this with a suitable model. Engineer Captains carry a hand weapon, but otherwise have the same equipment as the crew and many not be bought additional equipment (for example, a Gondor Engineer Captain would have a hand weapon and wear heavy armour). However, unlike other Heroes, Engineer Captains may use their Might to influence to hit, to wound, Scatter chart and Batter chart rolls made by the machine. Only a single Engineer Captain can be attached to a Siege Engine.

Flaming Ammunition

For catapults and trebuchets, straw-filled sacks can be soaked in oil and set alight, while on bolt-throwing machines, the projectile itself can be ignited. If a Siege Engine with Flaming Ammunition wounds a Siege target, the firing player may re-roll any 1s on the Battering chart.

Severed Heads

Evil catapults may fire the severed heads of Good Warriors instead of their normal payload. If Severed Heads are fired at a Battlefield target, ignore the normal Strength of the Siege Engine, instead both the initial target and all models within 2"/4cm suffer a single Strength 3 hit. This shot will neither knock models to the ground nor kill them outright. Any Good models hit must immediately pass a Courage test or retreat (as described in the Courage section of the main rules manual). If Severed Heads are fired at a Siege target, they inflict no damage.

Siege Veterans

The crew of this Siege Engine have taken part in countless sieges and are adept at targeting weak spots in construction. If a Siege Engine crewed by Siege Veterans successfully wounds a target the controlling player may roll two dice on the Batter chart, not one, and apply the highest result. To receive this bonus, all crew must have the Siege Veterans skill.

Superior Construction

This Siege Engine is a masterpiece in engineering, granting it enhanced range. This Siege Engine has a range of 60"/140cm rather than 48"/112cm.

Swift Reload

This upgrade can only be given to a Avenger Bolt Thrower. The crew of this Siege Engine are incredibly fast, aided by several non-standard refinements to its construction. Under optimal circumstances this machine can fire far faster than an unmodified Avenger. When firing an Avenger with this upgrade, the Good player rolls two D6 and chooses the highest result to determine the number of shots fired.

Troll

Some Evil Siege Engines can have Mordor Trolls attached to the crew for the purposes of loading and, in extreme cases, defending the construction. Siege Engines that have a Troll crewmember may fire twice each turn provided that the Troll is touching the Siege Engine, has not moved in the preceding Move phase, and is not engaged in combat. The Troll does not count towards the minimum number of crew required to operate the machine, so you must have at least two other crew present. Troll crew carry a huge bludgeoning weapon (not that they really need one to fight effectively). Only a single Mordor Troll can be attached to a Siege Engine.



SIEGE TOWERS

Siege Towers are massive rolling bastions, often constructed of wood. Effectively armoured ladders, an attacker can use such a tower to get his troops directly onto the enemy's battlements whilst the structure of the tower itself defends the warriors within from missile fire. The actual dimensions of a Siege Tower can vary, but it should be tall enough to reach the enemy battlements (normally about 6"/14cm high) and have a ramp just wide enough for two models to stand side-by-side on (about 2"/4cm).

	Strength	Defence	Batter Points
Siege Tower	—	10	4

MOVING THE SIEGE TOWER

Siege Towers cannot move themselves, but may be moved at a rate that varies with the number of models that are pushing it. Six or more models may move a Siege Tower with them as they move, providing that all the models start the Move phase touching the Siege Tower and remain in contact with it throughout their move – the Tower moves at the rate of the slowest model. Between three and five models may move a Siege Tower in this way, but at half their normal move rate. A Siege Tower may not be moved by fewer than three models. Models with a Strength of 6 or higher (such as Mordor Trolls) count as three models for the purposes of moving a Siege Tower. Siege Towers can be turned to face any direction at the start of their move, but cannot change direction whilst moving. Siege Towers may never move through difficult terrain nor cross barriers.

It is possible for some models to be riding the Siege Tower as it is pushed towards the walls so that they are ready to assault the fortification as the Siege Tower hits home. Only infantry models on 25mm bases may ride a Siege Tower in this way. Models can move within the tower or get on/off before, during or after the tower has moved. A player may place as many models on a Siege Tower as will fit. However, each extra model makes the Siege Tower heavier. For each model that is riding the Siege Tower, the models required to push the Tower increases by one.

MOVING WITHIN THE SIEGE TOWER

All Siege Towers consist of one or more platforms (the highest usually being at the level of the battlements of the castle walls) and contain several ladders to allow the attackers to navigate the structure. All ladders within Siege Towers count as access ladders (see page 9). Otherwise models move around the Siege Tower exactly as if it were part of an ordinary tower.

ATTACKING THE SIEGE TOWER

Siege Towers count as Siege targets, and can be shot at normally. They have a Defence of 10 and 4 Batter Points. If a wound is scored, roll on the Batter chart to determine the amount of damage caused. A Siege Tower has no control zone. Enemy models in base contact with the Tower may strike it as if it were a door or gate, rolling on the Batter chart as normal (see page 29). If brought to 0 Batter Points, the model is destroyed – replace the Tower with a suitable pile of rubble. If a Siege Tower is destroyed, any models riding upon it fall to the ground below, taking a S3 hit for each full 1"/2cm that they fall. Siege Towers count as having a Strength of 6 for the purposes of *Sorcerous Blast* and *Ultimate Sorcerous Blast*.

ATTACKING FROM THE SIEGE TOWER

Models riding the Siege Tower may shoot or be shot at normally, following the usual rules for Shooting attacks (including line of sight, cover, etc). Models riding the Siege Tower always count as being stationary, regardless of how far the Siege Tower has moved.

ASSAULTING THE WALLS

When the Siege Tower reaches its target, the ramp is dropped and the passengers charge out onto the walls beyond. If a Siege Tower is touching a wall during its Move phase, the ramp can be dropped automatically, creating a bridge to the enemy ramparts. Once the ramp has been dropped, attackers on the upper level of the Siege Tower may move onto the ramparts as if it were open terrain. Defenders charged from the ramp do not get any of the usual bonuses for defending obstacles.

