

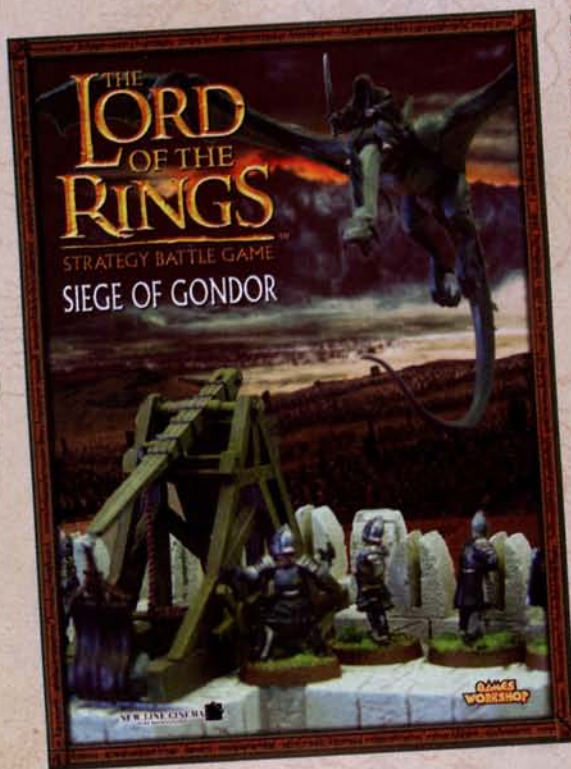


THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- A Tale of Good & Evil (Part Three)
- Siege of Gondor Designer's Notes
- To The Walls: Siege of Gondor Scenario
- Siege of Gondor Battle Report

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



SIEGE OF GONDOR

This 64-page The Lord of The Rings Strategy Battle Game supplement contains complete rules for fighting sieges in Middle-earth. Siege of Gondor introduces characters such as Gothmog, Beregond and Boromir Captain of the White Tower!

There are also rules for siege weapons and eight new scenarios covering Gondor and Helm's Deep. You will need a copy of The Return of The King Strategy Battle Game in order to use this supplement.

SIEGE OF GONDOR **£8.00**

Denmark	kr	125.00
Sweden	kr	150.00
Euro	€	17.50



Gondor Battlecry Trebuchet

Designed by Tim Adcock & Gary Morley, this box contains 1 Gondor Battlecry Trebuchet and 3 crew.

GONDOR BATTLECRY TREBUCHET **£20.00**

Denmark	kr	225.00
Sweden	kr	270.00
Euro	€	30.00

This model requires assembly.



Boromir, Captain of The White Tower

Designed by Dave Thomas, this blister pack contains 1 Boromir, Captain of The White Tower, model.

BOROMIR **£5.00**

Denmark	kr	55.00
Sweden	kr	65.00
Euro	€	8.00



Orc Trackers

Designed by Gary Morley, this blister pack contains 3 Orc Trackers.

ORC TRACKERS£6.00

Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



Gothmog, Lieutenant of Morgul

Designed by Mark Harrison, this blister pack contains 1 Gothmog, Lieutenant of Morgul, model.

GOTHMOG£6.00

Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



This model requires assembly.

Morannon Orcs

Designed by Alan Perry & Michael Perry, this blister pack contains 3 Morannon Orc models.

MORANNON ORCS£6.00

Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



Mordor Troll

Designed by Alan Perry, this box contains a complete Mordor Troll.

MORDOR TROLL£15.00

Denmark	kr	200.00
Sweden	kr	250.00
Euro	€	25.00



This model requires assembly.

Minas Tirith Citadel Guard

Designed by Alan Perry, this blister pack contains 3 Minas Tirith Citadel Guard models.

CITADEL GUARD£6.00

Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



SCENARIO – TO THE WALLS!

Mat Ward's scenario finds Boromir, Faramir and Beregond, accompanied by Knights of Gondor, fighting to stem the tide of an Orc army baying for their blood.

A The Lord of The Rings scenario

Description

Osgiliath is safe for the moment. After a long and vicious struggle, Boromir's leadership and personal valour were able to turn the tide of the battle driving Gothmog and his forces from the ruined capital of Gondor. Though some small skirmishes continue around Osgiliath, the region is relatively peaceful once more as Sauron begins to regather his strength. Satisfied with the apparently stable situation, Denethor recalls Boromir to Minas Tirith leaving Faramir in command of the crossings of the Anduin.

Less than a day into his journey, Boromir discovers that the lands west of the Anduin are not as safe as he had thought – he and his bodyguard are ambushed without warning. Though the Citadel Guard fight valiantly, they are overwhelmed by the sheer number of their foes and, one by one, the Men of Gondor fall until only Boromir and Beregond remain alive. Pushing their luck and skills to the limit, Boromir and Beregond manage to break free

of the encircling Orcs and escape to the ruined riverside fort of Amon Maethor...

Participants

GOOD

Boromir, Captain of the White Tower (on foot)
Beregond of Gondor (on foot)
Faramir (on horseback)
10 Knights of Gondor
2 Gondor Trebuchets with no crew

Boromir does not carry the Banner of Minas Tirith

EVIL

4 Orc Captains
3 Orc Trackers
16 Orcs with hand weapon and shield
16 Orcs with spear
8 Orcs with two-handed weapon
8 Orcs with Orc bow
4 Warg Riders with shield and throwing spear
4 Warg Riders with Orc bow
2 Mordor Trolls

Points Match: Desperate Defence

As well as re-enacting Boromir and Beregond's desperate fight for survival, you can use this scenario to play other 'Desperate Defence' games. If you want to play this game with other forces, choose a Good force of up to 500 points and an Evil force of up to 700 points. Each side must include at least one Hero. The Good force should include two Siege Engines.

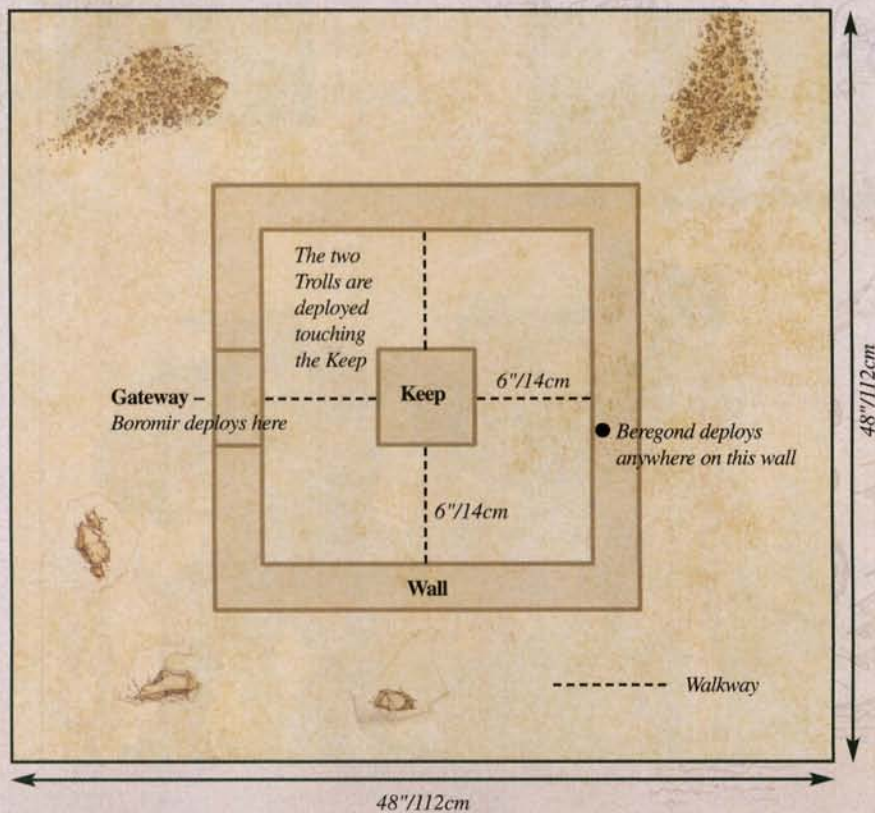
Layout

This game is played on a board 48"/112cm by 48"/112cm. The central keep of Amon Maethor is placed in the exact centre of the board (use a tower of up to 6"/14cm in width to represent the keep) and the walls of the fort are set 6"/14cm away from the tower (see map). Four wooden walkways cross from the castle walls to doorways set into the walls of the keep – they have a Defence Value of 6 and 2 Batter Points as they are supported by ropes and are fairly easy to collapse. The only other way into the tower is through a doorway at its base. There is an opening (at least 4"/10cm wide) in the outer wall which once housed a fortress gate – the gate is so rotted and decayed that it can no longer be fastened. The remainder of the board should be covered with rubble and overgrown vegetation.

Starting Positions

The Good player deploys Boromir in the centre of the ruined gateway (he has just attempted to push the doors shut but they have proved beyond use or repair) and Beregond at on the opposite castle wall. The two Trebuchets are deployed anywhere within the walls of the fort, but at least 12"/28cm apart. Faramir and the Knights are kept in reserve and may be available later in the game.

The Evil player then deploys his entire force (with the exception of the Orc Trackers and Mordor Trolls) anywhere on the board. Outside of the fort, the Evil models should be deployed at least 6"/14cm from the walls and any Good model. The Trackers are then deployed anywhere within the walls, but no closer than 3"/8cm to any Good model. The Evil player then deploys the Trolls so that their bases are touching the keep and that they are within 6"/14cm of each other.





Objectives

The Evil player wins if he manages to kill two of the three Good Heroes before the Evil force is reduced to 25% or less. If he fails to do this, the Good player wins.

Special Rules

Awoken: The Trolls in this scenario have been awoken from slumber and will attack whoever comes close. To represent this, these Trolls are controlled by the player who has Priority, in exactly the same way as Gollum – though the Trolls will never willingly move 6"/14cm away from each other. If playing a points match game, the two most expensive models on the Evil force will take the place of the Mordor Trolls.

Reinforcements: Faramir has learned of the ambush and is riding to Boromir's aid with all speed. From the fourth turn onwards, the Good player may roll a D6 to see if Faramir has arrived. On a roll of 4+, Faramir's group (all the Good models that were not deployed at the start of the game) moves onto the board from a table edge of the Good player's choice.

The Trebuchets: The Trebuchets have been left loaded, making it very simple to fire a single shot at the incoming Orcs. Each Trebuchet can only be fired once, but can be fired by a single model (rather than the usual two) in addition, both Boromir and Beregond count as Engineer captains for the purposes of this scenario.

Crumbling Walls: The walls of Amon Maethor are sufficiently decayed that they can be scaled using the normal rules for climbing.



The men of Minas Tirith defend to the last.

THE SIEGE OF MINAS TIRITH

A Siege of Gondor Battle Report

The valiant warriors of Minas Tirith, led by Alessio Cavatore, defend Minas Tirith against Mat Ward's forces of Evil. For a change this month the players have decided to use the Points Match rules to select their forces.

The final defences of Minas Tirith have fallen, and now only the city itself stands between Sauron and the dawn of a new age where he is the dominant power. In these final hours of the siege it is Gandalf who saves Minas Tirith from doom. Wherever he strides, hope is renewed and strength redoubled, and without his presence the city would have fallen swiftly. The walls of Minas Tirith are strong and while men still defend them no enemy can prevail, but fear is a weapon the Witch-king long ago mastered. Even as the physical siege progresses, the Captain of Morgul assails the hearts and souls of his foe. Though neither side realises it, this final assault will determine the fate of Gondor. If the city holds for long enough, the Rohirrim will arrive to break the siege and hope will be snatched from the clutches of despair. If the city falls, Théoden and his warriors will arrive in time to gaze upon the ruin of Gondor.

PARTICIPANTS

GOOD

Gandalf the White
Pippin
Beregond
4 Citadel Guard with spear
4 Citadel Guard with longbow
4 Warriors of Minas Tirith with shield
4 Warriors of Minas Tirith with spear and shield
4 Warriors of Minas Tirith with bow
2 Battlecry Trebuchets with three crew each
2 Avenger Bolt Throwers with two crew each
Up to three Good Warriors may be given a banner.

EVIL

The Witch-king of Angmar
Gothmog, Lieutenant of Morgul
1 Orc Shaman
16 Morannon Orcs with spear and shield
8 Orcs with hand weapon and shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapon
2 Mordor Trolls
1 Mordor Catapult with three Orc crew and one Troll
2 Mordor Siege bows with two Orc crew each
4 Orc Trackers

Up to three Evil Warriors may be given a banner. The Evil force may also include up to 8 Siege Ladders, 2 Siege Towers and 1 Battering Ram.

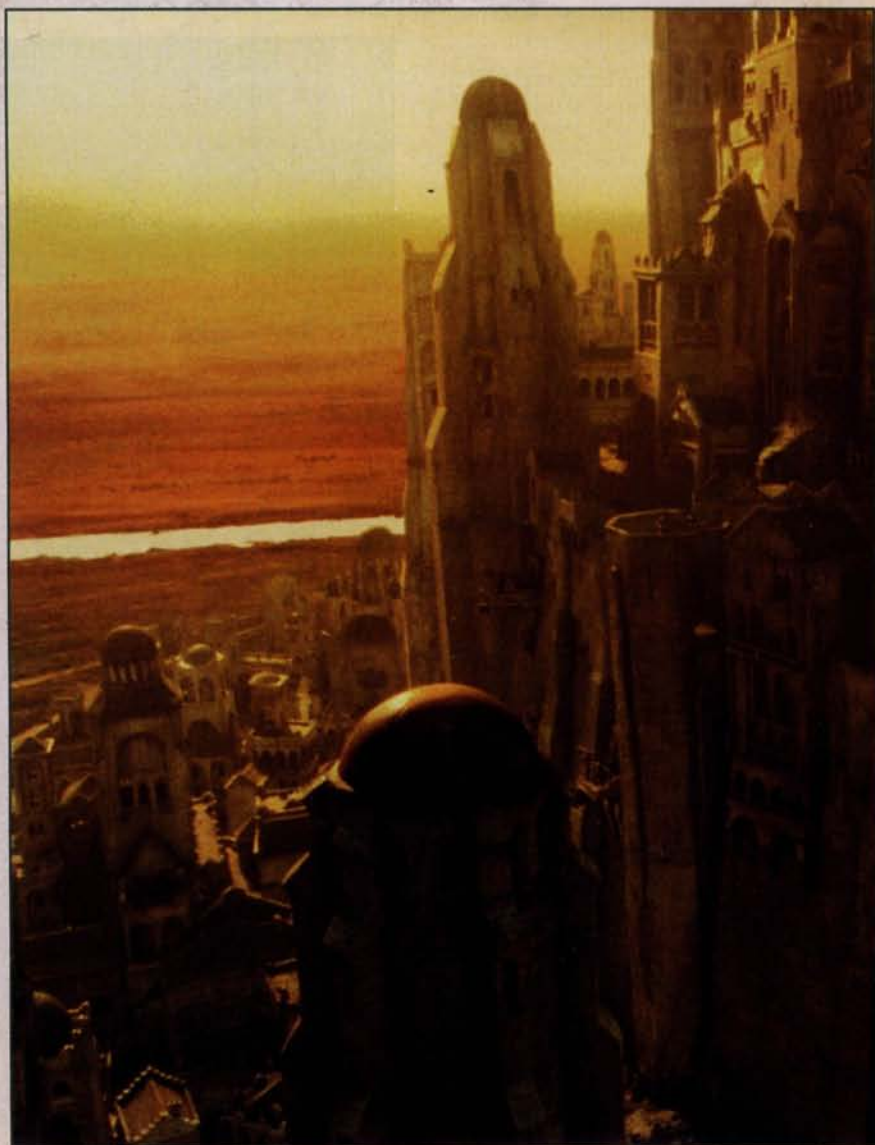
LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The outer wall of Minas Tirith is made of stone and stretches across the board 12"/28cm in from the southern table edge. The inner edge of the wall faces onto the streets of

the first circle of Minas Tirith. The outer edge of the wall faces onto a morass of trenches and siege works (the Pelennor itself is featureless to allow a clear field of fire).

STARTING POSITIONS

The Good player deploys his entire force on or behind the walls of Minas Tirith. When the Good player has finished deploying, the Evil player may deploy his entire force up to 18"/42cm from the northern table edge.



OBJECTIVES

The game lasts for 12 turns. The Evil player wins if he has 16 or more models on or behind the wall, or has achieved two out of the following three objectives at the end of any turn:

- Gandalf has been slain.
- The Good force has been reduced to 25% or less of its starting numbers.
- The Evil player has 8 or more models on or behind the wall.

If the Evil player does not achieve his victory conditions before the game ends, the Good player wins.

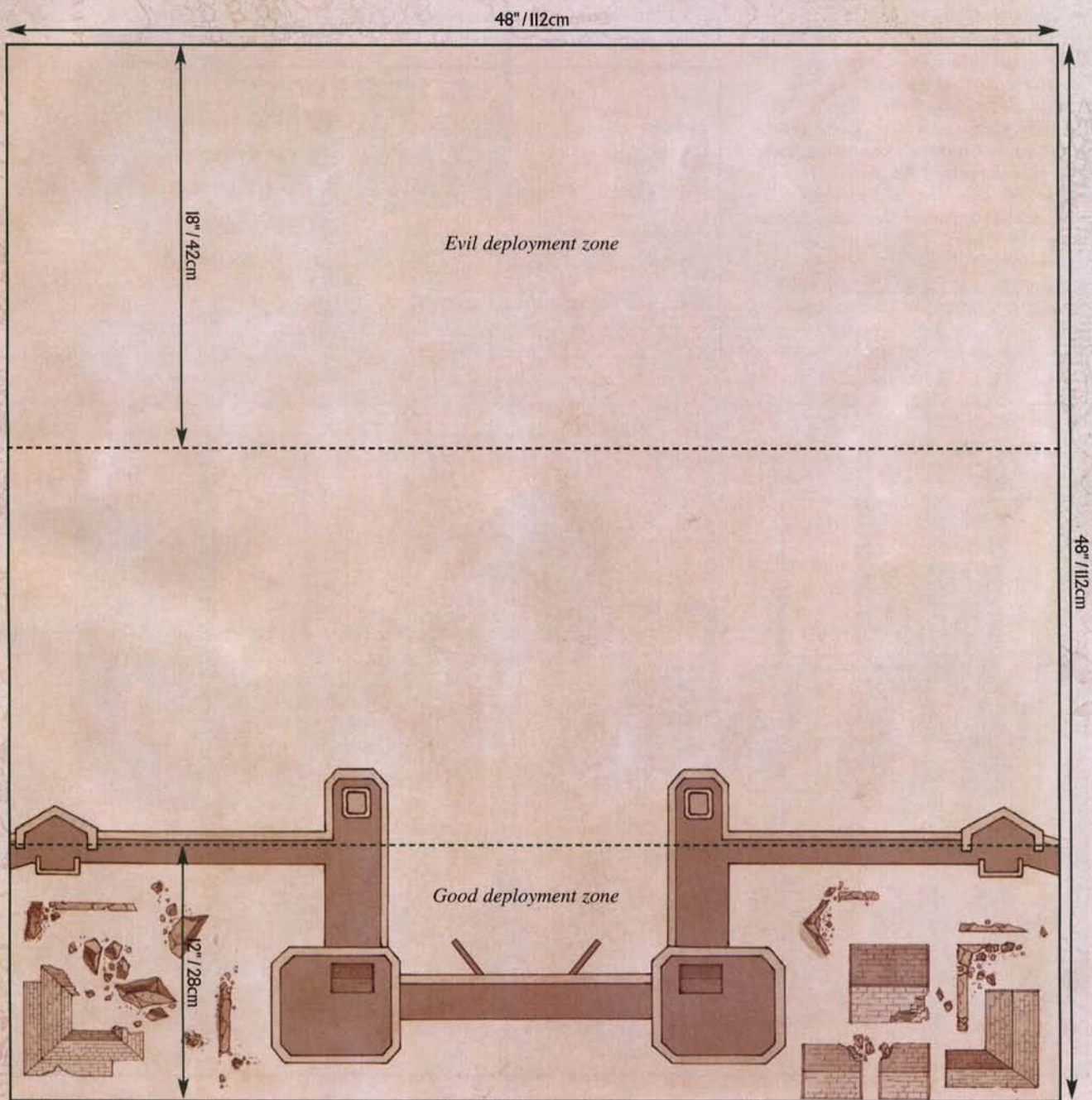
SPECIAL RULES

Rohan has Come! From the sixth turn onwards, the Good player may roll a D6 at the start of his Move phase. If a 6 is rolled, the Rohirrim have arrived and the Witch-king leaves to confront this new threat – remove him from play as if he were a casualty.

The Final Battle. The defenders have resigned themselves to this last, near-hopeless battle and are now beyond fear, whilst the attackers are so numerous they give no heed to their losses. Neither Good nor Evil models take Courage tests for their force being reduced to half strength in this scenario.

POINTS MATCH: GRAND SIEGE

As well as re-enacting the siege of Minas Tirith you can use this scenario to play other 'Grand Siege' games. If you want to play this game with other forces, choose a Good force of up to 750 points and an Evil force of up to 1,000 points. Each side must include at least one Hero. The Evil force may include a single Battering Ram, two Siege Towers, and up to one ladder for every ten models (rounding up) in the force.



48" / 112cm

IN THE SHADOW OF MORDOR



Mat Ward

Mat Ward: Finally! After a little over a year and five battle reports leading the forces of Good (to somewhat mixed success, admittedly) I now finally get to flex my muscles with the insidious forces of

Sauron. Some might say this descent into unbounded villainy is a direct result of getting Aragorn killed the last time I played in a battle report – although at least one of my colleagues maintains that the rot set in long before that. Either way, I'm looking forward to marshalling the armies of Mordor. It's good to be Evil.

Unlike previous *The Lord of The Rings* battle reports (where we've played out a scenario precisely as written) in this case Alessio and I decided to play a Points Match based on 'The Siege of Minas Tirith' scenario from *Siege of Gondor*. As the attacker, this gave me a whopping 1,000 points to play around with. Given that most scenarios tend to work around 500 points or less, this equated to rather a lot of troops to play around with – but what to field? First choice had to be as many Morannon Orcs as I could lay my hands on. With a hearty Strength of 4 and equipped with heavy armour, shield, and spear for a mere 9 points, these creatures are about the most



efficient troops available to an aspiring Evil general. Unfortunately I discovered that we only have eight Morannon Orcs in the Studio army, so I had to look elsewhere to fill out my force. I didn't have to look far – what we lack in Morannon Orcs, we easily make up for in Easterlings. While not as strong as the Morannon Orcs, Easterling warriors still have two things to recommend them: heavy armour, and shields. With twenty Easterlings drafted into my army, things were starting to look decidedly promising. What I needed next was some muscle – this was provided in the shape of two massive Mordor Trolls and a handful of Mordor Uruk-hai. With approximately two thirds of my points spent, I decided that I needed to make sure that I included a few siege engines. After much um-ing and ah-ing, I

settled upon a pair of Mordor War Catapults – one with a Troll for extra effectiveness. With my points rapidly running out, I still had to buy some Heroes to lead my force – a role more than adequately filled by two Easterling Captains and one named character, Shagrath. Last of all, I recruited a handful of Mordor Orcs and some extra crew for my catapults.



As far as tactics went, I decided to eschew a massive escalade assault in favour of Siege Towers. I would split my Easterlings in two and assign each group to a Siege Tower on either flank. The Uruk-hai would take the middle road, heading straight for the gate, hefting a Battering Ram as they went. My remaining troops, in the shape of Orcs and Morannon Orcs, would grab as many ladders as they could carry. Let the siege begin!







EVIL FORCES – 1000PTS

Heroes

-  Shagrath55
-  2 Easterling Captains110

Troops

-  10 Easterling (shield)80
-  10 Easterling (shield & spear) ...90

-  8 Uruk-hai80
-  8 Morannon Orcs72
-  8 Orcs48
-  1 Mordor Catapult (2 extra crew)100
-  1 Mordor Catapult (Troll & 1 extra crew)185
-  2 Mordor Troll180





I WILL NOT LET THE WHITE CITY FALL



Alessio Cavatore




Alessio Cavatore: Gandalf, it had to be Gandalf! I remember the fantastic description in the book of how the presence of the White Rider is the only thing that keeps the beleaguered defenders of Minas Tirith from

total despair. Only Gandalf's aura can counter the shadow of terror cast on the warriors of Gondor by the Nazgûl. I decided that Gandalf the White would lead my force and, always thinking of the book, I included Pippin and Beregond – I still remember vividly the scenes depicting those two on the walls, talking about

their feelings in the quiet before the storm as they prepare to give their lives in the defence of the White City. I wanted then to include one each of the new War Engines: a Trebuchet to smash those Siege Towers to smithereens and an Avenger Bolt Thrower to mow down any enemies going for my gate. The rest of my points would be spent on Warriors of Minas Tirith and, most importantly, on Citadel Guard. These guys' Fight value of 4 is vital for beating Orcs and Easterlings in combat and to at least draw fights against the nasty Mordor Uruk-hai. I made sure that a third of my force was made of archers, which are vital in siege games to try and reduce the numbers of the enemy as they cover the open ground to reach the walls. And now, may the grace of the Valar protect us!

GOOD FORCES – 750PTS

Heroes

-  Beregond20
-  Pippin (armour, Elven cloak) ...35
-  Gandalf (Elven cloak)210

Troops

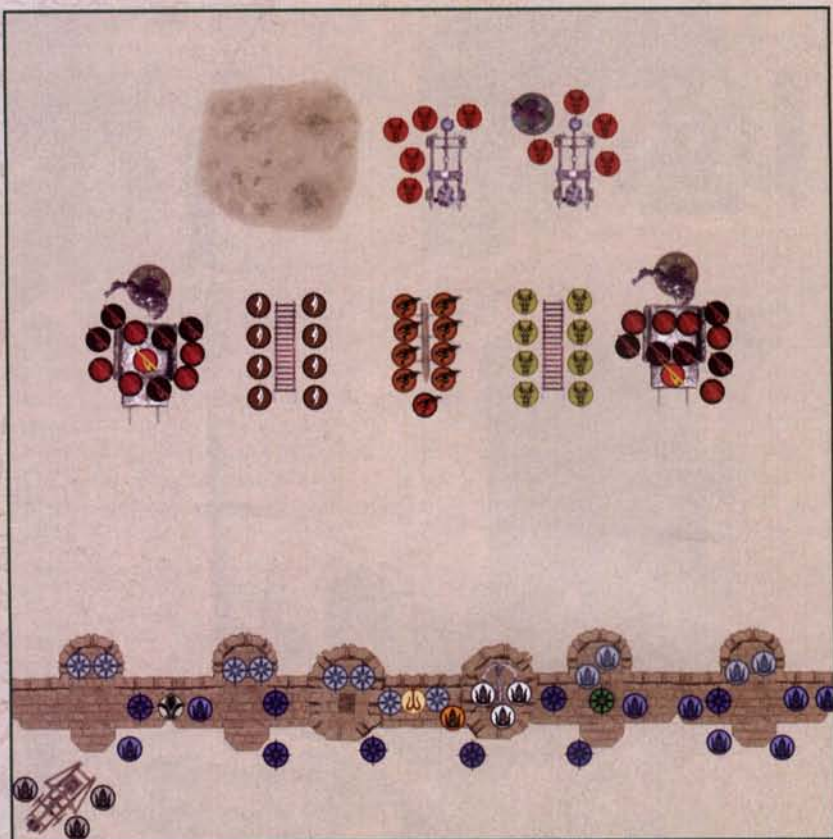
-  8 Citadel Guard (bow).....80
-  8 Citadel Guard (spear)72
-  8 Warriors of Minas Tirith (shield & spear)72
-  4 Warriors of Minas Tirith (bow)32
-  1 Warrior of Minas Tirith (banner)32
-  1 Bolt Thrower (swift reload & 1 extra crew) ...97
-  Trebuchet100

DEPLOYMENT

As the Good side had to set up first, Alessio had to spread his defenders across the width of the battlements. On the right flank of the walls, Beregond led a small contingent of warriors, one with a spear and two with bows and a single Citadel Guardsman with spear. In the centre, Gandalf marshalled the defence atop the gatehouse flanked by Citadel Guard bowmen, a Warrior of Minas Tirith with a Banner, and an Avenger Bolt Thrower. Pippin, the last of the Good Heroes, took command of the left flank of the castle, supported by more spearmen and Citadel Guard. To prevent it blocking access across the wall, the Trebuchet was deployed behind the sturdy bulwarks, forcing it to rely on relayed targeting information from the defenders who had a clear view of the enemy. Finally, Alessio spread his remaining troops evenly across and behind the breadth of the wall.

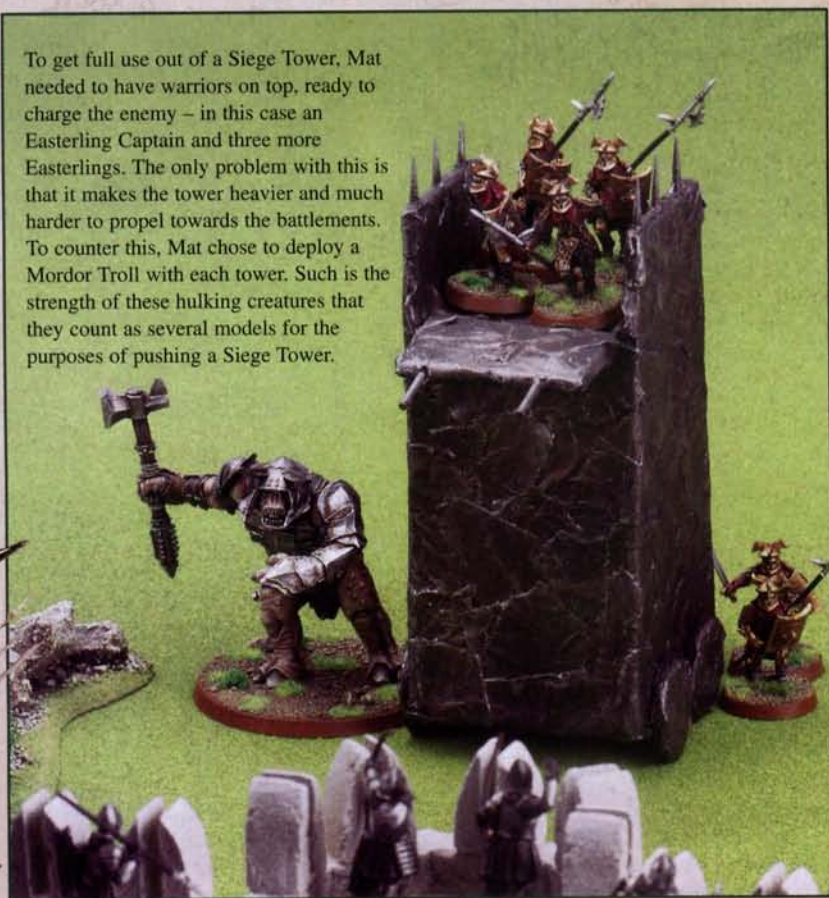
In response to the evenly spread defenders, Mat deployed his force across the frontage of the battlefield. On the extreme of either flank, a Siege Tower – crewed by Easterlings, and led by an Easterling Captain – was forced into position by a huge Mordor Troll. In the centre, Shagrath himself directed his entourage of Uruk-hai as they prepared to attack the gate with a Battering Ram (in actual fact, a statue taken from the outer defences of the Rammas wall). Between the Uruk-hai and each Siege Tower an attack ladder was deployed, the one to Shagrath's left manned by Mordor Orcs, while the one to his right was much more dangerous – eight massive and heavily-armoured Morannon Orcs would use this one to assault the defences. To round out the assault force, two massive Catapults were wheeled into position at the rear of the field.

As the dead of night fell, a blood-curdling roar went up from the attackers – the siege of Minas Tirith was about to begin.



The armies assemble.

To get full use out of a Siege Tower, Mat needed to have warriors on top, ready to charge the enemy – in this case an Easterling Captain and three more Easterlings. The only problem with this is that it makes the tower heavier and much harder to propel towards the battlements. To counter this, Mat chose to deploy a Mordor Troll with each tower. Such is the strength of these hulking creatures that they count as several models for the purposes of pushing a Siege Tower.





The defenders of Minas Tirith ready themselves for the assault.

TURN ONE

As the attackers surged towards the battlements of the beleaguered Tower of Guard, the defenders readied their weapons and prepared for the fight of their lives. Choosing to allow his opponent's plan to fully reveal itself before restructuring his defensive posture, Alessio contented himself with having Gandalf cast *Terrifying Aura*, which he did without difficulty. In response, the attackers surged directly forwards towards the walls. Seeing the danger posed by having two Siege Towers converge upon his defences, Gandalf called out instructions to the Trebuchet. With a groan of strained wood and metal, the massive construction hurled its payload towards the more distant of the two towers, but their aim was slightly off and the boulder went astray. In a second attempt to halt the progress of the Siege Tower, the Avenger Bolt Thrower opened up, but despite scoring five hits, it managed only a single wound. The volley of fire from the bowmen proved to be more successful, pitching one Mordor Orc and an Uruk-hai lifeless into the mud. The return fire from Mat's catapults was largely cheated by the stone walls of Minas Tirith, but one fateful boulder smashed into the hapless Gondor Banner Bearer, sweeping his pulverised corpse from the battlements.

TURN TWO

Evil stole Priority from the Good side this turn with a decisive roll of 6, and once more Mat's forces continued their steady trek to the castle walls. As they did so, all the Citadel Guard with spears chose to duck behind the walls to protect themselves from the incoming Catapult fire. With the crew of the Battering Ram now in range, Gandalf chose to cast *Ultimate Sorcerous Blast* into their midst, killing one and, more importantly, knocking enough of the others to the ground to force the rest to drop their burden. The

Mordor Catapults once more proved to be deadly – although this time, a shot aimed at Gandalf scattered onto one of his fellow defenders, ironically one of the Citadel Guard who had ducked into cover, and slew him instead. In retaliation, the Avenger and the bowmen struck out at the incoming horde, managing to cull an Uruk-hai, a Morannon Orc, and two Mordor Orcs from their numbers. Finally, Alessio directed the Trebuchet to hurl its burden at the distant Siege Tower once more. This time, it was on target but failed to wound the massive construction.



By the letter of the rules, *Ultimate Sorcerous Blast* propels its target directly away from Gandalf, which really means that if he is higher up than his target, the unfortunate creature gets knocked into the ground and is not knocked backwards into any other models. However, after a bit of consideration it was decided to allow the spell to knock its target backwards but at half the normal distance.



TURN THREE

Priority returned to the Good side this turn, and with it the chance to prepare for the imminent assault. The Citadel Guardsmen stood up once more and readied themselves. Meanwhile, Gandalf bought Beregond some more time by unleashing an *Ultimate Sorcerous Blast* into

the Mordor Orcs carrying the Siege Ladder, killing two – there were still enough to carry the ladder at half speed, but it would take them another turn to reach the walls. The rest of the Evil force did not have this problem and with a hollow thump, the two Siege Towers crunched into the walls, the Easterlings atop them

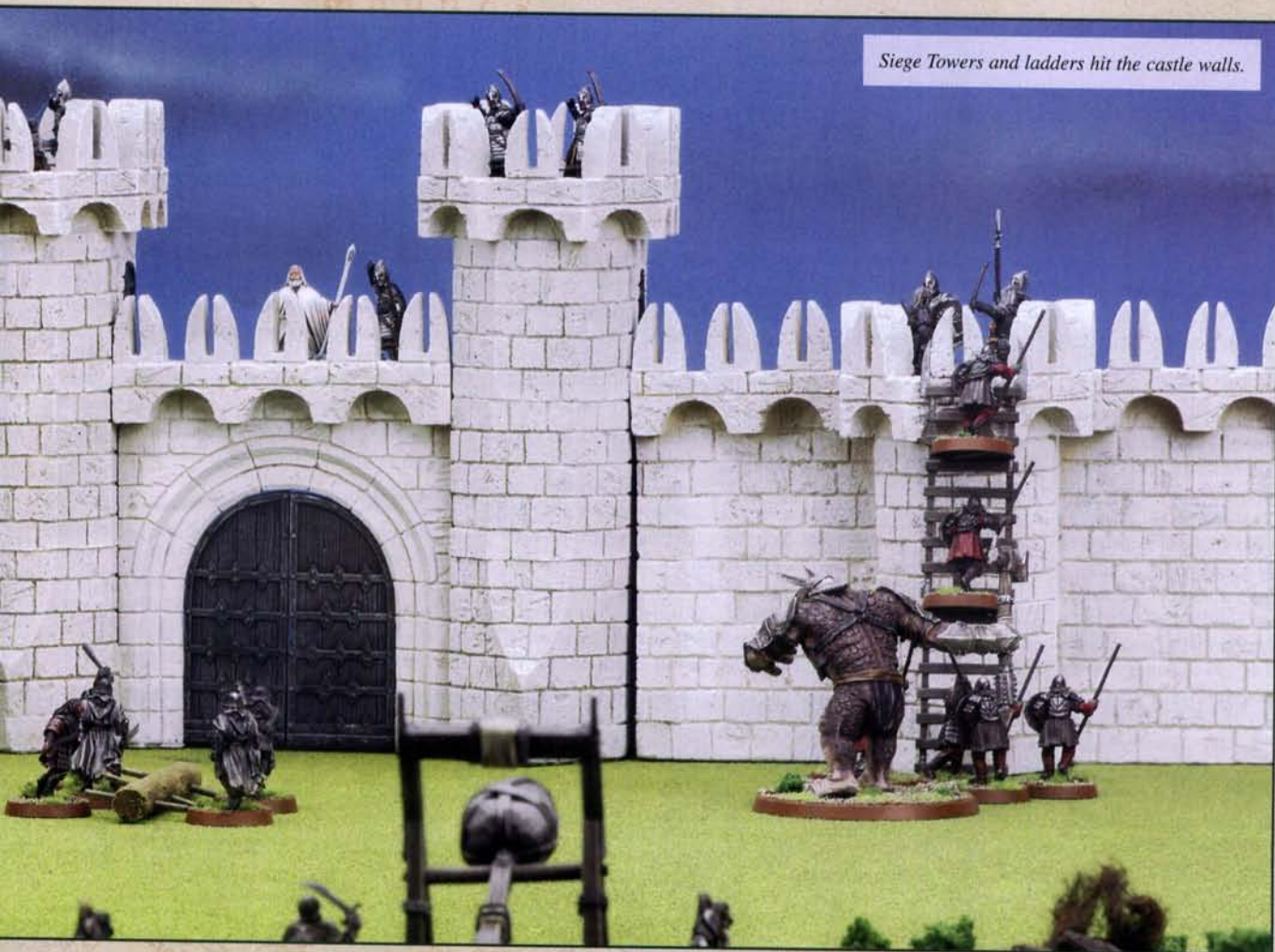
standing up in preparation of storming the walls the following turn. Even the Morannon Orcs were able to bring their ladder into contact with the wall and, seeing this, Shagrat abandoned his fellow Uruk-hai to their struggle with the Battering Ram and headed for the ladder. In the final volley that they would get before the assault began in earnest, the defenders managed to cull another two Mordor Orcs from the attackers with bowfire, whilst the Bolt Thrower successfully scored a wound on the Battering Ram. The Trebuchet missed once more, as did the Mordor Catapults.

TURN FOUR

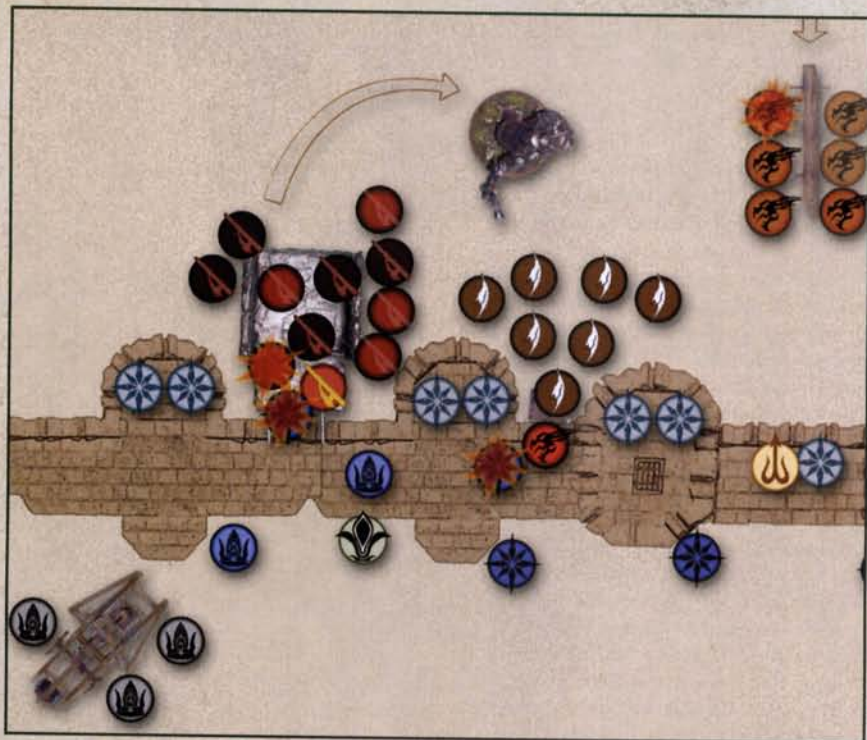
As Priority remained with the Good side this turn, Shagrat used a point of Might to declare a heroic move, carrying him to the top of the nearby ladder before the defenders could cast it down. As a Citadel Guard spearman leapt onto the Siege Tower – Pippin tried to join him, but his short legs thwarted the effort – Gandalf summoned another *Ultimate Sorcerous Blast* into the unfortunate Uruk-hai manhandling the Battering Ram, but this time at the cost of two points of Might. The cost was well worth it however, with another Uruk-hai slain, and two more knocked to the ground – the Battering



Siege Towers and ladders hit the castle walls.



Ram dropped beside them once more. As play passed to Mat, the Easterlings charged into the ranks of the defenders, while below, their toil with the Siege Towers ended, the Trolls headed towards the gate. With the Easterlings on the walls, the defending archers elected to pour their fire into this new threat, but though many hits were scored, the well-crafted armour of the foreign warriors cheated the Men of Gondor of any kills. The Trebuchet was able to score a hit on the far Siege Tower, but once more failed to do any damage, though the Avenger Bolt Thrower did have more luck, firing a single shot that slew another Mordor Orc. The return fire from the Orc Catapults was largely thwarted by the parapets of the walls, however a single lucky shot managed to crush a stray crewman for the Avenger. With the attackers now on the walls, brutal hand-to-hand combat raged on the left and right flanks of the defences - in both cases a single Citadel Guard spearman was struck down by the elegant precision of an Easterling Captain, though on the defender's right flank an Easterling was killed in exchange. Meanwhile, Shagrat managed to best his opponent and, though it cost him his remaining Might to do so, struck him down and took his place upon the walls.



Its purpose with the Siege Tower fulfilled, the Troll heads for the gate.



The minions of Sauron rampage across the walls.

TURN NINE

Good managed to acquire Priority this turn, and Mat had his Easterling Captain on the defenders' right flank call a heroic move in an attempt to maintain the initiative. But as the Easterlings on the right flank swarmed over the defenders once more, on the left flank another *Ultimate Sorcerous Blast* from Gandalf bowled two Easterlings to the ground, even as two Citadel Guard managed to push the Morannon Orcs' ladder away from the wall. It seemed that the defenders' luck had finally changed as, in the Shoot phase, the Trebuchet managed to land a shot on the remaining Catapult, causing two Batter Points of damage, while the Avenger and a Bowman each managed to kill another Uruk-hai, and a Citadel Guard's arrow managed to pierce the armour of an Easterling. Conversely, and even with extra crew to supplement its efficiency, the Mordor Catapult managed to miss with both shots. As the Fight phase dawned, the two Mordor Trolls failed, yet again, to make any impression upon the gate. Meanwhile, though the sheer numbers of

Easterlings once more enabled Mat to prevail in most of the fights, the armour of Gondor cheated him of his kills, and the skill of the Citadel Guardsmen added another dead Easterling to the butcher's bill. In the space of a single turn, Alessio's forces had managed to turn the game around.

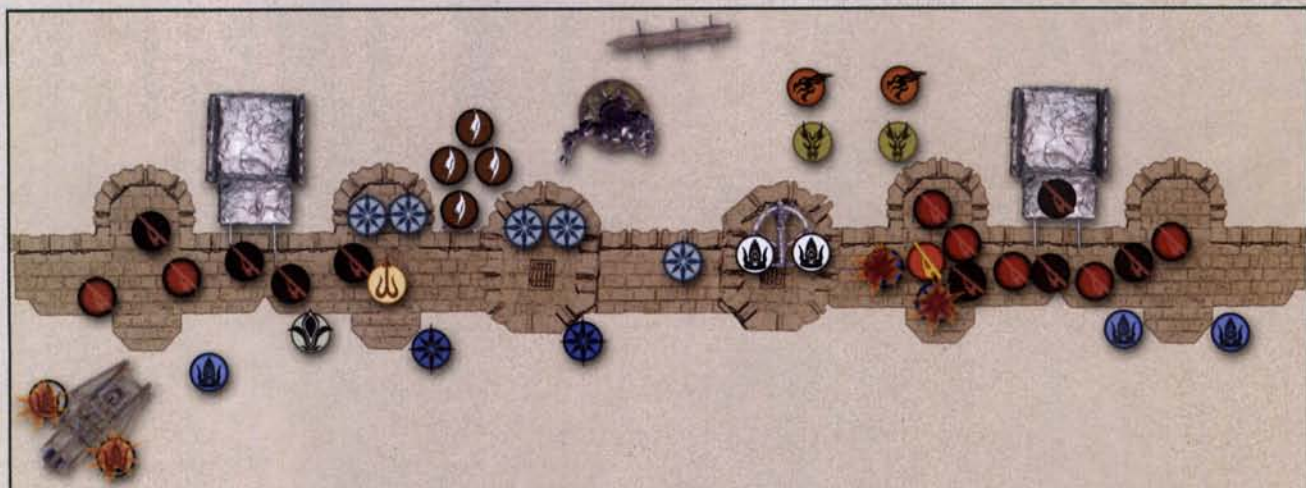
TURN TEN

As fighting became all the more desperate, Mat managed to secure Priority this turn and, as the Morannon Orcs picked their ladder up again, the Easterlings on the right flank engaged the remaining defenders. On the left flank, the attackers scattered as best they could, minimising their vulnerability to Gandalf's *Ultimate Sorcerous Blast*. This seemingly was a wise move, as only a single Easterling was blasted, and though he survived, the Warrior of Minas Tirith he was propelled into was not so fortunate. As the Easterling Captain behind the wall was set upon by no less than six defenders, the Shoot phase began. Both the Trebuchet and Mordor Catapult missed their

targets once more, as did the handful of archers with targets. Meantime, the Avenger managed to justify its presence in a single round, spitting out six shots and managing to kill one of the Trolls by the gate and wounding the other! In the Fight phase, the Easterling Captain behind the wall was finally overwhelmed, suffering a total of six wounds! The forces of Good did not fare so well elsewhere however, as the remaining Troll finally managed to damage the gate – worse yet, the remaining two defenders on the right flank were overwhelmed and slaughtered by the Easterlings.

TURN ELEVEN

With the game nearly over Priority returned to the Good side, though they were now short on troops to maximise on their fortune. Those defenders able to do so threw themselves at the foe, with what reserves remained rushing to the right flank. Fortunately for the Evil side, Gandalf's *Ultimate Sorcerous Blast* failed to work once more, for with Gandalf still alive and the defenders still far above a quarter



The martial might of the Easterlings carries the day.

strength, the only way Mat could now win was to force sixteen models onto the walls and, with only just enough warriors left to achieve this, every casualty was starting to count. As Mat rushed to get his remaining troops into position, the Morannon Orcs thrust their ladder back onto the wall. The Troll backed off from the gate to give the surviving Catapult a chance to breach the portal – a gamble that failed as both shots went wide of the target – though as the Trebuchet had missed its target, and only a single Easterling and the Morannon Orcs' ladder had fallen to the Avenger, Mat was happy to settle for the trade. With Gandalf blocking the left flank, the only combat was at the opposite end of the battlements where the savage hand-to-hand fighting led to the death of another Citadel Guardsman. With no Evil models falling in return, Mat just barely had enough troops left to win the game.

TURN TWELVE

In the closing turn of the game, Mat won Priority once more and used this advantage to have an Easterling charge Gandalf, figuring it was safer to fight the Wizard than risk the danger of his *Ultimate Sorcerous Blast*. With the Morannon Orc's ladder destroyed, there was no chance of getting them onto the battlements, but the remaining Evil warriors on the battlements were just numerous enough to win the game if no others were slain. With this in mind, Mat got as many Easterlings as he could into the now empty tower and out of the bowfire of the defenders. With most of his remaining troops too far away from the right flank to make a difference, Alessio had two of his Citadel Guard charge down the stairs of the tower in an attempt to kill the one vital Easterling that would win him the game. As he did so, he gave his Trebuchet a chance to fire on the few Evil warriors left on the battlements of the right flank but, seeing the danger, Mat tasked his own Catapult to target the crew of the Gondor war engine and, with a lucky shot, slew both remaining crew! With things getting really tense, Alessio's unengaged bowmen fired on whatever targets they had, but though they hit, were unable to score a wound. Even the Avenger, though managing to hit the Troll four times, was unable to cause enough wounds to finish it off. To add to Alessio's frustration, Gandalf was unable to slay the lone Easterling! His final chance for victory lay with the two Citadel Guard who had charged into the tower. Unfortunately, the Easterlings fought like men possessed and slew both opponents, leaving victory in Mat's hands...

...or so it seemed. As it turned out, in the heat of battle, Mat had forgotten to move one of his Easterlings onto the wall in the final turn, leaving him one model short to claim victory. However, as the game was so close (and great fun into the bargain) Alessio generously allowed Mat to move his forgotten Easterling onto the wall.

PLAYER CONCLUSIONS

ROHAN HAS COME!

Alessio: Well, after twelve hard-fought turns it all came to a terrible moral dilemma: I could allow Mat to move the model he forgot on the Siege Tower and therefore give him the game, or stick to what effectively happened and win.

After some pondering I decided to be generous, since anyway it was a very close game and we both really had great fun, and that's what really matters in the end.

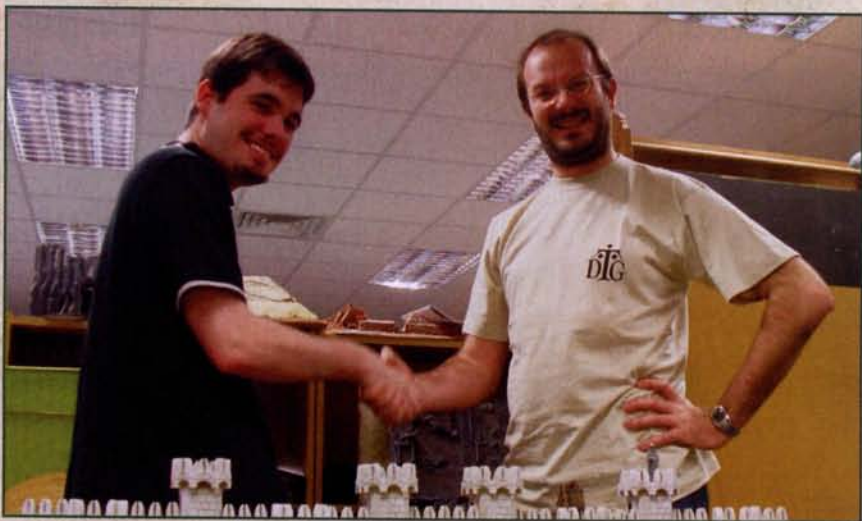
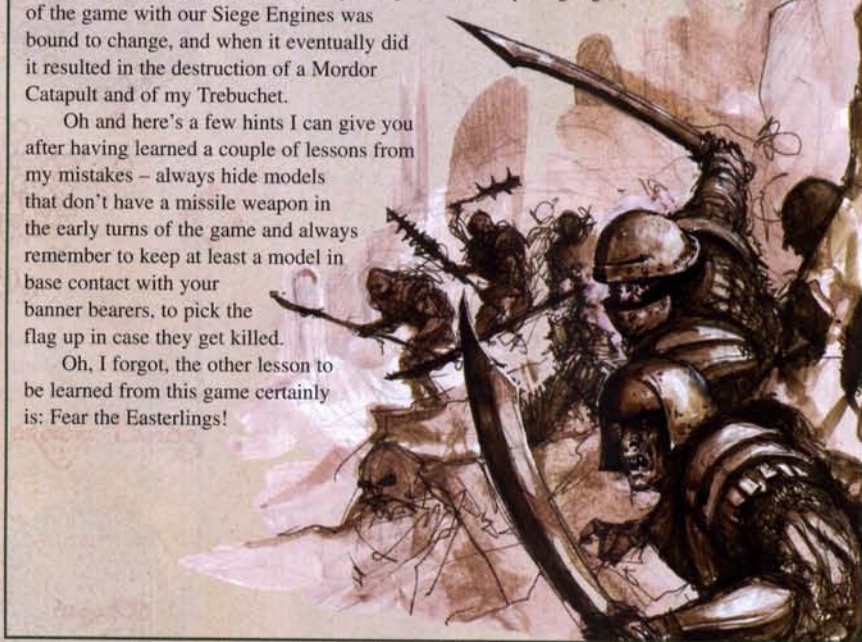
On a tactical level, I think I should have insisted bombarding the Siege Towers rather than get demoralised by the lack of success my Trebuchet was having against them and switching target in favour of the catapults. The poor luck we both had at the beginning of the game with our Siege Engines was bound to change, and when it eventually did it resulted in the destruction of a Mordor Catapult and of my Trebuchet.

Oh and here's a few hints I can give you after having learned a couple of lessons from my mistakes – always hide models that don't have a missile weapon in the early turns of the game and always remember to keep at least a model in base contact with your banner bearers, to pick the flag up in case they get killed.

Oh, I forgot, the other lesson to be learned from this game certainly is: Fear the Easterlings!

LET THE WHITE CITY BURN!

Mat: Not a word. Not one word. My momentary (and, if truth be told, utterly predictable) break in concentration aside, everything went according to plan. That said, there are things that I should have done differently – firing the catapults at the walls or, better yet, that dratted Avenger Bolt Thrower which was a thorn in my side for the entire game. Yes, it's true that I lost a lot of troops (to the point where I could only just win the game) but then, that's the nature of taking a fortress by storm. Fortunately, I brought just enough flesh to feed into the meatgrinder, and the forces of Evil prevailed in a thoroughly enjoyable and closely fought game.



That was a close one!

A Tale of Good & Evil

Part Three – Expanding the Forces

After spending some time building their new terrain boards to fight games on, Steve and Adi really wanted to get stuck into building up their forces. A few months back Steve had bought a few Rangers of Gondor, so he decided to build them up into a more viable fighting warband. Adi, on the other hand, took the course of brute force: Mordor Uruk-hai.



Rangers of Gondor

By Steve Cumiskey

The Rangers of Gondor were my first attempt at getting a force together for The Lord of The Rings game. I'd put them to one side, fully intending to paint them up and get playing, but then I saw the Warriors of Minas Tirith so the poor old Rangers got left behind.

Once I'd got an army of Warriors up and running, and played a few games, I decided I would need those Rangers after all. Those first few games taught me that running out to meet an outnumbering force of Orcs wasn't the greatest plan I'd ever come up with. I wanted to put some distance (and a few well-aimed arrows) between us at the beginning and then launch a counter-attack where he wouldn't be able to swamp me with Orcs again.



Basing the Rangers

The first decision that I needed to make was as to how closely I should follow the pattern I'd set with the rest of force. With them, I'd gone for a dusty, rubble-strewn base to represent the ruins of Osgiliath. At first, that idea didn't seem to sit too well with the wilderness scout image of the Rangers. The more I thought about it, the easier it became to imagine a small detachment of Rangers operating inside the ruins of Osgiliath.

Once this idea had taken root, I no longer saw any problem with mounting them on the same bases as the rest of my force. The bases would have the added bonus of making them look a little more at home in the middle of all those silver-armoured warriors.



Painting Cloaks

As to the colours of the Rangers themselves, I opted to try out some of the newer paints on the cloaks. I used Catachan Green as the main colour on the cloak, with a layer of the same colour mixed with Graveyard Earth and then a final highlight of Graveyard Earth with a touch of Bleached Bone. I used Catachan Green, rather than any of the other greens, because it has a greyish quality that echoes the dusty appearance of the rest of the army. I carried that idea through by drybrushing the colours from the base of the models onto the bottom of their cloaks and boots to make them look like they've been hiding out in the ruins for weeks.



Mordor Uruk-hai

By Adrian Wood



I wanted to unleash my new Mordor Uruk-hai on Steve's forces as soon as possible. To speed things up I chose to paint four models at the same time, rather than tackle each one as an individual. Like many other painters, I've used this style of batch painting before to paint groups of models quickly.

There is a trick to using the same colours on a group of models, and still getting them to look different. What you do is take one paint at a time, and apply that colour to a different part of each model. For example, I painted Scorched Brown on the tunic of one model, the cloak of the next, the hood on another, etc. This has the effect of mixing up the colours, making the models look different from each other.

To give me even more of an edge in the coming battles, I decided to give the Uruks a Captain and Standard Bearer, in the same way as my Mordor Orc warbands. However there aren't any specific models for these characters, so I mounted one of my favourite Uruk models on a larger base to make him stand out and, using my clippers, I broke up a ruined wall to give me the pile of brickwork for the base. He became my Captain, Grukk. The Standard



Bearer conversion was a little more involved. I cut away his weapon and drilled a hole between his hands. Taking a piece of wire, I inserted it as the banner pole and I then glued a piece of torn paper to the pole as a flag.



I always like to convert a few models in a warband.



Three models painted using the same palette of colours.



NEXT MONTH

Having taken a break from painting armoured Warriors of Minas Tirith by collecting his Rangers, Steve decided to turn his attention to the Knights. Adi had other plans in mind... but these will have to wait until next month.

The Siege of Gondor supplement allows you to recreate the epic struggle of the warriors of Gondor to stave off the attack by the forces of Sauron. Mat Ward describes his thoughts and ideas behind this new supplement.

THE SIEGE OF GONDOR

Designer's Notes by Mat Ward

Following on from Shadow and Flame, Siege of Gondor is the second in what promises to be a long and varied line of supplements. Most probably the first thing that you'll notice is that it's a substantially larger book than the first (64 pages rather than 48) which has given us room for more of everything, whether hobby guides, scenarios, or new rules!

As with its precursor, this book focuses on a particular area in time and space, but where Shadow and Flame concentrated on events that occurred 'between acts' in the tale of The Lord of The Rings, Siege of Gondor throws players straight into the desperate struggle for Minas Tirith in the closing days of the Third Age. As before, it was a very careful path I trod through Tolkien's works (one thing Alessio and I are in complete agreement on is that we shouldn't try

and rewrite Tolkien) and although I know the books very well, there were all kinds of little details tucked away in the corners of appendices which I hadn't fully considered before. After immersing myself in the chronology of the period we were looking to cover, it became clear that to really represent Gondor's plight the book would have to cover much more than the siege of Minas Tirith – after all, Sauron's army is only there for a



matter of a day and a half! This really gave me the opportunity to cast my net considerably further, and soon the span of the book grew to engulf other events in the assault on Gondor, including the doomed struggle at Cair Andros and Faramir's courageous, but ultimately futile, defiance towards Sauron's army. What I ended up with was an epic struggle that ran from the banks of the Anduin in Osgiliath, to Rath Dinen in the city of Minas Tirith...

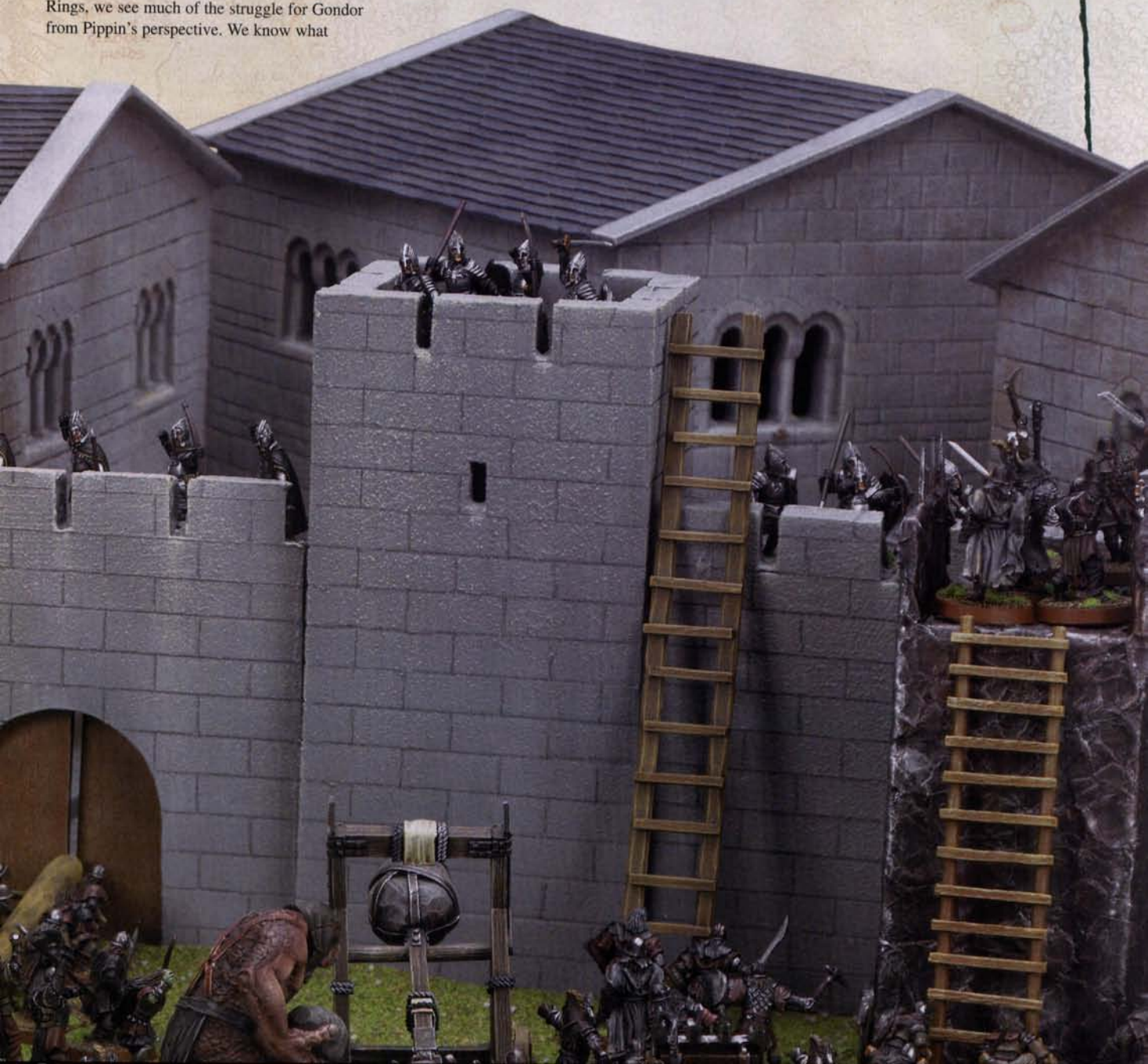
THE TALE BEGINS

For me, the real joy of writing something like this is getting the tale to flow through from the very first page until the last. The Lord of The Rings is, first and foremost, a story that treads in the wake of not only wars but the individuals that take part in those wars. Following that tale (and the paths of individual characters) properly was an incredibly challenging, but also very rewarding, experience. After all, in The Lord of The Rings, we see much of the struggle for Gondor from Pippin's perspective. We know what



MINAS TIRITH

There is no doubt the grand finale of our story. "I would be done by the day."





Fighting erupts in the ruins of Osgiliath.

happens to the realm as Pippin is told of it, but we never see Faramir's efforts to repel Sauron, or the desperate fighting at Cair Andros. If I've done my job properly, even those amongst you who know the book inside and out will have difficulty telling which bits of the storyline are from Tolkien's original work and the parts that are my bridging passages. In any event I hope it will help drag you deeper into the world of Middle-earth.

FIGHTING THE WAR

Of course, the scenarios are the heart of any *The Lord of The Rings* book, and *Siege of Gondor* is no exception in that regard. As I mapped out the story I wanted this supplement to tell, all manner of suitable confrontations presented themselves but, alas, there was only so much space in the book and some of them had to go. Trimming them down, I was left with a tight core of diverse and interesting scenarios that, taken together, tell the tale of the *Siege of Gondor*. You can play them as standalone engagements if you wish, but they have all been bound together to form the campaign that is the *Siege of Gondor* and I'm sure experienced players will love to get their teeth into this. Of course, once you've played them through a few times, you'll want to play sieges of your own and, to accommodate this, each of these scenarios has been specially designed to give players a feel for several different styles of siege warfare. By playing a 'Points Match' game on any of these scenarios you can create a whole range of new sieges.



The forces of Sauron attack Minas Tirith.



Evil returns to Osgiliath.

THE SIEGE BEGINS

Naturally, it's a little difficult to conduct a siege without rules and, as we couldn't fit them into *The Return of the King*, there was an opportunity to refresh and revise those that had been originally printed in *The Two Towers*. This couldn't have come at a better time because I had several shiny new things that I wanted to add. A side bonus to reworking these rules meant that I could break them down into more manageable chunks and dot them throughout the book. This way, as players work their way through the book, they'll be gradually introduced to everything that they need to play each section – there's nothing more difficult than trying to keep pages and pages of new information in your head as you're trying them out for the first time!

WHAT'S DIFFERENT

By and large, the siege rules that we originally presented in *The Two Towers* have stood the test of time (and the abuse of players) very well, and the best rule to apply in these situations is: 'If it ain't broke, don't fix it!' Accordingly, if you're already familiar with the way sieges work in Middle-earth, there won't be a lot here to surprise you – it's been more a case of expanding than rewriting. Personally, I've always found that this game system has a refreshing 'real world' feel to it – things tend to work the way they would in real life and application of common sense is generally rewarded with success. With this in mind, all the changes and additions to the siege rules conform to this principle. I've expanded the Batter Points table to encompass pretty much

everything within the fortress, so that the more destructive amongst you can take your opponent's defences apart piece by piece. Also present are profiles for things like wooden palisades and towers, allowing players to build more diverse fortifications than before. Here and

there you'll find that certain rules have been tweaked, whether to speed up the game (in the case of battering walls) or to better represent what we all sat in awe at in the film (Uruk-hai Demolition Teams) – but for the most part, it wasn't broken, so I didn't try and fix it.



Beregond leads the counter attack.



Mordor War Catapult.

WHAT'S NEW

Of course, a The Lord of The Rings supplement just wouldn't be right without new troops to lead into battle. Amongst other things, the setting gave us an excellent excuse to go back to the films and add some of the more memorable participants to the range. Within Siege of Gondor you'll find a whole new host of Warriors and Heroes inspired by both the book and the film to add to your forces (there's also another limited edition castle for you to fight your battles on, but I digress). The Good side receives new Heroes in the shape of Beregond of the Guard (a character from the book that many will recognise) and Boromir, Captain of the White Tower (taken from those excellent moments in the extended version of The Two Towers). A new model and profile

reflects the eldest son of Denethor, the mightiest of Gondor's warriors, before his decay under the influence of the Ring. In addition to these fine Heroes, the forces of Good are bolstered by the courageous Citadel Guardsmen of Minas Tirith. Armed with either longbows of fine quality (that count as Elf bows in the game) or spears, these warriors can form a rock-hard core to an army of Gondor.

The forces of Evil are far from ignored – Gothmog, Lieutenant of Morgul, leads a tide of Orc reinforcements into battle. Foremost amongst these are the Morannon Orcs, Sauron's shock troops at the Black Gates. Not only are they clad in heavy armour, these brutes are also stronger than normal Orcs and can give an Evil player an additional boost against the forces of Gondor. The devious Orc

Shamans arrive, bringing Orcs some much-needed parity with the Moria Goblins and White Hand Uruk-hai. The sneaky Orc Trackers round out the list, better shots than Orcs but frailer in combat. Each of these new arrivals helps to round out the troops available to Orc players, but Gothmog himself is easily the pick of the bunch. By far the toughest Orc in the game, Gothmog is a skilled warrior with a tactical savvy that will always give you an advantage in key moments.

SIEGE ENGINES

Perhaps the biggest change in Siege of Gondor is the introduction of Siege Engines. As well as introducing a new section of core rules to govern the behaviour of these machineries of destruction, Siege of Gondor provides rules for players to include four Siege Engines in the battle for Minas Tirith. Both the Gondor Trebuchet and the Orc Catapult from the film make an appearance, alongside two other war machines: a powerful siege bow and a rapid-firing bolt-thrower for the defenders of Gondor. Hugely destructive, but quite inaccurate when firing at specific models, the new Siege Engines add a truly new dynamic to the game, whether you're playing a Siege game or a normal battlefield skirmish. One decision made early on was that every new model released as part of the range should be usable in all kinds of games – not sieges alone. After all, you can use Aragorn (probably still the most effective model in the system) in all kinds of games, so why should trebuchets and catapults be any different? After playing a few



Death comes from the sky.



The followers of the Dark Lord are many.

tournament-style games we quickly discovered that while the Siege Engines offered a new tactical challenge, they didn't unbalance the game any – after all, tactical challenges is what it's all about. As a final set of customisations for players to experiment with there is a modest array of upgrades that can be bought for your Siege Engines, from extra crew to flaming ammunition. Last, but not least, this section also includes rules and building instructions for Siege Towers – always a useful ally in the assault upon a fortress.

THE SIEGE OF HELM'S DEEP

As you've probably guessed from what you've already read, the appendix for this book also focuses on a historical siege – that of Helm's Deep. This section of the book reprises the great battle of The Two Towers with two scenarios and refreshed rules. Both Uruk-hai Demolition Teams and Siege Assault Machines have been given a revamp to bring them in line with the alterations to the siege rules and to what we all know and love from the film – a Demolition Charge will now blow a substantial portion of wall into smithereens without much effort and, yes, the Siege Assault Machine can now kill defenders (as well as anyone else it feels like). As with the Siege of Gondor scenarios, those set at Helm's Deep can be played individually, as part of a campaign, taken apart and put back together as 'Points Match' games. Want to fight the siege of Helm's Deep with Éomer and Aragorn drawing their swords together on the battlements? Well, now you can.

LET THE BATTLE BEGIN

So there you have it. Whether you want to add to your Good and Evil forces, conduct mighty sieges, or simply immerse yourself in the world of Middle-earth, in Siege of Gondor there's something for everyone.



Orcs force their way into the White City.

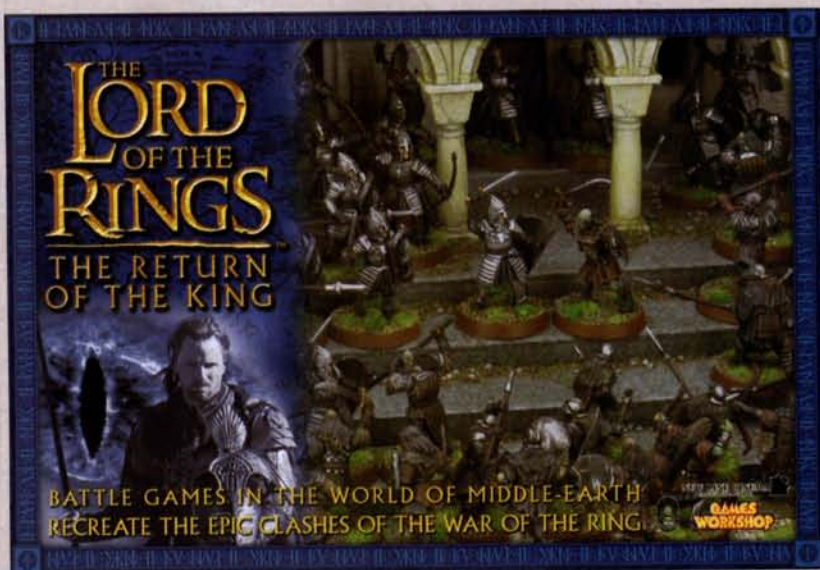


Uruk-hai Siege Assault Machine.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

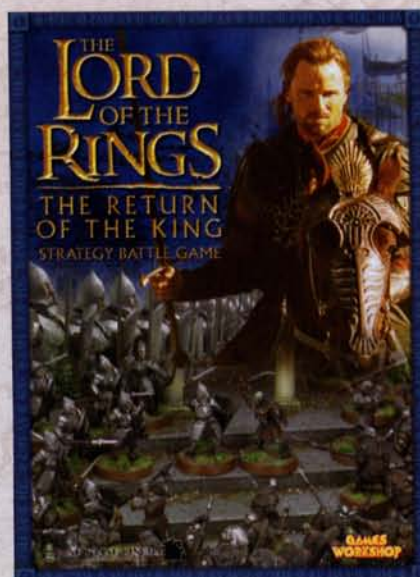
You can order these items at your local in-store Order Point, on the internet at www.gamesworkshop.com/storefront or direct on 0115 91 40000.

The Lord of The Rings strategy battle game brings all the action of Middle-earth to your tabletop. It is so easy to begin building an army! The Lord of The Rings: The Return of The King boxed set contains all you need to get started, including a full rules manual, as well as both Warriors of Minas Tirith and Mordor Orcs miniatures to battle with. The starter paint sets, including both miniatures and paint, are ideal for the beginner to try their hand at painting.



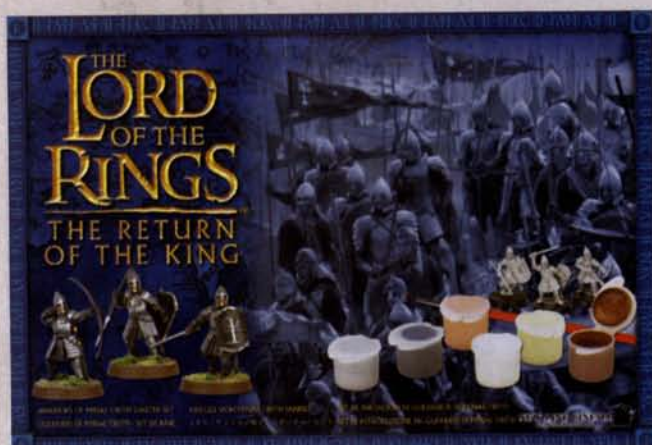
The Lord of The Rings: The Return of The King Strategy Battle Game £40

Contains a 176-page rules manual (including a chapter on The War of The Ring), 24 plastic Warriors of Minas Tirith, 24 plastic Mordor Orcs, ruins and dice.



The Return of The King Rules Manual £20

This 176-page, full-colour rules manual provides a guide to playing the game, and an additional chapter on The War of The Ring.



Warriors of Minas Tirith Starter Paint Set £12

This is the ideal starter product for any new player. It contains 12 plastic miniatures, 6 paints, a starter brush and a painting guide.



Mordor Orcs Starter Paint Set £12

This is the ideal starter product for any new player. It contains 12 plastic miniatures, 6 paints, a starter brush and a painting guide.

Full Range

Available from your local Games Workshop store, independent stockist and via direct order.



Fighting Uruk-hai Boxed Set £12
Contains 20 plastic Uruk-hai models.



Warriors of Rohan Boxed Set £12
Contains 24 plastic Warriors of Rohan models.



Warriors of Minas Tirith Boxed Set £12
Contains 24 plastic Warriors of Minas Tirith.



Mordor Orcs Boxed Set £12
Contains 24 plastic Mordor Orcs.

Description	Price	Description	Price
The Return of The King (Boxed Game)	£40	Mounted Boromir	£6
The Return of The King Rules Manual	£20	Mounted Faramir	£6
Shadow & Flame (Book)	£8	Mounted Legolas & Gimli	£6
The Lord of The Rings Compilation 2 (book)	£12	Mounted Ringwraith	£6
The Return of The King Paint Set	£10	Mounted Théoden	£6
Warriors of Minas Tirith Starter Paint Set	£12	Orc Warriors	£6
Mordor Orc's Starter Paint Set	£12	Orc Bowman	£6
The Lord of The Rings Terrain Pack	£10	Radagast	£5

Boxed Sets

Army of the Dead	£20	Uruk-hai Command	£6
Balin and Khazad Guard	£20	Uruk-hai Warriors	£6
Battle at Khazad-dûm	£40	Uruk-hai Bowmen	£6
Captured by Gondor	£20	Uruk-hai Berserkers	£6
Fighting Uruk-hai	£12	Uruk-hai Battering Ram	£10
Fog on the Barrow-downs	£20	Uruk-hai with crossbows	£6
Heroes of Helm's Deep	£25	Uruk-hai Shaman	£5
Heroes of The West	£25	Warg Rider	£5
Knights of Minas Tirith	£20	Warriors of Minas Tirith Command	£6
Mordor Orcs	£12	Wild Men of Dunland	£6
Moria Goblins	£12		
Ringwraith on Fell Beast	£30		
Mounted Ringwraiths	£18		
Sauron	£20		

Many of the miniatures from the boxed sets are available separately but only from the in-store order point, on the website at: www.games-workshop.com/storefront or direct by phoning 0115 91 40000.

Description	Price
The Fall of the Witch King	£12
The Riders of Rohan	£12
The Fellowship of The Ring	£25
Treebeard, Mighty Ent	£20
Uruk-hai Siege Ballista	£15
Uruk-hai Siege Troops	£12
Warg Attack	£20
Warg Riders	£20
Warriors of the Last Alliance	£12
Warriors of Rohan	£12
Warriors of Minas Tirith	£12

Blister Packs

Aragorn The King	£6	Grima Wormtongue	£5
Army of the Dead	£6	Amon Hen Aragorn	£5
Arwen	£5	Amon Hen Gimli	£5
Barrow-wights	£6	Amon Hen Legolas	£5
Cave Troll	£10	Amon Hen Lurtz	£5
Cave Troll with spear	£10	Amon Hen Merry & Pippin	£5
Denethor	£5	Balin	£5
Dwarf Bowman	£6	Bilbo Baggins	£3
Dwarf Warriors	£6	Captured by Gondor	
Dwarf Lord Dáin	£5	Faramir & Damrod	£9
Easterlings	£6	Captured by Gondor	
Easterlings command	£6	Frodo, Sam & Gollum	£6
Elendil & Isildur	£9	Fellowship Aragorn	£5
Elladan & Elrohir	£9	Fellowship Boromir	£5
Elrond & Gil-galad	£9	Fellowship Frodo & Sam	£5
Eomer	£6	Fellowship Gandalf	£5
Eowyn on horseback	£6	Fellowship Gimli	£5
Faramir's Rangers	£6	Fellowship Legolas	£5
Gamling Rohan Royal Standard	£6	Fellowship Merry & Pippin	£5
Gorbag and Shagrat	£6	Helm's Deep Aragorn	£5
Galadriel & Celeborn	£10	Helm's Deep Gimli	£5
Gandalf the White	£5	Helm's Deep Legolas	£5
Gandalf on Shadowfax	£6	Helm's Deep	
Glorfindel	£10	Théoden & Gamling	£9
Guards of the Fountain Court	£6	Helm's Deep Haldir	
Haldir	£5	& Standard Bearer	£9
Haldir's Elves with bows	£6	Helm's Deep Eowyn	£5
Haldir's Elves with swords	£6	Heroes of the West Aragorn	£5
High Elf Spearmen	£6	Heroes of the West Eomer	£5
Rohan Royal Guard	£6	Heroes of the West Eowyn	£5
Rohan Royal Guard mounted	£5	Heroes of the West Faramir	£5
Khazad Guard	£6	Heroes of the West Gimli	£5
Knight of Minas Tirith	£5	Heroes of the West	
Knight of Minas Tirith Standard	£6	Gandalf the White	£5
Lorien Elf Bowman	£6	Heroes of the West Legolas	£5
Lurtz	£5	Heroes of the West	
Men of Gondor Bowman	£6	Merry & Pippin	£5
Men of Gondor Spearman	£6	Khazad-dûm Gandalf	£5
Merry, Pippin & Grishnákh	£6	Orthanc Gandalf	£5
Mordor Orc Command	£6	Orthanc Saruman	£5
Mordor Uruk-hai	£6	Tom Bombadil & Goldberry	£9
Moria Goblin Drummers	£6	Warg Attack Aragorn	£6
Moria Goblin King	£5	Warg Attack Théoden	£6
Moria Goblin Shaman	£5	Warg Attack Sharku	£6
Moria Goblin Warriors	£6	Weathertop Aragorn	£5
Moria Goblin Bowman	£6	Weathertop Frodo & Sam	£5
Mounted Arwen	£6	Weathertop Merry & Pippin	£5
		Weathertop Witch-king	£5

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Models shown at 55% unless otherwise stated. Models supplied unpainted.