



THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- The Battle of The Pelennor Fields: Designers' Notes
- Assault on Glamorgarth: Battle Report
- New Scenario: The Sands of Kárna

THE BATTLE OF THE PELENNOR FIELDS

Mat Ward traces the development of The Battle of The Pelennor Fields gaming supplement from Peter Jackson's movies and Tolkien's work to finished book.

As with *Siege of Gondor*, the intention of this book was to pick up from where the film left off. Good as the film is, it leaves some areas of the book unexplored and, of course, being gamers we all want miniatures to fill in the gaps. As this was the case, I already knew that many of the planned releases were already focused squarely on the forces of the Haradrim and accordingly I wanted the content of the book to also be fixed upon them. We'd already covered the Battle of the Pelennor Fields in great detail in the main *The Return of The King* rules manual, so this seemed like a very good direction to take, opening up all kinds of possibilities that we could explore – while *Siege of Gondor* relied heavily on the film, *Pelennor Fields* draws much of its inspiration from elsewhere.

When committing myself to this path, I was aware that I was setting myself a rather large challenge – what Tolkien wrote about Harad can be written on the back of a postage stamp (in big letters) – but it was something that I was determined to do. In essence, this is what makes *Pelennor Fields* different to any supplement that has come before. Whilst *Siege of Gondor* and *Shadow and Flame* concentrated on grey areas dotted here and there in the main texts of the book, there were literally chapters of reference material where Tolkien had gone *continued overleaf...*

**“Ride now, ride to ruin
and the world's ending!”**

Théoden, *The Return of The King*



The challenge of the Mûmak

Alessio Cavatore: Writing the rules for the Oliphaunt was not easy. I knew from past experience that such a huge and unusual gaming piece was bound to create trouble when it came to writing its rules – do the words Steam Tank mean anything to you?

I was aware that it was impossible to please everyone with these rules, but still it was such an exciting project that I couldn't resist taking that responsibility upon myself. It had to be mine! My own! My precious Oliphaunt!

The challenge was great. Just looking at the mock-up it was evident that an oval base like the

Mûmak's was unique in the game and presented an entirely new set of problems. Round bases have the great advantage of allowing maximum freedom of movement, they do not suggest any polarity in the move – no sense of "front" or "back". An oval base is different... people immediately feel that forward and backward moves should follow the longer axis of the ellipse, and rightly so.

Assuming then that the player would have to point the base in the direction of

movement, the problem would be to rotate the base without gaining or losing movement in the process. I asked for the base to be round or at least to put a hole in the centre of the oval base, to allow players to spin it around keeping the centre fixed in place. In the end I had to agree that a round base would have been too large, the size of a small pizza ("and what's wrong with that?" said my Italian

blood) and that the base Alan Perry had sculpted looked so spectacular that ruining it with a hole would have been a great shame. We did come to a compromise though, and you will notice that the centre of the base is conveniently marked by a Rohirrim shield. Players can place a finger on it to achieve an almost clean spin and at the same time get a model that is worthy of a space on the mantelpiece! I haven't completely given up on the hole in the base though, as you will see later in a future White Dwarf.

Once the dynamics of the movement were sorted, the rest of the rules followed spontaneously. It was just natural that such a huge beast should trample models as it moved, and it was just a matter of tailoring the Strength and number of hits inflicted to make it hard but not invincible. The aim was that any normal trooper caught by a charging Mûmak should stand very little chance of surviving, but a great Hero should, on the other hand, be able to take its charge and fight back (at least as long as they have a Might point or two...).

I tried to keep the rules as easy as possible, but because of the very nature of the Mûmak they could not be too simple. After all, we are talking about the biggest plastic kit ever made by Games Workshop! It's a gaming piece that is far larger than anything else in the game (the Balrog's body is more or less as big as its head) and it transports up to 13 other models in a wooden tower on its back... With such a model, the temptation is to add a very large amount of rules to cover every detail of the many complex situations that arise. This would slow the game down, so eventually I forced myself to stop at a certain level of detail in favour of playability. As they stand, the rules for the Mûmak are more complex than those for any other single model, and I really didn't want to make them any more complicated than that.

To give you an example, I'd originally written rules allowing Good Heroes to jump on the Mûmak by spending a point of Might (à la Legolas), and then start fighting in the howdah. This was very cool, but it was such a huge can of worms, that I eventually decided to drop it. As it is, I hope you'll find the Mûmak an exciting addition to your games.





The Haradrim fight in earnest to drive the Men of Gondor from their lands.

with an awful lot of gaps to fill (for a start, everything that I had found was from the point of view of the traditional enemies of the Haradrim and likely to be coloured by their own bias) and so we set out to build Harad from the ground upwards. Of course, there's always a risk involved in creating such a large swathe of material, but it's been a real labour of love. As Tolkien wrote in so little detail I was given freedom to create more or less as I wanted to, which made me all the more determined to ensure that what I was writing fitted in with what had gone before. As I started to pull everything together, I was left with a series of notes and ideas, not only for the history of Harad, but also elements of its language and culture. Wherever I could, I bound what I had created to elements that Tolkien had written. As a result, there are very few places where I've out-and-out constructed something entirely new. In fact, many good ideas were discarded early on, not because they weren't any good, but because they didn't quite fit with what Tolkien had written about Harad. What I was left with was a huge resource of what, why, when, where, and who – as a matter of fact, too big a resource for a 64-page book. Sadly, many elements had to go or become condensed for want of space, but you'll be able to see most of these in the forthcoming issues of White Dwarf.

into vast degrees of detail. Pelennor Fields, on the other hand, is a very different story indeed. Even in his extended works, Tolkien never truly explored the land of Harad. In essence, he left it as a great big, fuzzy, grey area. Naturally, this doesn't make for incredibly interesting reading in a

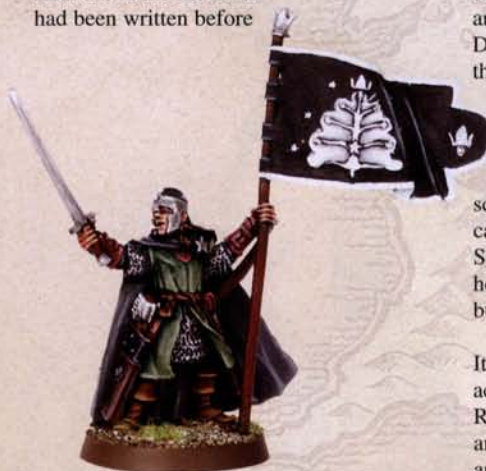
book the length of Pelennor Fields, so I needed to piece together everything that I could. Offhand text references, obscure mentions in the Tale of Years, I knew that I had to let nothing escape me as I tried to recreate the history of Harad from what few scraps I had. Even with this done, I was left

Graham McNeill: Working on The Battle of the Pelennor Fields was a great opportunity for me to get involved with The Lord of the Rings game. Working on codexes for Warhammer 40,000 has kept me pretty busy over the last few years, but I'd always had a hankering to try my hand at a The Lord of The Rings supplement. I came to the project fairly late in the day, Mat having already penned most of the first half of the book. So I was tasked with writing the second half of the book, which dealt with Halbarad Dunádan, the Rangers of the North and several scenarios that reflected moments from The Return of The King, but owed more of a debt to the text of the book itself.

Halbarad, in terms of the text, is a fairly minor character, his primary claim to fame being that he carries a banner crafted by Elrond's daughter, Arwen Evenstar. After rereading the parts of the book he appears in, it was clear that these Rangers were a cut above your average human, what with having the blood of Númenor coursing through their veins. I wanted Halbarad to be a fairly tough character, but not too tough, given that he meets a rather perfunctory end during the battle (we only learn of his death in a list of those who will

never make it home!). I also decided to give him a slightly higher Will value (again to represent his Númenorean blood) and made Arwen's Banner something that would help in the desperate struggle of battle – especially in the final stages of the battles on the Pelennor.

The scenarios I wrote for the book represented pivotal moments from The Lord of The Rings that did not make the final cut of the movie or had been written before



Halbarad Dunádan.

we knew what a particular scene in the movie would play out like. I had particular fun with the Éomer's Rage scenario, throwing in as much as I could from the book that we had models for. It was also fun to include such a large number of Good Heroes, as I think that moment, as represented in both the film and the book, is fantastically dramatic. That was the most complicated of the scenarios I wrote and the one that took the most playtesting, but I believe it's worked out well and makes for an interesting and fun game. The Glory of Dol Amroth is also a challenging scenario, that makes the Good player work hard for a win, but the tactical considerations the Evil player has to make to prevent his opponent from winning means it plays as a slightly unusual game. The last scenario I wrote was a good old-fashioned cavalry charge – Théoden against the Serpent Lord, with loads of angry horsemen charging at one another. Simple, but fun; a bit like me.

It was great fun to work on this book and actually write stuff for The Lord of The Rings. The book has a wealth of scenarios and background to keep even the most ardent The Lord of The Rings fan happy... oh, and a bloomin' huge elephant!

THE HARADRIM

With the stage now set, it was time to move onwards and decide what to do next. As we'd already covered the Battle of the Pelennor Fields itself in *The Return of The King*, I didn't want to simply duplicate the scenarios we'd already explored.

Accordingly, the first chunk of Pelennor Fields is dedicated to the northward journey of the Haradrim, set many days before the siege of Minas Tirith begins in earnest. To re-enact this, the forces of Harad needed to be mustered. Though Harad isn't quite the barren desert that it is sometimes portrayed as, it is an arid and inhospitable place and its warriors needed to reflect this. Haradrim tribal warriors mainly carry only a spear or a bow. This is very much a result of how they live – a shield is more a burden than a help in the heat of their land, while metal is so rare that only individuals of the highest status can afford to carry a hand weapon.

To represent the mainstay of the Harad army, this supplement is accompanied by brand new plastic warriors – in my opinion, the best that we've yet seen for *The Lord of The Rings*. Of course, the Haradrim are capable of mustering as varied an army as anyone, and it was important to represent this as best we could. Accordingly, the Evil player can also muster Haradrim Raiders (also known as Serpent Riders), fast and deadly horsemen, armed with lance or bow. To represent the unusual political situation in Harad, the Heroes each represent a different faction. First of all are the regular Harad chieftains who each command the warriors of their tribe, and whose loyalties are generally to their followers and whosoever they see as being their commander. The second group of Heroes are the Hāsharii, the ruthless overseers and enforcers of the land of Harad. The leftover remnants of a cult of Sauron's creation, the only dedication they hold is to the corrupt lords of Umbar. Last, but not least, is the commander of Harad's armies at the end of the Third Age, Suladān, the Serpent Lord, a man who wishes to free his people from the control of Umbar (but not necessarily for the good of all). Should the ruin of Gondor be the price of freedom for Suladān, he will gladly pay it. The final addition to the

Evil forces in this book needs very little in the way of introduction – the Mūmakil (see, I didn't forget them). If there's one thing that sticks in your mind from the film of *The Return of The King*, it's probably this 30 foot tall rampaging war-elephant (or possibly the Witch-king, but that's just me).



The Knights of Dol Amroth charge The Haradrim.

Alessio talks about this large critter on the previous page, so I'll not go into any detail about it here, but never fear, the size of the model (and the way it behaves on the table) more than does justice to the film. With three different Hero classes, two distinct types of Warrior and a big beastie of mammoth proportions (sorry – couldn't resist), the Harad army is very much a going concern and a fitting force for new and experienced players alike.

THE JOURNEY NORTH

With the principal players of the Evil side in place, all that remained was to give them a foe to oppose them who was worthy of their mettle. Who better to do this than Imrahil and the Knights of Dol



Prince Imrahil of Dol Amroth.

Amroth? For me, Imrahil remains one of the more memorable characters in the book, tirelessly encouraging the flagging spirits of the Warriors of Minas Tirith even as their citadel is brought under siege. Sadly, he had no part to play in the film, but this opportunity to bring him to the fore could not be missed. Thus it is under Imrahil's leadership that the defences of South Gondor are held against the advancing Southrons.

Imrahil and the Knights are everything that should be expected from the pinnacle of Gondor's military tradition but are few in number and rely heavily on the more common warriors of Gondor. As for their struggle, the seven scenarios that make up the Harad section of the book follow not

only Imrahil's defence of Harondor, but also Suladān's bid to gain control of Harad so that both Good and Evil players can feel that they have something concrete to aim for over the course of their games. I've tried to create scenarios with a slightly different twist to them, without compromising playability. The scenarios range in size from a handful of models all the way up to complete army battles, but all can comfortably be played in less than two hours. As in *Siege of Gondor* and *Shadow & Flame* the scenarios in the first half of the book all tie together into a campaign that brings the various characters to the forefront of the action.

THE PELENNOR ITSELF

The second half of the book, penned by Graham McNeill and Adam Troke, deals much more with the meat and bones of the Battle of the Pelennor Fields itself. Adam's scenario is a prologue of sorts, recounting Faramir's ambush of the Haradrim army, as told in *The Two Towers* – though we covered this in *The Two Towers* rules manual, it seemed only fair to replay it with the historical participants. In the remainder of the book Graham weaves the key events of the Battle of the Pelennor Fields into a series of scenarios, from the desperate sally of the Knights of Dol Amroth to Éomer's stand by the Harlond.

So there you have it, Pelennor Fields in its entirety. Eleven new scenarios, over ten profiles for new Warriors and Heroes, painting and modelling guides – and that's before you go into the maps and background information. The battle has well and truly begun.

ASSAULT ON GLAMORGARTH

A battle report for The Lord of The Rings by Adam Troke and Graham McNeill

In this month's The Lord of The Rings battle report Adam Troke sends forth the Haradrim, supported by the awesome Mûmak, as they attack the forces of Good commanded by Graham McNeill. Will the defenders hold out, or will the Mûmak trample all before it?

Having achieved complete control over his army, Suladân has assembled his forces for one great assault upon the defences of southern Gondor. On the far side of the Poros, Imrahil has correctly interpreted the lull in fighting – he knows that the next attack will be the final one and that his troops cannot hold any longer. With his forces tired and weary, the prince knows that he must buy time for the bulk of his warriors to escape. Before night falls, much of the army of Dol Amroth begins its journey up the Harad Road toward Minas Tirith, while a bold few remain behind to slow Suladân's assault.

Participants

Good

- Prince Imrahil of Dol Amroth (on foot)
 - Maethor (Captain of Men on foot)
 - 10 Knights of Dol Amroth (on foot)
 - 12 Warriors of Minas Tirith with shields
 - 12 Warriors of Minas Tirith with spears and shields
 - 12 Warriors of Minas Tirith with bows
- Up to one Good Warrior may carry a banner.*

Evil

- Suladân
 - 1 Mûmak
 - Guthâric (Haradrim Chieftain on foot)
 - Hagrâz (Haradrim Chieftain on horseback)
 - 24 Haradrim Warriors with bows
 - 24 Haradrim Warriors with spears
 - 5 Haradrim Raiders with lances
 - 5 Haradrim Raiders
- Up to two Evil Warriors may carry a banner.*

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The main tower of the Glamorgath is deployed 12"/28cm in from one table edge. A line of barricades stretches across the length of the board, 24"/56cm from the Harad board edge (see map).

STARTING POSITIONS

The Good player deploys Prince Imrahil and at least half of his Warriors in base contact with the line of barricades. He then deploys Maethor and the remaining Good Warriors in or within 3"/8cm of the tower.

When this has been done, the Evil player deploys his entire force within 6"/14cm of the Harad board edge.

OBJECTIVES

At the end of each turn, roll 2D6 and multiply the result by 10. This is how much of Imrahil's retreating army has managed to



reach a safe distance. Keep a running total of how many troops have escaped in this fashion. Once this total reaches 300 or more, Imrahil and any remaining Good models may attempt to withdraw from the battle by exiting from the Gondor table edge. Until this point, they may not voluntarily move more than 3"/6cm from the barricade.

Once all Good models have been slain or have fled the board, roll a D6 for each model that has left the table, adding 1 to the roll if five or less Evil cavalry models are still alive. On a result of 1-3, the unfortunate individual has been caught and killed by the pursuit. If the roll is 4-6, they have successfully escaped and live to fight

another day. Might may be used to influence this roll.

If at least 10 Good models, or Imrahil and five other models, manage to escape the board (see above) the Good side wins. Any other result is an Evil victory.

SPECIAL RULES

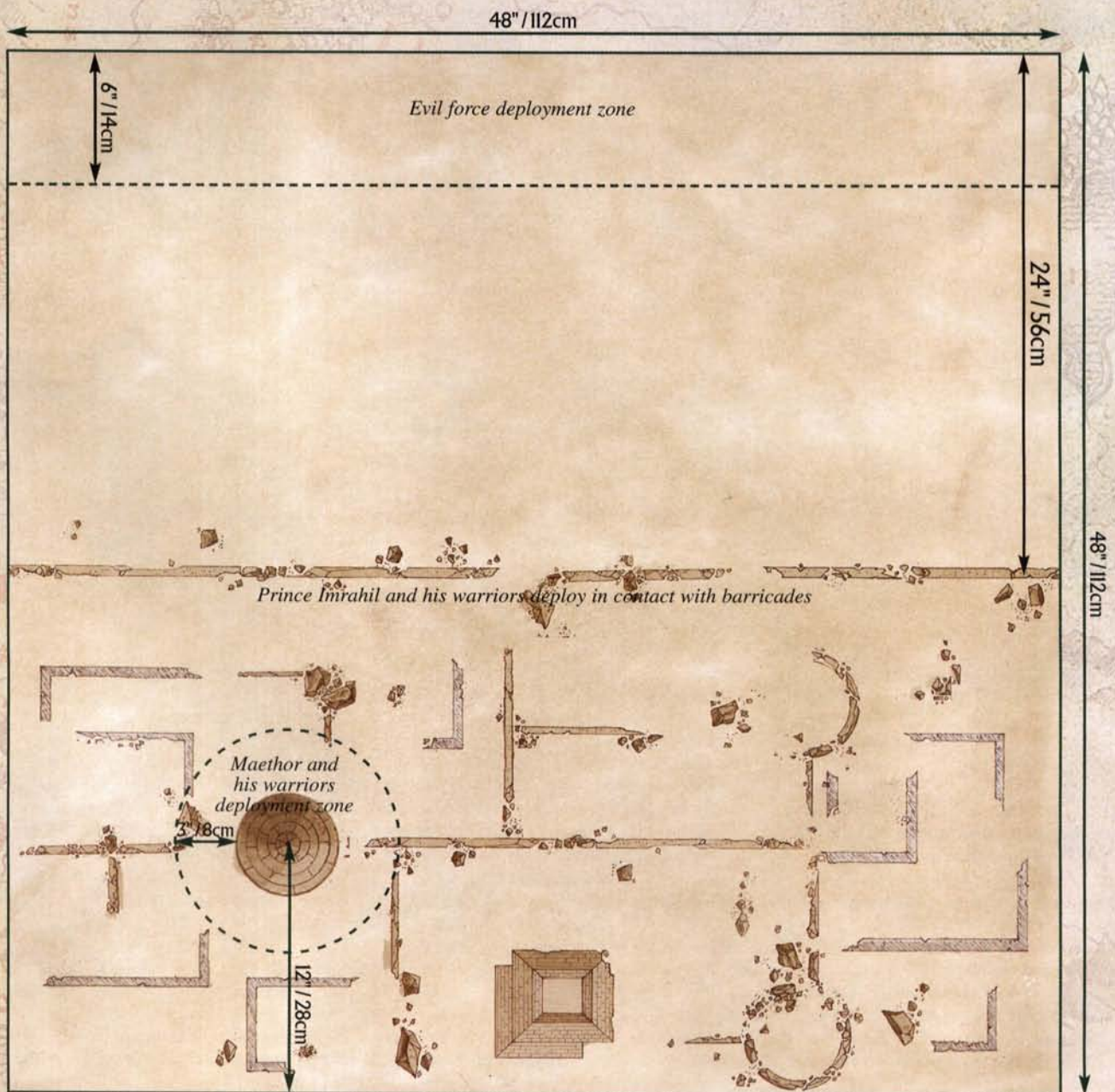
Unrelenting Assault. When an Evil Warrior (on foot) is slain, the Evil player may put it aside to use it as reinforcements. At the end of each of the Evil player's Move phases, he may roll a D6 for each model put aside in this way. On the roll of a 4+, that model may move onto the board from the Harad table edge. Newly arrived models may not charge in the turn that they arrive, but may

POINTS MATCH: WITHDRAWAL

If you want to use this scenario to re-fight a Withdrawal scenario with different participants, choose two forces. The defender (the Good force) should have about half as many points as the attacker (the Evil force).

otherwise act normally. On a roll of 3 or less, the model does not arrive, but may be rolled for in the next turn.

No Surrender. The Good side does not take Courage tests for being below 50% of their starting numbers in this scenario.





The Forces of Good



Graham McNeill: I knew this was going to be a tricky game to win from the outset. Seeing the swathe of Harad models across the table accompanied by a

Mûmak was an unsettling sight to say the least. But I had Prince Imrahil of Dol Amroth in my corner, one of the hardest characters in the game, and I knew I could count on him to hold the enemy at bay. The Knights of Dol Amroth are also tough hombres and would be key to holding the wall against the more numerous Warriors of Harad. But all their courage and skill at arms would avail me nothing if I allowed a huge elephant to thunder into my men and trample them into the ground!

My plan was, from the outset, to keep a steady rain of arrows from the archers on the Mûmak to see if I could get it to stampede and run amok in the Harad lines – about the only chance I had of stopping it. The bows only have a Strength of 2, but with enough of them, I might stand a chance of doing a wound to the monstrous beast. Sure, that would mean most of the Haradrim Warriors would get to the wall untouched, but I had faith in the steel and courage of my warriors. With Imrahil's ability to act as a banner for any of the Knights of Dol Amroth, I knew they stood a good chance of holding out. Being able to fight from behind the wall was also a great advantage, as it meant that even in the fights my men lost, the Haradrim Warriors would still need to roll a 4+ to strike them.

Without knowing where the Evil force would be set up, I split the Knights of Dol Amroth between the two flanks and put Imrahil with one group, thinking that wherever the main threat materialised, I could either keep Imrahil where he was or move him out to be best placed to make use of the In Defence of Gondor special rule. I kept the archers close to the wall to shoot the Mûmak and the spearmen back at the tower, ready to move forward and reinforce the Knights of Dol Amroth.

After that, there wasn't much to do but wait for the Evil force to come at me and hope that I could do enough damage to the Mûmak before it reached my lines. I didn't want to think of the carnage should it make it to my warriors...

The Forces of Evil



Adam Troke: Between glory and me lies the ancient fortress of Glamorgarth. Crumbling masonry, fallen into disrepair over hundreds of years, and a meagre force of Gondor's Warriors shouldn't prove an impossible obstacle, should it? My force outnumbers the defenders by a frightening margin, and at the forefront of my army marches a dreaded Mûmak. All the advantages for the oncoming confrontation are mine but, I'll be honest, even as I write this introduction I am a little nervous. It's my first Battle Report on my own and apparently in Games Development, it's traditional for you to lose your first one. Graham seems exceptionally keen to uphold that tradition.

So what is my battle plan? I've done a lot of play-tests with the army of Harad and I am confident I know their strengths and weaknesses. The trick will be to get my forces over the wall as fast as possible. Imrahil and his men only need to stay and fight the Haradrim until a sufficient number of their forces can withdraw. The mighty Prince of Dol Amroth is intent on saving as many lives as possible. Suladân has no such intention. A full-scale assault on the wall is the order of the day! I will concentrate my advance in two main areas. The Mûmak advancing on my left flank by keeping it at least 8"/20cm from the board edge, I'll ensure that the awesome monster has the best chance possible of reaching the enemy lines without stampeding off the board.

On my right flank, Suladân and Hagrâz will surge forward on their horses, leading the Harad Raiders. My intention is to burst through the thin line of defenders holding the wall and create a space wide enough for the Warriors on foot to climb over when they arrive. Then, by use of a simple enfilade, I can sweep down Graham's line, charging down the wrong-footed defenders and driving his men back against the wall they were trying to hold. By getting my Raiders behind him I can hopefully harry

Graham's retreat and prevent him escaping in sufficient numbers. Guthâric will lead the spear-armed Warriors towards the wall, following Suladân's charge. There they should be able to cross unimpeded and form up a comfortable battle line on the other side. Assuming the Mûmak does its job, I should be able to herd the beleaguered defenders towards my Warriors, allowing Suladân and the Raiders to pick off any lone stragglers.

My bowmen are going to lurk behind my main advance. Their weakness in combat, and their ability to use poisoned arrows means that they are best used at a distance. With any luck I will be able to single out Imrahil for some attention from my bowmen before the forces clash, maybe depriving him of a wound or two. Because of his tremendous leadership abilities and the Knights of Dol Amroth's special rule, Imrahil and his Knights are a key part of Graham's force. In Defence of Gondor, Graham will most likely keep Imrahil in the centre of the battle line. By attacking his flanks I will be able to force Graham to commit to stopping either the Mûmak or Suladân's advance. Either way, one or other of my thrusts should break through. So long as my plan works...



The defenders stand fast.



TURN ONE

With a mighty shout, the army of Suladân, Serpent Lord of Harad, surged forwards towards the thin line of warriors of Dol Amroth. Imrahil, seeing the disposition of the Harad army, rushed with his Knights along the line, eager to reinforce the centre where the fighting would be thickest and distance himself from the Mûmak that was directly before him. The defenders knew that they had only to hold their position a short time, allowing their comrades elsewhere to escape to safety before they too could begin to fall back. Grimly they chose their positions and prepared for the ranks of the Haradrim to engage them. Bellowing in fury, the Mûmak lumbered towards the right of the Good force's line. On their left the Raiders, Suladân and Hagrâz shielded themselves behind their men, moving with all haste towards the crumbling walls of the Glamorgarth. In the centre Guthâric marched with his company of spearmen directly towards the walls.

The bow-armed Warriors of Harad halted in their advance for long enough to unleash a torrent of poison-tipped arrows onto the defenders, however they were too well concealed and their armour proved sufficient to prevent injury. The Warriors of Minas Tirith armed with bows drew hard on their strings and let fly with their arrows at



The Mûmak heads straight for Prince Imrahil.

the raging Mûmak charging towards their lines. However, such is the thickness of its hide that no real harm was sustained. Unperturbed by the arrows their mount attracted, the archers mounted in the howdah let loose their return fire and managed to score a wound on a Warrior of

Minas Tirith with spear and shield, who collapsed to the ground with a poisoned arrow piercing his throat.

Graham rolled a total of 5 on his 2D6 allowing 50 men to escape the doomed Glamorgarth this turn.



Spearmen rush to defend the wall.

TURN TWO

Seeing the red and black line of attackers surging towards the wall, the defenders took this last chance to redress their lines.

Imrahil and the core of Knights around him continued to the left of the wall, the bow-armed Warriors of Minas Tirith giving their space at the barricade willingly to the noble Warriors of Dol Amroth. The spearmen from the tower fully reinforced the Knights on the leftmost flank, with Maethor striding into the front rank, shouting encouragement to the warriors around him. With practised precision the Haradrim Raiders divided their ranks, allowing Suladân and Hagrâz to charge forward and engage the warriors at the wall, the Raiders drawing their bows as they prepared to fire on the defenders. Suladân, crying a challenge to Maethor, brought his horse to the wall against him, while Hagrâz lowered his lance and rushed at a lone Warrior of Minas Tirith. On the opposite flank the Mûmak changed its angle of approach slightly and rushed for Imrahil's new position, the ground thundering beneath its mighty feet. The spear-armed Haradrim continued their advance under the watchful eye of Guthâric and the ominous shadow of the Mûmak.

Noting the closeness of the Mûmak, Graham saw that his time was short, so the Warriors of Minas Tirith armed with bows redoubled their efforts and shot at it once



The Haradrim Raiders breach the Dol Amroth barricades.

again. This time one of the brave archers was fortunate enough to score a wound upon the beast. The great animal bucked and reared in pain, and Adam failed the Courage test to keep the beast from stampeding next turn, spelling potential disaster for his nearby spearmen. Even as the Mûmak Commander fought to control the panicking creature, the archers in the howdah returned fire, but were unable to fell any of the Good soldiers. Everywhere else the Evil army fired its bows and for a moment the sky above the defenders was darkened with black-fletched arrows. Miraculously, when the patter of arrow

heads striking shields and stone had ceased, not a single Good warrior was slain.

Unaware of the failed efforts of his archers the Serpent Lord struck out at Maethor who, despite his bravery, was sorely outmatched. Slashing over the barricade Suladân opened a terrible wound in the Good Hero, but was unable to slay him, his horse shying away from the wall.

Hagrâz fared worse than his commander; the spearman he opposed easily defending himself from the fierce lance thrusts that came his way.



Imrahil's force prepares to meet the charge of the Haradrim.

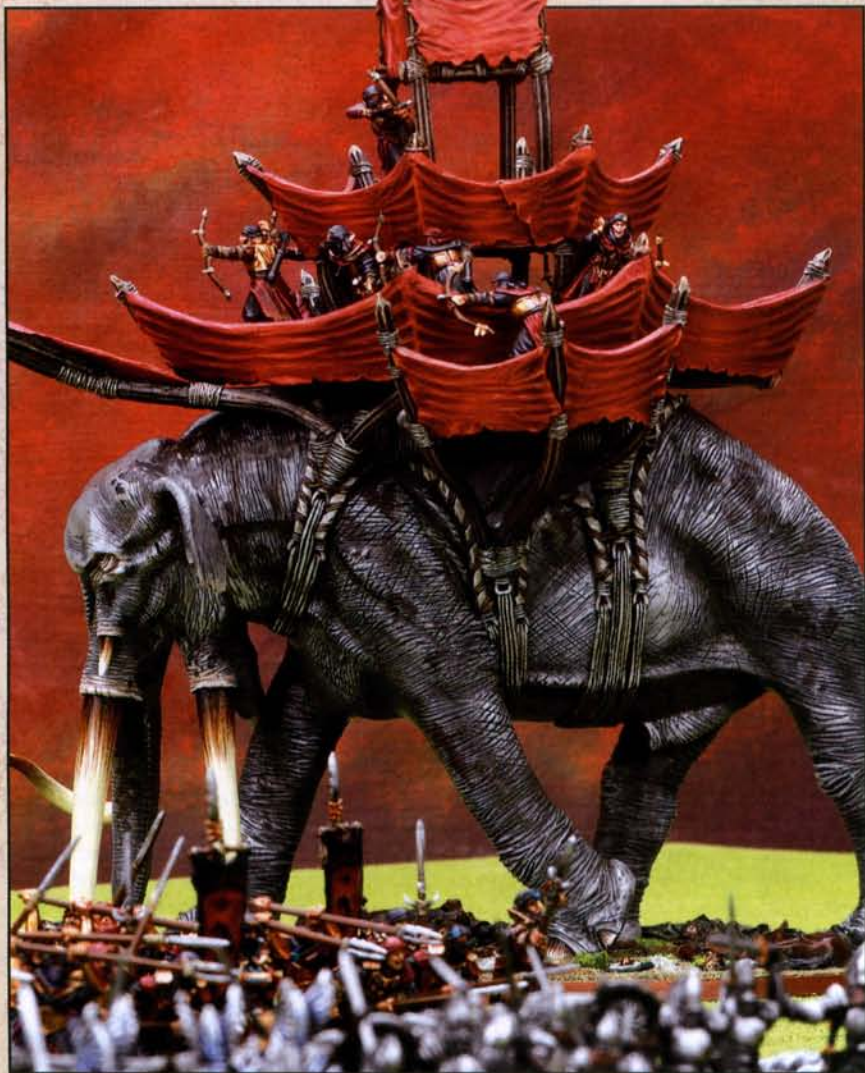
This turn 90 more defenders safely escaped the area, bringing the total to 140, nearly half of the required amount.

TURN THREE

Winning priority, Graham sized up his options carefully before beginning his movement. He altered the position of a few models, though the bulk of his force remained stationary. Imrahil and his men at the wall beat their swords against their shields and shouted in triumph and pride as the Mûmak began to stampe, the commander in the Howdah unable to distract it from the agony of the arrow in its leathery hide. Seeing the beast about to lose control Guthâric desperately issued a heroic move to the men about him, rushing his Warriors away from the likely path of the wounded beast. With a look of glee Graham turned the Mûmak about face and moved it away from the wall and his own men. The crew on the howdah held on for dear life as the beast trampled away, two of them falling from their perch to suffer painful deaths beneath their angry mount. Graham, seeing Adam had managed to move the bulk of his spearmen to safety, selected the nearby Haradrim archers for destruction. The line of bowmen who had been advancing slowly beside the Mûmak howled in terror as the raging beast trampled across them, Graham taking great pleasure in seeing all six crushed to death. Both sides exchanged volleys of arrows, the Good archers inflicting another wound on the Mûmak, however Adam passed his Courage roll this turn.

At the other end of the field, Suladân, Hagrâz and three of the Raiders charged in against the defenders manning the wall, Suladân singling Maethor out again, whilst the others charged a mixture of Warriors and Knights of Dol Amroth. Hagrâz struggled yet again with his spear-armed adversary, relying on a point of Might to guide his lance stroke over the wall. He was forced to use another Might point to fell his adversary, before leaping over the wall and taking his place. Beside his chieftain, a Raider armed with lance was beaten back by a Knight of Dol Amroth, the expert warrior cutting the Southron from the saddle with practised ease. Elsewhere, a Raider managed to cut down a spear-armed Warrior of Minas Tirith, crossing the wall as he did so. In an act of sheer desperation, Maethor spent a point of Might to best the Serpent Lord in their continuing fight, pushing him back but not wounding him.

Graham enthusiastically rolled the dice to see how many warriors had escaped this turn, bringing the total to 200. If he was lucky at the end of next turn, he might be able to begin falling back.



The Mûmak stampedes through its own force.



Haradrim Raiders cross the barricades.

TURN FOUR

Adam was very pleased to win priority at last, allowing him to crash his battle line against the defenders at the wall. If he was to have any chance of winning he had to cross the barricade and cut off Graham's escape. The Haradrim spearmen charged against the main bulk of the defenders in the centre. Suladân charged a Knight of Dol Amroth, leaving Hagrâz to deal with Maethor who stubbornly held the wall. Adam reasoned that now that Hagrâz was across the wall, he should be able to make short work of the wounded Hero before rushing off to cut off any possible lines of retreat. Elsewhere the Mûmak arrested its stampede and began lumbering back towards the wall, and the remaining Haradrim archers advanced. The slain Haradrim infantry began to trickle back onto the battlefield thanks to the Unrelenting Assault special rule and some incredible dice rolls. With most of his models engaged in combat, Graham moved his spearmen into the best positions to lend support and made sure that his archers had clear lines of sight at the Mûmak.

The shooting finally began to look promising for the Evil side as the archers who entered play unleashed a volley onto the defenders around Imrahil. A Knight of Dol Amroth fell dead. Unfortunately so did a Haradrim spearman, the victim of careless aim. Elsewhere the other bowmen killed another defender and the archers on the howdah accounted for three Good archers between them; two thanks to the Poisoned Arrows special rule. In retaliation, the Good archers fired yet again on the Mûmak, but to no effect. In the Fight phase two



Hand-to-hand combat erupts all along the line.

Haradrim Raiders were cut down, as were a Knight of Dol Amroth and two spearmen of Minas Tirith. Maethor and Hagrâz duelled bitterly against one another. Maethor spending his last Might point to force a roll off to see who won. Luck was on his side and Hagrâz was wounded. Even worse for Adam Suladân lost his fight against the Knight of Dol Amroth who, to add injury to insult, struck a wound from the Serpent Lord which Adam then failed to save with a Fate roll. This turn had been costly for both

sides, but it looked as though Imrahil and Maethor might yet be able to hold back the Haradrim.

Graham rolled a seven this turn for escaping Warriors, raising the total to 270. Barring a miracle for Evil, the Good force would soon begin its retreat.

TURN FIVE

For the second turn in a row Adam won priority. Graham looked concerned as Adam ran his spear-armed Warriors away from the Mûmak as fast as he could. Then the Mûmak began its move. Ignoring the wall it stomped into the Warriors milling about before it. It crushed two unfortunate Warriors of Harad, three Warriors of Minas Tirith with shields, two with bows and two Knights of Dol Amroth, only stopping when Adam failed to kill a third Knight with three Strength 9 hits. Now the lucky Knight would have to fight the terrible beast in the Fight phase too! The Mûmak might have taken a while arriving, but its effect was profound! Imrahil, seeing his Warrior in peril, attempted to charge the beast himself. However his resolve crumbled (as Graham rolled double 1) and he fled in terror along with one of his Knights, who also managed to roll a double 1! On the left flank Adam charged his Warriors into combat once more. Suladân, outraged at his failure, selected the same Knight for his attentions this turn too. Maethor and Hagrâz continued their duel to the death.



More Haradrim Raiders pour over the barricades.



With the bulk of their archers dead or trying to escape the Mûmak, the Shoot phase for the Good side was uneventful. The Evil side managed to strike the fleeing Prince of Dol Amroth twice, once from a volley and once from the archers in the howdah and, thanks to sheer luck and a poisoned arrow, they managed to take two Wounds from him. Graham failed both Fate rolls by rolling a 1 for each, grimly taking the Wounds, and

saving his last Fate point for later. The Fight phase started well for Adam with Hagrâz knocking Maethor to the ground and killing him with his lance. However, the Good side mounted a comeback; they killed a Haradrim Raider, took another Wound from Suladân and even beat the Mûmak in combat with the same courageous Knight of Dol Amroth who had halted its terrible advance earlier.

This turn Graham rolled 8 on his dice (despite Adam chanting "double 1"), meaning that 80 more defenders had retreated to safety, and the total was up to 350. Next turn the Good side could begin trying to retreat off the board. With the Mûmak crashing through Graham's lines, it was not a moment too soon for the Good side to withdraw. Everything would depend on how many men could escape.



A lone Knight of Dol Amroth halts the Mûmak as Prince Imrahil makes his escape.



The forces of Good refuse to give up the fight.

TURN SIX

With another stroke of luck Adam again won priority. Straight away Graham had Prince Imrahil call a heroic move, allowing Imrahil himself and a number of Warriors about him to rush towards the board edge. Once that was completed Adam carefully positioned his spear-armed Warriors of Harad so that he could bring his Mûmak further along the wall to 'scrape the defenders off'. However, fortune is fickle and the Mûmak failed to kill the first model it contacted, a lone spearman, who would now have to face the mighty beast in combat. Suladân, Hagrâz and the Raiders who had crossed the wall all charged Good warriors, eager to break through their thin line and chase down Imrahil and his retreating troops.

The Shoot phase was uneventful with neither side scoring any wounds, despite two volleys being directed at Imrahil and the crew of the Mûmak literally showering him in arrows. In the Fight phase another Raider was cut down by a Warrior of Minas Tirith, a Knight of Dol Amroth slew a Haradrim Warrior and the Mûmak crushed the lone spearman with ease.

TURN SEVEN

For the fourth turn in a row Adam again seized priority. Seeing him reaching for the Mûmak, Graham had Imrahil call another heroic move, hoping to keep as many warriors from harm as possible. Adam had the Mûmak Commander call a heroic move too, and in the following dice roll Evil won. Rotating the Mûmak carefully Adam

managed to get an angle where he could run down five Good models, mercilessly squashing a spearman, a Knight of Dol Amroth and three Warriors with shields. Immediately following this Imrahil and the Warriors close enough to him moved as fast as they could towards the board edge. Suladân and Hagrâz charged into combat while three of the Raiders broke off, riding as fast as they could to try and cut off Imrahil's retreat. The remaining defenders at the wall were engaged by the spearmen still led by Guthâric. Again the shooting was ineffective. Only the archers in the howdah scored a kill, thanks again to their poisoned arrows. The Good archers were

too busy retreating to pause and return fire back at the enemy.

In the Fight phase Suladân issued a heroic combat. Easily despatching the spearman he was pitted against, he swiftly rode off, catching up with the Raiders on the left flank. Hagrâz slammed his mount into two spearmen, bowling them to the ground and lancing both with brutal efficiency. The left flank had collapsed utterly. However, in the centre, Guthâric was beaten back and wounded by the Warriors at the wall as three of his spearmen were killed. Outnumbered and surrounded, the defenders of Gondor fought on!



Haradrim Raiders race to stop Prince Imrahil from escaping.



The forces of Good flee before the awesome might of the Mûmak.



Haradrim Raiders arrive too late to stop Prince Imrahil and a handful of defenders from escaping.

TURN EIGHT

Again the Evil side won the Priority roll, making it five turns in a row! Seizing the initiative, Adam turned the Mûmak to face the last few defenders at the wall. As it charged, it crushed the valiant Minas Tirith Banner bearer, three Knights of Dol Amroth and three spearmen of Minas Tirith, annihilating the remaining defenders and leaving only a lone Swan Knight bravely fighting to the death. The spear-armed Haradrim and Guthâric made one more mighty charge against the beleaguered Knight as all the horse-mounted Warriors and Heroes raced after the fleeing defenders as fast as they could.

Taking his chance to escape, Imrahil moved off the board with one of his Knights, the remainder of his warriors moving into position to escape next turn. The Shoot phase was over quickly, with two inaccurate volleys from the Haradrim archers failing to score any wounds. The last Knight at the wall was cut down in a welter of blood as Guthâric and his men scrambled over the wall, jubilant at clearing the barricade at last!

TURN NINE

Finally, Good won priority, and Adam was disappointed to see the only remaining Good models on the board escape. The Raiders who were rapidly skirting around the edge of the table were unable to prevent their retreat – even with the use of a heroic move. All that remained at this point was to check to see if Imrahil and his surviving men would be able to make it back to join up with their forces.



The last defender is overwhelmed.

QUITTING THE FIELD

Once the scenario was over all that remained was to see if Imrahil and the other escaping defenders would be caught and slain by the roving Haradrim Raiders. Adam had seven remaining cavalry models (including Suladân and Hagrâz) so Graham would need to roll a 4+ for each escaping model to see if it survived or not. Unfortunately luck was not with Graham as he rolled his dice, with Imrahil and two of the other Men of Minas Tirith being lost as they tried to regroup with the other Gondorians. This meant that the Evil force was victorious by a whisker!



The players shake hands after a close fought game.

The Forces of Good



Graham McNeill: Curses! Just when you think you have it all sewn up, it all goes to pot because you can't roll a 4+ to save your life. Throughout the battle, I had to accept that I was

going to lose a whole load of my courageous warriors and just roll with the punches that the Mûmak would deal out to my lines. As long as I got Imrahil off the board I figured I could win the scenario. So, as it turned out during turn five, the unlikely event of both Imrahil and the Knight of Dol Amroth rolling a double 1 when they tried to charge the Mûmak worked in my favour, getting them closer to the board edge when the time came to get the hell out of Dodge. If I hadn't failed that Courage test, Adam's flanking Harad Raiders would no doubt have caught my retreating warriors. Instead they successfully managed to flee.

Overall, I think I did a reasonable job of holding up the Harad long enough for honour to be satisfied. The archers did a sterling job of getting the Mûmak to stampede with their first volley, but achieved little after that, though without that first stampede in the opposite direction, the Mûmak would have rampaged through my troops and killed everyone before the requisite number of soldiers had escaped.

All my Warriors performed brilliantly on the day, with special mention going to the Knights of Dol Amroth who held the wall against the Haradrim for the entire battle until the Mûmak crushed them all to death. No matter how hard Adam's Haradrim tried to push their way over the barricade, the Knights of Dol Amroth met them with steel and courage and held them at bay. Only the despicable tactic of trampling an angry Mûmak through the combat ended their defiance... but what a way to go!

With quite a few models over and above what I needed to win escaping from the board edge, I was quietly confident that I had the game in the bag. Then Adam reminded me that I still had to roll to see if the escapees had managed to get away completely. Unfortunately luck deserted me as roll after roll came up with a 1, 2 or 3, and my escape force dwindled until it all hung on the very last dice. If I managed to get a 4+, the game would be mine. Fittingly, the last model I rolled for was Imrahil, but fortune was not with him and he fell to a pursuing Harad. With that the game was Adam's.

Despite my defeat it was a thrilling match-up – real nail-biting stuff as I struggled to hold Adam's Haradrim at bay long enough for my men to escape. Ultimately it was not to be the Good side's day, but never fear; I'm sure things will turn out alright on the Pelennor Fields.

The Forces of Evil



Adam Troke: Victory is mine! Even as I write I can picture my jubilant Haradrim pressing forwards towards the killing fields of the Pelennor. The Prince of

Dol Amroth and his Swan Knights sorely taxed Suladân, but my greater numbers and the war Mûmak of the Haradrim were the deciding factor. But, to be honest, it felt more like a draw than a win. Graham managed to get a good number of men away, but the dice cheated him at the last moment. Really he was pipped to the post by pure bad luck at the end of a hard fought

and exciting scenario! Would I handle things differently if we played the scenario again? Well, no. I think my overall battle plan was pretty sound, let down in the main by the stubborn refusal of the defenders to die and the stampeding Mûmak in turn three. If the Mûmak had been crashing through the Good army's lines two turns earlier instead of trumpeting in agony and crushing my own forces it would have been a much darker day for Gondor. Ah, the vagaries of fate.

For me the highlight of the game was when Graham wounded the Mûmak and caused it to stampede. Guthârïc desperately pulled his

spearman out of harm's way only to have the raging Mûmak trample across the hapless archers instead! Moments like these are great for me, when something happens that really fits with the image of the armies. Mûmakil raging out of control are a serious threat to any Haradrim player, and I was pleased that something fun and characterful like this happened, even if it meant I lost a swathe of men!

Overall, an exciting and tense scenario made even more so because we didn't know who had won until the last dice rolls were made. And so it was that fortune favoured me. Long live the Serpent Lord of Harad!

THE SANDS OF KÂRNA

A scenario for The Lord of The Rings by Mat Ward

A band of warriors of Minas Tirith stumble into the ruins of Kârna, a once great city reduced to rubble. As the men of Gondor seek treasure, the dreaded Dîmlokhi rise to vanquish the intruders.

Description

Kârna was once the closest thing that Harad had to a national capital. In the times of Gondor's occupation, Mârdat, the Serpent Lord, ruled his rebel kingdom from its high throne and spun strategies to defend his land from the usurpers from the north. Though he railed against his people's fate for many years, it was but a short time before Mârdat fell at the hands of one his countrymen. With his death, the armies of Gondor once more came down from out of the north and crushed those who had opposed their rule. Kârna was to be an example for the next chieftain who chose defiance. The city's spiralling towers were felled and its houses were consumed by fire. Almost a century later, a company of Minas Tirith's warriors entered into the ruins of Kârna, seeking any valuables that

could be rescued. They paid little heed to the local tales of dread spirits that haunted the forsaken city, and cared not for the offence that their presence caused the local population.

Good

- Valadir (Captain of Men)
- 8 Warriors of Minas Tirith with shield and spear
- 8 Warriors of Minas Tirith with shield
- 8 Warriors of Minas Tirith with bow

Evil

- Kâshdhar (Haradrim Chieftain with shield and spear)
- 4 Dîmlokhi (Barrow-wights)
- 12 Haradrim Warriors with bow
- 12 Haradrim Warriors with spear

Points Match

If you want to play this scenario with alternative forces, choose 350 points of Evil Warriors and Heroes and a Good force of 250 points. Note that the Evil force must include at least four Heroes or otherwise big, nasty

foes, such as Mordor Trolls. If you want to play a larger game, simply increase the forces by a similar factor – ie, a Good force of 500 points should be matched against an Evil force of 700 points.

Layout

The scenario is played on a board 48"/112cm by 48"/112cm. The ruins of Kârna should cover the entire board, but by this point the city has become overgrown with all manner of vegetation as the forest has come to reclaim the land – represent this with a scattering of trees and scrub. In the exact centre of the map lie the ruins of the palace of Kârna. These should be represented by a single, mostly intact, building about 4"/10cm by 4"/10cm.

Starting Positions

The Good player deploys his entire force within 12"/28cm of the palace ruins. They are spread out, searching for items of value – represent this by deploying no Good model closer than 2"/4cm to another Good model. When this has been done, the Evil player deploys all of his Haradrim within 6"/14cm of any board edge. The Dîmlokhi (or four most expensive models if playing a points match) are not deployed at the start of the game, but may become available later.

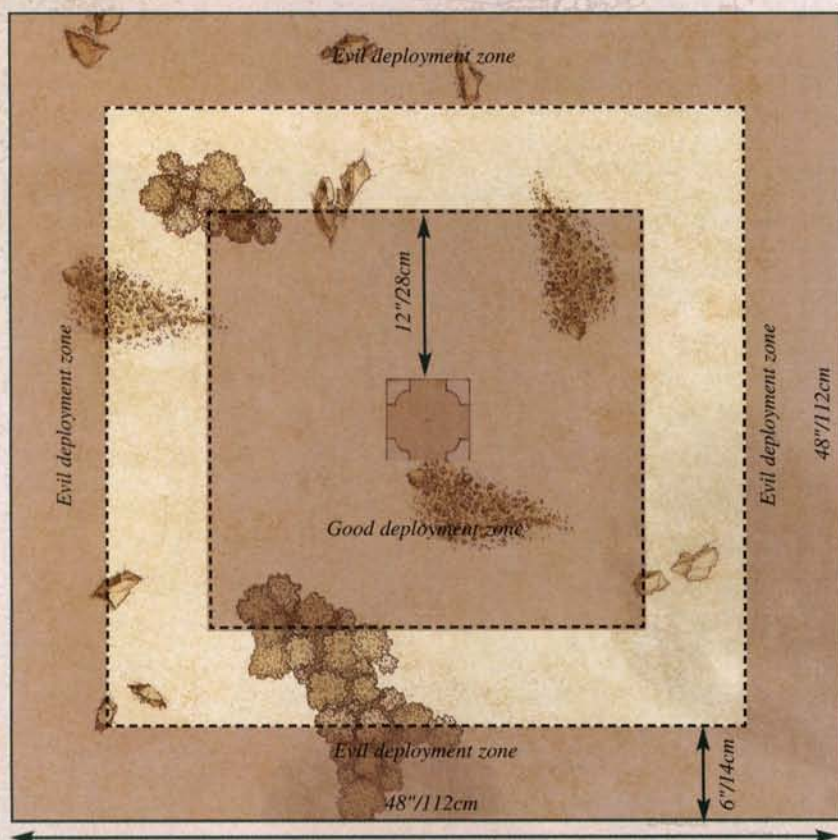
Objectives

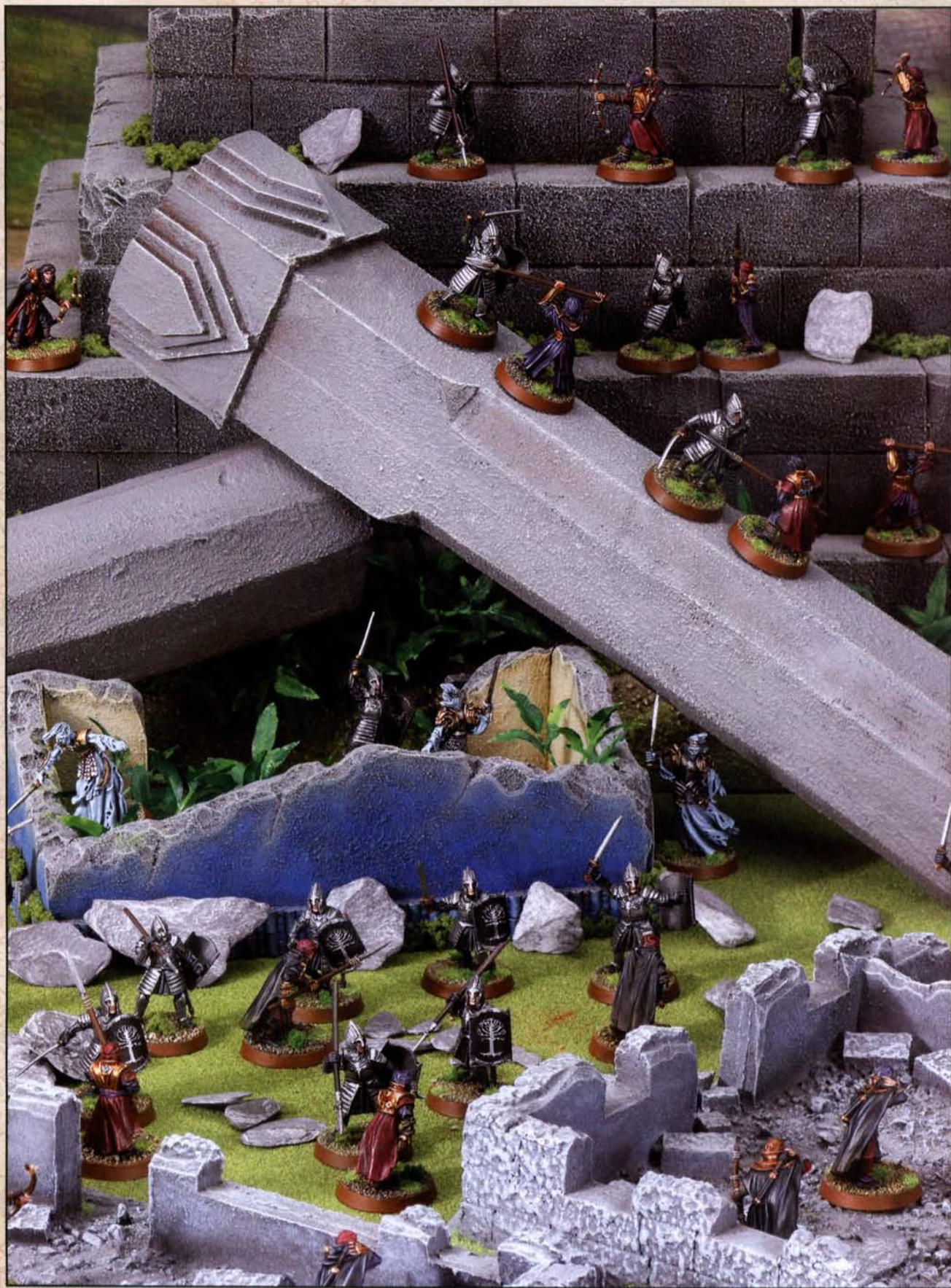
Whichever side reduces the other to 25% or less of its starting numbers (6 models in the case of the Good side and 8 models in the case of the Evil side) first, wins the game. If both forces are reduced to 25% or below in the same turn, the game is a draw.

SPECIAL RULES

The Call of Death. The Dîmlokhi are not aware of the presence of others at the start of the scenario, but instead will be drawn to the battle as blood is spilt. At the end of each turn, the Evil player rolls a D6 for each model (Good or Evil) slain this turn. If the result is a 5 or 6, he may deploy a single Dîmlokh anywhere in the central building. Newly arrived Dîmlokhi may act normally as from the start of the following turn.

Ageless Terror. The presence of the Dîmlokhi holds great terror for the Haradrim as well as that of the Men of Minas Tirith. If a Haradrim is within 6"/14cm of a Dîmlokhi at the start of his move, that Haradrim must immediately pass a Courage test or retreat, exactly as described in the main rules.





The Warriors of Minas Tirith face not only the Haradrim, but also the dreaded Dîmlokhi.

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