

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

GONDOR IN FLAMES



THE LORD OF THE RINGS
STRATEGY BATTLE GAME
SOURCEBOOK



**GAMES
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NEW LINE CINEMA
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GONDOR IN FLAMES

A SOURCEBOOK FOR
THE LORD OF THE RINGS STRATEGY BATTLE GAME



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INTRODUCTION

The ancient land of Gondor lies in the south-east of Middle-earth, the foremost bastion in the struggle against the Dark Lord Sauron; a shield held firm before the armies of Mordor. This sourcebook is the definitive guide to the armies of Gondor and the land they defend.

The Lord of The Rings Strategy Battle Game rules manual contains the rules you will need to fight battles with your Citadel miniatures. Each sourcebook contains one or more army lists that work with these rules and allow you to turn your collection of miniatures into an organised force, ready for battle. This particular sourcebook covers the armies of Gondor: the garrison of Minas Tirith, the elite soldiers of the Tower of Ecthelion, the stealthy Rangers of Ithilien, and the courageous defenders of the Fiefdoms. Also included in this sourcebook are the cursed Dead of Dunharrow and the founders of Gondor: the Army of the High King. In the event of any discrepancy between this and previous volumes, this sourcebook takes precedence.

HOW THIS SOURCEBOOK WORKS

Each sourcebook is split into four main sections that deal with different aspects of the region and people that it covers. Gondor in Flames contains:

◆ THE HISTORY OF GONDOR

The first section introduces the land of Gondor and its constant struggle with Sauron the Deceiver, from the days of the Last Alliance to the Return of The King.

* DEFENDERS OF GONDOR

Each and every Hero and Warrior to be found in Gondor is examined in the bestiary. Here you will find a full description of each, alongside complete rules and details of any unique abilities they possess.

☐ ARMIES OF GONDOR

The army lists take all of the Warriors and Heroes presented in the previous section and arranges them so you can choose an

army for the scenarios in this sourcebook, or a Legions of Middle-earth game. Each model has a points value to help ensure you can pit your army against an opponent's in a fair match. This section also includes guidance on how to collect, paint and theme your army.

☀ SCENARIOS

A series of unique gaming scenarios allow you to recreate key moments in Gondor's history. Each scenario gives you a total points value for each side, a set of army lists to choose from and a list of Recommended Participants, allowing you to customise the scenario to your miniatures collection as much or as little as you wish. Though in some cases there are no comparable events within the tale of The Lord of The Rings, the passage of events described is fully in-keeping with what could have happened in the story – they effectively present a series of 'What If?' scenarios based alongside historical events. Each scenario gives you a total points value for each side, a set of army lists to choose from and a list of Historical Participants, allowing you to customise the scenario to your miniatures collection as much or as little as you wish.

FIND OUT MORE

While Gondor in Flames contains everything you need to play a game with your collection of Gondor Citadel miniatures, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine White Dwarf contains articles about all aspects of The Lord of The Rings game and hobby including Legions of Middle-earth games. You can find articles specific to Gondor in Flames on our web site:

www.games-workshop.com



The army of Gondor marches to war.





THE HISTORY OF GONDOR

In the heart of Middle-earth lies an ancient realm, a kingdom founded in exile and forged through martial prowess. Standing between the free peoples to the west and the evil nations to the south and east it has ever been a shield against the shadow of Mordor and the terrible power of the Dark Lord. This is the kingdom of Gondor, scion of Númenor and tireless protector of Middle-earth.

Many are the tales told in Middle-earth of Númenor, of Westergesse beyond the sea, and of how it was sundered from this world. Most of Númenor's folk were lost in the tragedy of their homeland's destruction but, given warning by the foresight of their lord Elendil, many escaped to the shores of Middle-earth. There the exiles founded the twin realms of Arnor (whose history is more fully described elsewhere) and Gondor. Both kingdoms were built in the image of lost Númenor and ruled by High King Elendil and his heirs.

A REALM IN EXILE

Gondor prospered after her founding, for Elendil's people were a long-lived and nobler race than the common Men of Middle-earth. Before long, the nascent kingdom stretched between the Misty Mountains in the west and the Mountains of Shadow in the east, and north from the borders of Mirkwood southwards to the River Harnen. A man could travel from Gondor's capital of Osgiliath for many leagues in any direction and still his feet would walk upon Gondor's roads and be subject to the laws of her king.

THE LAST ALLIANCE

Sauron, long a deadly enemy to the Men of Númenor, perceived the threat that Gondor's burgeoning greatness held for his designs. Without warning, the Dark Lord unleashed his legions upon an unready Gondor, routing her armies and despoiling many of her cities. When tidings of the war reached Elendil he was dismayed, for he knew that even the armies of Arnor and Gondor united as one could not stand against the terror that Sauron had unleashed. Those days were dark indeed, but hope was not lost for Elendil was fast friends with the Elven High King Gil-galad, whose people had long loathed and feared Sauron in equal measure.

With common cause forged of evil times, the two kings pledged their armies to the overthrow of the Dark Lord. Thus was born the Last Alliance of Men and Elves. Thousands perished in the following conflict but, after long years of war, Sauron was defeated in the final battle on the slopes of Mount Doom. Though it cost Elendil and Gil-galad their lives, the Ring into which the Dark Lord had poured much of his power was taken from him and, with that act, Sauron was banished and victory was won.

"For myself I would see the White Tree in flower again in the courts of the kings... and Minas Tirith in peace."

— Faramir, The Two Towers

THE RISE OF THE STEWARDS

Gondor had suffered much in the struggle against Sauron, and her armies were greatly diminished – a dwindling that was only to worsen as the kingdom became embroiled in conflict after conflict. Great victories were won against the Haradrim and Easterlings, yet each war took its toll and, little by little, the armies of Gondor were whittled away. Territory was lost even in victory, for there were no longer folk enough to claim it, and Gondor's boundaries shrunk evermore with each passing year. Minas Ithil, Isildur's citadel in times past, was besieged and captured by the Nazgûl, who made it anew into a terrible fortress of corruption and despair. In time Gondor's capital, Osgiliath, was shattered by war and abandoned, and the seat of kings transferred to Minas Tirith, last of the great fortress cities.

As the glory of Gondor's domains began to recede, so too did its noble lineage falter. The population waned as the noble houses began to intermarry with lesser folk, diluting the proud bloodlines of Númenor. In time, the span of kings diminished and died out, leaving rule of Gondor to Stewards – just and noble Men, but of lesser stature than the monarchs who had come before. Though they ruled in the name of the king, the Stewards did not claim the throne, seeking only to maintain the authority of the king and the strength of his armies in the hope that one day the regal line would arise once more.



A LIGHT FROM THE SHADOWS

At the end of the Third Age, Gondor is a shadow of her former glory yet remains a dominant power in Middle-earth. War, a constant companion, burns ever more furiously, for Sauron has risen anew and his armies assail Gondor's borders with renewed hatred. There is no help to be had from Arnor, for the sister kingdom has long since been lain to ruin, and the Dwarves seemingly care little for outside affairs whilst their own realms remain secure and wealthy. Nor are the Elves any longer a power to be relied upon, heartsick and weary as they are of war, and they have grown adrift from the troubles of the mortal world.

Though sundered from her traditional comrades in arms, Gondor does not stand alone in this hour of darkness. Fresh allies exist in the Rohirrim – the children of Eorl the Young who settled in the land of Calenardhon – and in the north an heir of Elendil survives, one day to return to Gondor and rekindle all the glories of the past. Until that time Gondor, last stubborn outpost of forsaken Númenor, stands determined but alone against Sauron and the legions of Mordor.



oagorlao
dead marshes
rainoalt
rauros
endocora

north ithilien

white mountains
haunted hills
westholo
river lefial
pinnath gelin
overhaven
horin's tower
hallowcliff

gondor

anfalas

emyn arnen

lossebranch
river end
river elzith
pelargir
river seri
river gilraia
angboras keep
river kiril
lamoon

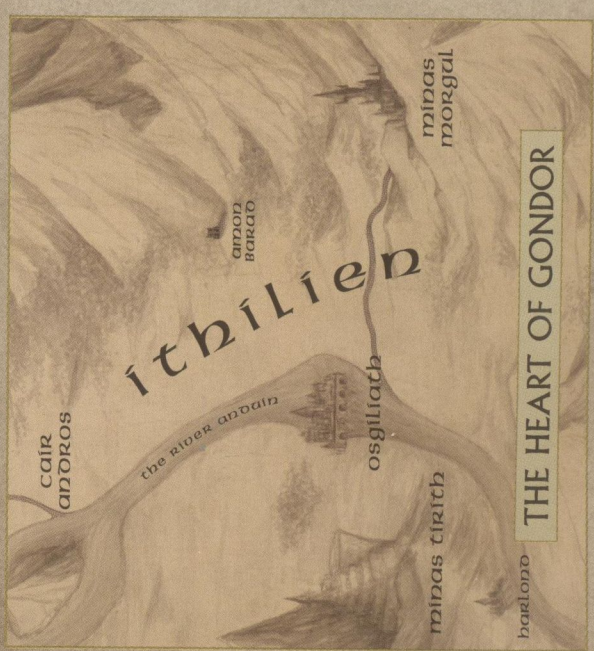
lebernin

bel falas
dol amroth

barondor
(now a barren and desolate place)



baradwaith



cair anoros
the river anduin
osgiliath
minas tirith
minas morgul
ammon barad
barlond

THE HEART OF GONDOR

DEFENDERS OF GONDOR

This section contains background and gaming information for all of Gondor's defenders in The Lord of The Rings Strategy Battle Game, from mighty Heroes to the dedicated Warriors that make up her armies.

GOOD HEROES

Aragorn, King Elessar (Man)

Points value: 260



Gondor has a ruler once more; Aragorn, son of Arathorn, of the House of Isildur. The king has returned to Minas Tirith in its darkest hour, bringing leadership, inspiration and hope to those who struggle in the shadow of Sauron. The coming of King Elessar heralds not only victory over the Lord of Mordor, but also a change in Gondor's fortunes on a wider scale, for under his leadership the race of Men will rekindle their former greatness.

F	S	D	A	W	C	M / W / F
6/3+	4	7	3	3	6	3* / 3 / 3

Wargear

Aragorn wears heavy armour and carries Andúril (hand weapon). He may be given the following items at additional cost:

Armoured horse15 points

Andúril, Flame of the West. This magical blade has been re-forged by the smiths of Rivendell using the fragments of Narsil, the sword of Elendil. When fighting with Andúril, Aragorn never needs to roll more than 4+ to score a wound, regardless of the opponent's Defence (this rule has no effect against targets that have Batter Points instead of Wounds). His rolls to wound can be modified by using Might as normal.

Special Rules

* **Mighty Hero.** Aragorn is a mighty hero – the heir of the Kings of Gondor. He may expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn will reduce his Might store as normal.

Note: Your force can only include one Aragorn, either Elessar or Strider.

Denethor, Steward of Gondor (Man)

Points value: 30



Once a great man, the Steward of Gondor is now weary with the responsibility of leading his people in such dark times. The loss of his favoured son Boromir has proven an unbearable pain, leaving Denethor increasingly vulnerable to despair in the face of the overwhelming odds that trouble the realm of Gondor.

F	S	D	A	W	C	M / W / F
5/-	4	5	2	2	5	0 / 3 / 0

Wargear

Denethor wears armour and carries a sword (hand weapon).

Special Rule

Broken Mind. Denethor is subject to dangerous fits of madness. At the start of every turn, before players roll for priority, the Good player must take a Courage test for Denethor. If the test is passed, all is fine. If the test is failed, Denethor is controlled by the Evil player as if he was one of his models. The only difference between Denethor and other Evil models is that Good models cannot target Denethor with missile fire, magical powers that cause damage and cannot strike blows against him if they defeat him in a fight.

Boromir, Captain of the White Tower (Man)

Points value: 175



Boromir, son of Denethor, is Gondor's boldest and most able commander, a master of all the skills of a warrior. Wherever he fights, efforts are redoubled, hope rekindled and victory snatched from the very pits of despair – for Boromir's fearlessness inspires the people of Gondor, and is able to rally them against the most dire of threats. In the failing years of Minas Tirith, Denethor has come to rely on his elder son as the one spark of hope in dark times and trusts him like he trusts no other. In turn, Boromir serves his father loyally, but holds no faith in the heir to Gondor's throne, an heir who is absent while his people suffer at the hands of Sauron. For his part, Boromir would willingly defend his people to his last breath.

“...though thereafter we may walk in the shadows, I will not go forth as a thief in the night.”

– Boromir, The Fellowship of The Ring

Wargear.

Boromir, Captain of the White Tower wears heavy armour. He carries a sword (hand weapon) and the Horn of Gondor. Boromir may be given the following items at additional cost:

- Horse10 points
- Lance5 points
- Shield5 points
- The Banner of Minas Tirith50 points

Special Rules

The Horn of Gondor. See main rules manual.

The Banner of Minas Tirith. When held aloft by Boromir, the Banner of Minas Tirith inspires such valour in the Men of Gondor that they fight with renewed skill and vigour. The Banner of Minas Tirith counts as a banner. In addition, if Boromir carries the Banner of Minas Tirith, all Warriors of the realm of Gondor within 3"/8cm receive a +1 bonus to their Fight value. Boromir also receives this bonus, although other Heroes do not. Unlike other banner bearers, such is Boromir's skill in battle he suffers no -1 penalty to his dice roll when determining who wins the combat, although he gains no benefit from carrying a shield or a lance. If you wish to model Boromir with a shield he will gain no benefit from it, so you need not pay the points.

Note: Your force can only include one Boromir, either Boromir of Gondor or Boromir, Captain of the White Tower. This profile represents Boromir at his peak, before The Ring cast its influence upon him at the Council of Elrond.

Faramir, Captain of Gondor (Man)

Points value: 70



The younger son of Denethor and brother to Boromir, Faramir is a brave and capable captain, able to inspire his followers to mighty deeds. It is Faramir who commands the defence of Osgiliath in the weeks leading up the siege of Gondor, and he also who leads forays into the contested land of Ithilien, cutting enemy supply lines and ambushing convoys.

F	S	D	A	W	C	M / W / F
5/3+	4	5	2	2	5	3 / 2 / 2

Wargear

Faramir wears armour and carries a sword. He may be given the following items at additional cost:

- Heavy armour5 points
- Bow5 points
- Lance5 points
- Horse10 points

Beregond of Gondor (Man)



A noble and honest man, Beregond is possessed of an unshakable honour and sturdy sword arm. Like all the Citadel Guardsmen, Beregond is dedicated to the ideals of Gondor, but he is no unthinking servant and is likely to question his orders if they contradict his feelings of right and wrong.

Points value: 25

F	S	D	A	W	C	M / W / F
4/3+	4	6	1	1	4	1 / 1 / 1

Wargear

Beregond wears heavy armour and carries a longbow (Elf bow) and a sword (hand weapon). Beregond may be given a horse at additional cost:

Horse6 points

Special Rule

Bodyguard. At the start of the game choose one Hero of Gondor among those in your force for Beregond to protect. As long as this Hero is on the table, Beregond will automatically pass all Courage tests he has to take. If the Hero is killed or leaves the table, Beregond reverts to the normal rules for Courage.

King of Men (Man)



In its long history, Gondor has known many kings – great and noble leaders who have always stood against the darkness of Mordor. Though their bodies now rot on countless battlefields, or are entombed in the halls of Rath Dinen, the past Kings of Gondor shaped the present realm by their deeds.

Points value: 55

F	S	D	A	W	C	M / W / F
5/4+	4	4	2	2	5	2 / 2 / 1

Wargear

A King of Men carries a sword (hand weapon). He may be given the following items at additional cost:

Armour5 points
Heavy armour10 points
Shield5 points
Horse10 points
Lance5 points
Armoured Horse15 points

Peregrin, Guard of the Citadel (Hobbit)



Scant trace remains of the foolish and inexperienced Hobbit that Pippin once was. Tempered by the battle-flame that swept across Gondor, the Thain's son is now a leader in his own right, and one who has earned the respect of all in the city of Minas Tirith and the wider realm of Gondor.

Points value: 25

F	S	D	A	W	C	M / W / F
3/3+	2	4	1	1	4	1 / 1 / 2

Wargear

Peregrin wears armour and carries a sword (hand weapon). He may be given the following items at additional cost:

Pony5 points
Elven cloak10 points

Special Rules

Guard of the Citadel. Faithful companion of the King Elessar and veteran of Minas Tirith's defence, Peregrin counts as a Hero of Gondor.

Resistant to Magic. Throw Stones. See the main rules manual.

The King of the Dead (Spirit)

Points value: 100



In ages long past, this King led his people in defiance of Isildur's will. Though his body is long since dust, his spirit lingers on, bound evermore to the fate of Gondor's royal line. A ghostly echo of the man he once was, this King no longer rules over lands or chattels. Instead he is doomed to hold court over his accursed people until Isildur's heir releases them from bondage. Such thralldom chafes at this once proud man and serves only to feed the malice that eats away at what remains of his soul.



F	S	D	A	W	C	M / W / F
4/-	4	8	1	2	7	0 / 6 / 3

Wargear

The King of the Dead wears ancient armour and carries a rusty sword (hand weapon).

Special Rules

Terror. See main rules manual.

Blades of the Dead. The swords of the Dead have long lost their edge, and yet armour is of scarce use against them – the only defence is a brave heart. When determining what number the Dead need to wound their opponents, use the opponent's Courage rather than its Defence on the Wound chart.

Drain Soul. An enemy that suffers a wound from the King of the Dead is automatically slain regardless of the number of wounds on its profile. Heroes can use Fate to avoid wounds suffered from the King but if even a single wound is not avoided, they are slain.

The Dead and the Living. Only the Army of the Dead may use the King's 'Stand Fast!'

Captain of Minas Tirith (Man)

Points value: 50



Schooled in the arts of war in the tradition of the land of Númenor, Captains of Minas Tirith are all from noble families and lead through example. We have included the option for you to have one or more Captains of Gondor. This represents the leaders amongst the soldiery of Gondor who go unnamed in The Lord of The Rings.

F	S	D	A	W	C	M / W / F
4/4+	4	6	2	2	4	2 / 1 / 1

Wargear

A Captain of Minas Tirith wears heavy armour and carries a sword (hand weapon). He may be given the following items at additional cost:

Shield	.5 points
Bow	.5 points
Lance	.5 points
Horse	.10 points



Prince Imrahil of Dol Amroth (Man)

Points value: 135



Prince Imrahil is the Lord of Dol Amroth, the fair port city on the Bay of Belfalas. Descended from the nobles of Númenor in almost true line, Imrahil has a commanding presence and unshakeable loyalty to the ruling line of Gondor, whether they be Steward or King. Though he possesses martial skills all but unparalleled in Gondor, it is Imrahil's gift of inspiration that shows his true quality, for he is able to rally those around him in even the very direst of circumstances. It is chiefly through Imrahil's leadership that the fiefdoms of Gondor have been spared the worst in these days of deepening shadow.

Wargear

Imrahil wears heavy armour and carries both a shield and the Sword of Dol Amroth (hand weapon). He may be given the following items at additional cost:

Armoured Horse15 points
Lance5 points

Special Rules

The Lineage of Númenor. Imrahil commands great respect and loyalty from all the free folk of Middle-earth. The range of Prince Imrahil's Stand Fast! is 12"/28cm rather than 6"/14cm.



Forlong the Fat (Man)

Points Value: 60



Though growing old, Forlong is one of the most famous lords in all of the fiefdoms. In truth, this is at least as much to do with his immense girth as his battle-prowess, as Forlong is incredibly – almost unbelievably – fat. However, his massive size belies an incomparable strength, and a blow from the Lord of Lossarnach is likely to shatter any shield set to thwart his strike.

F	S	D	A	W	C	M / W / F
4/-	5	6	2	3	4	3 / 1 / 1

Wargear

Forlong wears heavy armour and carries a spear. He may have the following equipment at additional cost:

Horse10 points

Angbor the Fearless (Man)

Points Value: 55



The clan chief of Lamedon, Angbor is a bold – some would say reckless – leader whose warrior skills have been honed across decades battling Sauron's vassals. In all the years spent contesting the White Mountains with Orcs and Gondor's lowlands with Corsair raiders, Angbor has never once fled the field of battle, no matter how desperate the situation.

F	S	D	A	W	C	M / W / F
4/-	4	5	2	2	5	2 / 3 / 1

Wargear

Angbor wears armour and carries a two-handed sword. Note that he does not carry a hand weapon and so is otherwise considered to be unarmed.

Captain of Dol Amroth (Man)

Points value: 55



The Men of the ancient port city of Dol Amroth can trace their ancestry back to the nobles of Númenor, their blood largely unmingled with the lesser races of Men. It is in the Captains of Dol Amroth, the sons of the noble houses, that this heritage is clearest shown, for they are Men of martial prowess and unquenchable valour – true champions of Gondor.

“...about the Gate resistance still was stout, and there the knights of Dol Amroth and the hardiest of the garrison stood at bay.”

– The Return of The King

F	S	D	A	W	C	M / W / F
4/4+	4	7	2	2	4	2 / 1 / 1

Wargear

A Captain of Dol Amroth wears heavy armour and carries both a shield and a sword (hand weapon). He may be given the following items at additional cost:

Lance	5 points
Armoured Horse	15 points

Special Rules

Dol Amroth for Gondor! The Captains of Dol Amroth are fantastically skilled fighters, proud of their skills and of their prince – they are the elite warriors of Gondor, and they know it. Captains of Dol Amroth always count as being within the area of effect of a banner if Prince Imrahil is within 12"/28cm.



The Knights of Dol Amroth charge into the fray.

Madril, Captain of Ithilien (Man)

Points value: 55



Madril is a Ranger, with many long years of experience of a profession in which few survive more than a handful of seasons. A master of ambush and stealth, Madril directs his efforts against those of Sauron's forces as they are slowly tightening their grip on the land of Ithilien.

"Gondor wanes, you say.
But Gondor stands..."

— Boromir, The Fellowship of The Ring

F	S	D	A	W	C	M / W / F
4/3+	4	5	2	2	4	3 / 1 / 1

Wargear

Madril wears sturdy leather armour. He carries a sword (hand weapon) and a bow.

Special Rules

Master of Ambush. Madril's true forte is the crafting of surprise attacks and careful ambushes where a portion of the warriors at his command appear upon the enemy's flanks at a critical moment in the battle. In scenarios where the Good player can roll for additional forces to arrive (such as those that use the Reinforcements rule) he receives a +1 bonus to the dice rolls if Madril is on the board. If Madril is not on the board and is waiting to arrive as part of the reinforcements, he may only apply this bonus to his own roll to arrive.

Cirion, Lieutenant of Amon Barad (Man)

Points value: 55



Named for a Steward of old, Cirion hails from one of Minas Tirith's nobler families. Though not amongst the most experienced of Gondor's captains, Cirion compensates for his lack of years with a self-confidence that may one day prove to be his undoing.

F	S	D	A	W	C	M / W / F
4/4+	4	6	2	2	4	3 / 1 / 1

Wargear

Cirion wears a chainmail coat (armour). He carries a sword (hand weapon) and a shield.

Special Rules

Boldest of the Bold. Cirion is at his most determined when facing dangers that would crush the spirit of a lesser man. When attempting to charge an enemy that causes Terror, Cirion receives a +2 bonus to his Courage.

Damrod, Ranger of Ithilien (Man)

Points value: 20



Damrod is an experienced Ranger, having served many long years combating Sauron's minions upon the wooded slopes of Ithilien with sword and bow. Damrod has become an invaluable right-hand man to Faramir.

F	S	D	A	W	C	M / W / F
4/3+	4	5	1	1	4	1 / 1 / 1

Wargear

Damrod wears sturdy leather armour. He carries a sword (hand weapon) and a bow.

"Ithilien, the garden of Gondor
now desolate kept still a
dishevelled dryad loveliness."

— The Two Towers

Elendil (Man)

Points value: 165



High King of the Dúnedain and of Gondor, Elendil led his people out of the ruin of Númenor on seven tall ships. Making landfall on Middle-earth he met and befriended the Elven-king Gil-galad and founded the realms of Gondor and Arnor. One of the mightiest and noblest Men that ever lived, it was Elendil's ultimate destiny to fall before Sauron's might, perishing alongside his friend and ally, Gil-galad, on the slopes of Mount Doom.

F	S	D	A	W	C	M / W / F
7/-	4	7	3	3	6	3 / 3 / 1

Wargear

Elendil wears finely crafted heavy armour and carries the sword Narsil (hand weapon). He may be given the following items at additional cost:

- Shield5 points
- Horse10 points

Narsil. Narsil's powers allow Elendil to fight a Heroic Combat in the Fight phase without expending Might to do so.

Isildur (Man)

Points value: 100



F	S	D	A	W	C	M / W / F
6/-	4	7	3	3	6	3 / 1 / 2

Wargear

Isildur wears finely crafted heavy armour and carries a sword. He may be given the following items at additional cost:

- Shield5 points
- Horse10 points

Special Rule

The Ring. If neither Frodo or Bilbo are in the force, Isildur can carry The Ring. See the main rules manual.



History remembers Isildur as the victor of the Last Alliance, for it was he who struck The One Ring from Sauron's black hand. Alas, The Ring swiftly corrupted Isildur's heart and he was unable to cast it into the fires of Mount Doom. Thus Sauron's curse was allowed to linger over Middle-earth for many long centuries to come.

Captain of Númenor (Man)

Points value: 50



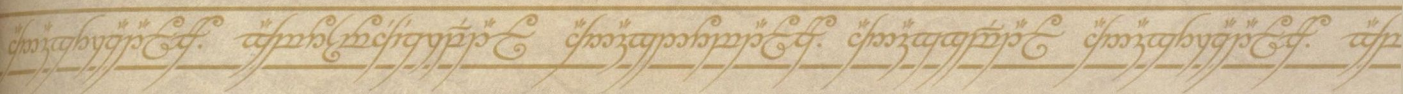
In ancient times, the army of Númenor was led by many experienced Captains of Men who directed their soldiers for the greater glory of their homeland and King. This profile represents the leaders amongst the soldiery of Númenor who go unnamed in The Lord of The Rings.

F	S	D	A	W	C	M / W / F
5/4+	4	5	2	2	4	2 / 1 / 1

Wargear

A Captain of Númenor wears armour and carries a sword. He may be given the following items at additional cost:

- Heavy armour5 points
- Shield5 points
- Bow5 points
- Lance5 points
- Horse10 points



GOOD WARRIORS

Warrior of Minas Tirith (Man)

Points value: 7



The Men of Minas Tirith have lived their whole lives under the shadow in the east, never faltering. It is through their valour that the lands beyond Gondor have been kept safe from Sauron's armies. Warriors of Minas Tirith are at the heart of many of Gondor's armies, taking the field in disciplined formations that bristle with spear, sword and bow.

F	S	D	A	W	C
3/4+	3	5	1	1	3

Wargear

A Warrior of Minas Tirith wears heavy armour and carries a sword (hand weapon). He may be given the following items at additional cost:

Spear	.1 point
Bow	.1 point
Shield	.1 point
Banner	.25 points

Citadel Guard (Man)

Points value: 8



Founded as an order of elite guards answerable only to the king of the southern realm, the Citadel Guard are one of the earliest institutions of the Kingdom of Gondor. Only the toughest warriors that Gondor has to offer are picked to join the guard, to be clad in their Mithril-detailed armour and to carry blades of Westernessee, heavy with both age and honour. In the absence of a king the guards take their orders from the Steward of Minas Tirith and are sworn to obey his every command until death claims them.

F	S	D	A	W	C
4/4+	3	5	1	1	3

Wargear

A Citadel Guard wears heavy armour and carries a sword (hand weapon). He may be given the following items at additional cost:

Horse	.6 points
Longbow (Elf bow)	.2 points
Spear	.1 point

Special Rule

Bodyguard. See the main rules manual.

Guard of the Fountain Court (Man)

Points value: 10



The Guard of the Fountain Court are selected from the most disciplined of veterans in all of Gondor, swearing to give their lives in service to the lords of Minas Tirith and to be fearless in combat. They wear winged helmets made of Mithril, intricately crafted heavy armour and carry the finest weaponry that the armouries of the White City have to offer.

F	S	D	A	W	C
4/-	3	6	1	1	3

Wargear

A Fountain Court Guard wears intricately crafted heavy armour and carries a spear. He may be given the following items at additional cost:

Shield	.1 point
Banner	.30 points

Special Rules

Bodyguard. See main rules manual.

Ranger of Gondor (Man)

Points value: 8



Most renowned of the all the Rangers of Gondor are those that dwell in Ithilien and who kept the crossings of the Anduin secure from the servants of Sauron. In other parts of the realm there are other Rangers who are no less dedicated to the defence of Gondor, such as the Bowmen of Morthond and the Wardens of Pelargir.

F	S	D	A	W	C
4/3+	3	4	1	1	3

Wargear

A Ranger of Gondor wears armour and carries both a sword (hand weapon) and a bow. He may be given the following items at additional cost:

Spear1 point

Osgiliath Veteran (Man)

Points value: 8



A dour and grim band of determined Men, the Osgiliath Veterans are the warriors who recaptured the ruined Osgiliath alongside Boromir, son of Denethor. Though their armour is pitted and scarred and they carry dozens of small wounds, the fighting spirit of the veterans is unyielding. Osgiliath may be a shattered remnant of its former glory, but she will not fall whilst her Veterans still live.

F	S	D	A	W	C
3/4+	3	5	1	1	4

Wargear

An Osgiliath Veteran wears battered heavy armour and carries a sword (hand weapon). He may be given the following items at additional cost:

Bow1 point

Spear1 point

Shield1 point

Special Rules:

Loyal to the Captains. The Osgiliath Veterans have fought alongside Boromir and Faramir for months, if not years, and each one of them is loyal unto death. So long as an Osgiliath Veteran is within 6"/14cm of either Boromir or Faramir (or both) he receives a bonus of +1 to its Fight value.

Knight of Minas Tirith (Man)

Points value: 13



Tall, stern warriors mounted on swift steeds and bearing keen lances, the Knights of Minas Tirith are truly the pride of Gondor. When the armies of Minas Tirith go to war, it is the knights that lead every assault, riding enemy formations into ruin and driving the few survivors before them.

F	S	D	A	W	C
3/-	3	5	1	1	3

Wargear

A Knight of Minas Tirith wears heavy armour and rides a horse. He carries a sword (hand weapon) and a lance. A Knight may be given the following items at additional cost:

Shield1 point

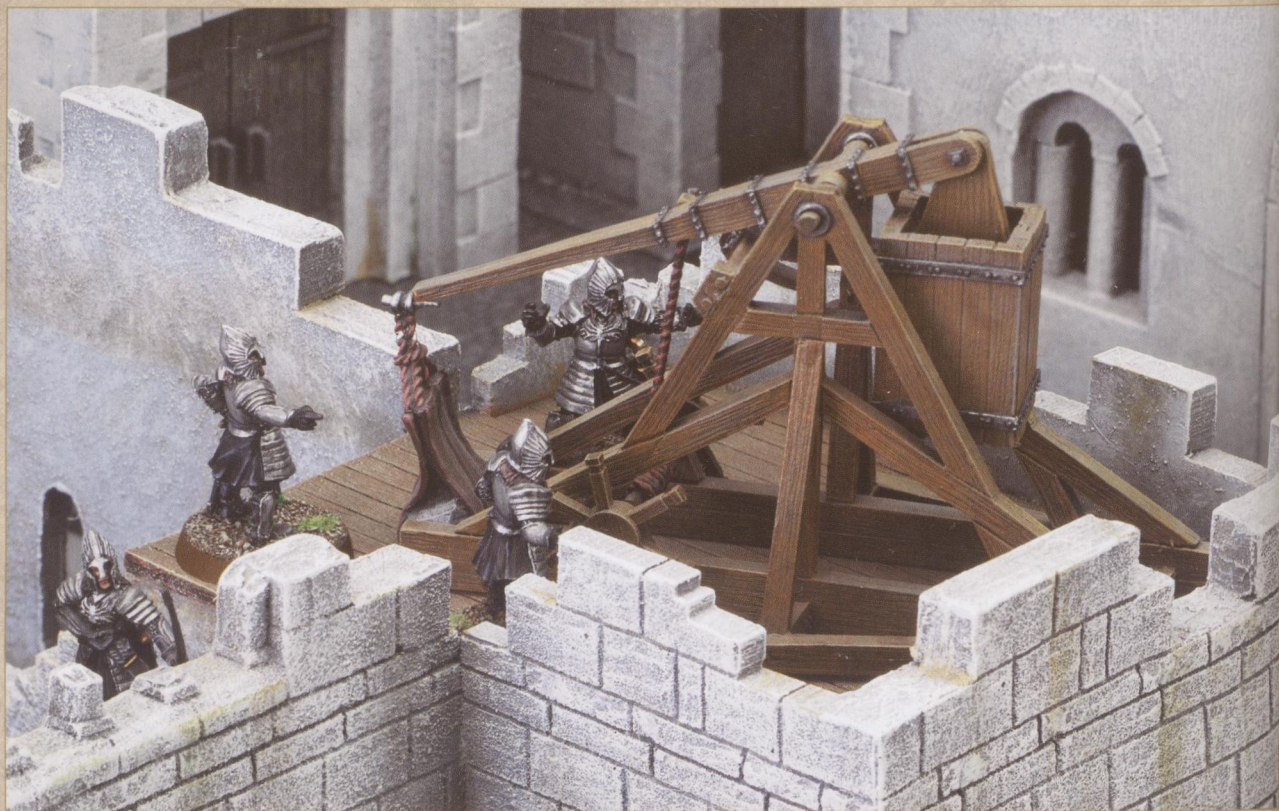
Banner25 points

"Believe not that in the land of Gondor the blood of Númenor is spent, nor all its pride and dignity forgotten."

— Boromir, The Fellowship of The Ring

Battlecry Trebuchet (Man)

Points value: 110



The Battlecry Trebuchet flings a huge boulder at the target with terrifying speed, splintering defences and crushing warriors. Though relatively slow to aim and difficult to build, the Battlecry Trebuchet is a machine of frightening power. Trebuchet crew often work in concert with squadrons of knights, as the mere presence of a Battlecry can force a battalion of enemy warriors to break formation and spread out, leaving them easy targets for the cavalry charge.

	Strength	Defence	Batter Points				
Battlecry	(10)	10	4				
		F	S	D	A	W	C
Crewman		3/4+	3	5	1	1	3

Crew

A Battlecry Trebuchet consists of a Trebuchet and three Minas Tirith crewmen wearing heavy armour and armed with swords (hand weapons). Extra crew can be added at the following cost:

Minas Tirith crewman 7 points each



Special Rules

Indirect Fire. A Trebuchet always follows the rules for Volley Fire, giving it a range of 18-96"/42-224cm. When firing a Trebuchet, follow the rules on page 45 of the main rules manual, with the following exceptions. A Trebuchet hits the target on the roll of a 4+ rather than a 6. If a hit is rolled and the target is a Siege target, the shot will hit it automatically (no scattering). If the target is a Battlefield target, roll on the Siege Engines Scatter chart instead of following the normal rules for allocating hits with a volley.

Area Effect. Trebuchets fire a large stone that shatters on impact, hurling out a wave of debris that is often as deadly as the main projectile. If the Trebuchet scores a hit against a Battlefield target, all models within 2"/4cm of the target take a hit of Strength 5 (this hit does not kill Battlefield targets outright).

Wall-breaker. When a Trebuchet rolls to wound against a Siege target, the controlling player may roll two dice and pick the highest. If a wound is caused, roll on the Batter chart as normal.

Upgrades

A Trebuchet may be given the following upgrades at additional cost (see page 68 of the main rules manual for details).

Flaming Ammunition 15 points
 Siege Veterans 15 points
 Superior Construction 20 points
 Minas Tirith Engineer Captain 75 points

Avenger Bolt Thrower (Man)

Points value: 70



The Avenger is an invention unique to Minas Tirith, a mechanical masterpiece that reloads itself even as it is fired. This efficiency enables the crew of an Avenger to fire many shots in the same space of time that another engine could fire a single shot. In this way, a single experienced Avenger crew can hold a flank as well as a half-dozen archers.

	Strength		Defence		Batter Points	
Avenger	(7)		10		3	
	F	S	D	A	W	C
Crewman	3/4+	3	5	1	1	3

Crew

An Avenger Bolt Thrower consists of an Avenger Bolt Thrower and two Minas Tirith crewmen wearing heavy armour and armed with hand weapons. Extra crew can be added at additional cost:

Minas Tirith Crewman7 points each

Special Rules

Short Range. An Avenger Bolt Thrower has a Range of 24"/56cm rather than the normal 48"/112cm.

Rapid Fire. An Avenger Bolt Thrower fires D6 shots each turn rather than one. Resolve each shot individually, rolling to hit, to scatter, and to wound for each before proceeding with the next. Shots from an Avenger Bolt Thrower do not kill Battlefield targets outright nor knock them to the ground. The usual restrictions on targeting apply. In addition, the second and following shots must be targeted at models within 3"/8cm of the first target.

Accurate. These machines are easier to aim than catapults and other heavy Siege Engines. When firing an Avenger at a Battlefield target the shot will only Scatter 3"/8cm rather than 6"/14cm.

Upgrades

A Bolt Thrower may be given the following upgrades at additional cost (see page 68 of the main rules for details).

Flaming Ammunition15 points
 Siege Veterans15 points
 Swift Reload20 points
 Minas Tirith Engineer Captain75 points

Knight of Dol Amroth (Man)

Points value: 9



The tall Swan Knights of Dol Amroth are the elite of Gondor, men fair and stern of aspect and peerless upon the field of battle. Truly they are a memory of days long ago lost. Some fight on foot, leading regiments of Men-at-arms into the fray, but most knights fight from horseback, their skilled hands guiding gleaming lances to pierce the heart of the enemy formations. Where the Swan Knights of Dol Amroth ride, hope is reborn and victory is torn from the darkness of defeat.

F	S	D	A	W	C
4/-	3	6	1	1	4

Wargear

A Knight of Dol Amroth wears heavy armour and carries both a sword (hand weapon) and shield. He may be given the following items at additional cost:

Armoured Horse9 points
 Lance1 point
 Banner30 points

Special Rules

Dol Amroth for Gondor! The Knights of Dol Amroth are fantastically skilled fighters, proud of their skills and of their prince – they are the elite warriors of Gondor, and they know it. Knights of Dol Amroth always count as being within the area of effect of a banner if Prince Imrahil is within 12"/28cm.

Man-at-Arms of Dol Amroth (Man)

Points Value: 9



Dol Amroth's defence rests not only upon the shoulders of her knights, but also upon her Men-at-arms, a force of standing soldiery sworn to the prince's service. Unlike the Swan Knights, these Men-at-arms are of common birth, but are no less dedicated to the protection of Gondor and Dol Amroth. Armed with sturdy pikes and clad in plate armour, blocks of Men-at-arms march in support of the knights, forming a reliable core of warriors.

F	S	D	A	W	C
4/-	3	5	1	1	3

Wargear

A Man-at-arms of Dol Amroth wears heavy armour and carries a pike. He may be given the following items at additional cost:

Banner25 points

Dol Amroth for Gondor! The Men-at-arms of Dol Amroth fight all the harder under the eyes of their prince. To represent this, Men-at-arms of Dol Amroth always count as being within range of a Banner if Prince Imrahil is within 12"/28cm.

Axeman of Lossarnach (Man)

Points Value: 9



The Men of Lossarnach are unusually armed, choosing to wield broad-bladed axes in place of the more commonplace spear and sword. This peculiarity holds its origins in the earliest days of Gondor, when the first lord of Lossarnach used such a weapon to great effect in the defence of his liege. Since that day, the sons of Lossarnach have wielded these polearms with fearsome skill, battering aside or crushing any who would stand before them.

F	S	D	A	W	C
4/-	3	5	1	1	3

Wargears

An Axeman of Lossarnach wears heavy armour and carries an axe of Lossarnach. He may be given the following items at additional cost:

Banner25 points

Special Rules

Axe of Lossarnach. These heavy weapons combine a broad axe head with a spear tip. An Axeman of Lossarnach may use his axe as either a spear or a two-handed weapon.

Clansman of Lamedon (Man)

Points Value: 8



The Clansmen of Lamedon make their homes in the untamed foothills of the White Mountains. Undisciplined and preferring a wilder way of fighting, such folk may be unsuited to the ordered battlelines at the heart of Gondor's armies but they are formidable skirmishers, using their long blades to great effect.

F	S	D	A	W	C
4/-	3	4	1	1	5

Wargear

A Clansman wears armour and carries a two-handed sword. Note that he does not carry a hand weapon as so is otherwise considered to be unarmed.

Special Rules

The Honour of Lamedon. The Clansmen of Lamedon are fanatically loyal to their chief, Angbor the Fearless. Clansmen of Lamedon always count as being within the area of effect of a banner if Angbor the Fearless is within 6"/14cm.

Warrior of the Dead (Spirit)

Points Value: 15



After many long centuries there is naught left of the oathbreakers save for whispering shadows and spectral forms, yet they are still a danger to the mortal world. The blades of the dead may have long lost their edge, but armour is of no defence against such ghostly weapons. Any who stray into their cursed domain shall suffer greatly at long-dead hands unless he be the king of Gondor, come again at the dawn of a new age.

F	S	D	A	W	C
3/-	3	7	1	1	6

Wargear

Being incorporeal creatures, the Warriors of the Dead count as armed only with hand weapons regardless of the actual equipment they are carrying, so the rules for their spears, two-handed axes and shields do not apply.

Special Rules

Terror. See main rules manual.

Blades of the Dead. See the entry for the King of the Dead.

Rider of the Dead (Spirit)

Points Value: 20



At the vanguard of the Army of the Dead ride swift moving horsemen, whose spectral blades are as deadly as any forged from iron. Oft-times such riders can be seen galloping across the hillsides around the stone of Erech, on purposes unguessable to all but they. On these nights, the folk of Lamedon do not stray into the lands of Erech, and hope that they have no part to play in the hunts of the riders of the dead.

F	S	D	A	W	C
3/-	3	7	1	1	6

Wargear

A Rider of the Dead carries a spectral blade (hand weapon).

Special Rules

Terror; Blades of the Dead.

Spectral Steed. The ethereal steed of the Rider of the Dead does not function in the same way as regular cavalry. The rider and his steed are counted as a single model on foot with a Move of 10"/24cm – because Riders of the Dead are not mounted models, they do not receive cavalry bonuses.

Warrior of Númenor (Man)

Points Value: 7



Founders of the realms of Gondor and Arnor, the brave Men of Númenor have ever resisted the Dark Lord, meeting his armies with courageous hearts and tempered steel. Under the leadership of Elendil and Isildur they march alongside the Elves in the battle of the Last Alliance.

F	S	D	A	W	C
4/4+	3	4	1	1	3

Wargear

A Warrior of Númenor wears armour and carries a sword. He may be given the following items at additional cost:

- Spear1 point
- Bow1 point
- Shield1 point
- Banner30 points

“...Gondor long endured; and for a while its splendour grew, recalling somewhat of the might of Númenor, ere it fell.”

– Elrond, The Fellowship of The Ring

THE TOWER OF ECTHELION

In the early years Gondor was governed from Osgiliath, yet there were two other great cities within the realm: Minas Ithil, the Tower of the Rising Moon, and Minas Anor, the Tower of the Setting Sun. Osgiliath was soon ruined by war, and Minas Ithil fell under the shadow of Mordor to become Minas Morgul, fortress of the Nazgûl. Minas Anor was forged anew in the fires of war and in these dark days that city is known as Minas Tirith, the Tower of Guard, for it must be ever watchful lest it suffer the same fate as its twin.

In the heart of Minas Tirith stands the Tower of Ecthelion, a gleaming pinnacle of alabaster whose uppermost reaches touch the clouds. In the years subsequent to the fall of Osgiliath, it was from this imposing citadel that the heirs of Elendil, and later the Stewards, ruled the realm of Gondor. The Tower of Ecthelion is guarded by the very finest warriors Gondor has to offer; stern and mighty Men in whom the blood of Númenor stills flows and whose valour has been proven time and again upon the field of battle. Despite the evils that have assailed Gondor, there is strength and nobility still. Through the efforts of the Stewards, Gondor and Minas Tirith have survived waning fortunes.

It is before the Tower of Ecthelion, in a small court overshadowed by the citadel, that the withered husk of the White Tree still stands. Said to be from the line of Nimloth the fair, the original White Tree was brought from Númenor and, when this tree died, a sapling was planted anew. So it continued for many generations, a dead tree replaced by a healthy heir. The line of the White Tree was thought eternal yet, as time passed, it failed – much like the line of kings some years earlier – yet still the tree stands, a symbol of glory and hope awaiting to be rekindled by the return of the king.



THE TOWER OF ECTHELION

Just as Minas Tirith is the heart of Gondor in the Third Age, the Tower of Ethelion is the heart of Minas Tirith. It is here that the steward's court is held and the fate of not only this realm, but perhaps all of Middle-earth, is decided. This army list represents the forces of Minas Tirith at the time of The War of the Ring. Its warriors are superbly equipped and well trained, with a good selection of elite troops, cavalry, siege engines and mighty Heroes to lead them into battle.

GOOD HEROES

Aragorn, King ElessarPoints value 260
Armoured horse 15 points

(You may not include Aragorn, King Elessar, in a force that includes Boromir, Captain of the White Tower, or Denethor, Steward of Gondor).

Boromir, Captain of the White Tower ..Points value 175
Horse 10 points
Lance 5 points
Shield 5 points
The Banner of Minas Tirith 50 points

Denethor, Steward of GondorPoints value 30

Faramir, Captain of GondorPoints value 70
Heavy armour 5 points
Bow 5 points
Lance 5 points
Horse 10 points

Beregond of GondorPoints value 25
Horse 6 points

Peregrin, Guard of the CitadelPoints value 25
Elven cloak 10 points

Captain of Minas TirithPoints value 50
Shield 5 points
Bow 5 points
Lance 5 points
Horse 10 points

"...it is before the walls of Minas Tirith that the doom of our time will be decided..."

– Hirgon to Théoden, The Return of The King

ALLIES

In Legions of Middle-earth games, The Tower of Ethelion can ally with the following armies: The Fellowship, the Grey Company, Théoden's Host, the Fiefdoms, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, Erebor, the Wild Men of Drúadan, the Wanderers in the Wild, the Wizards, and the Eagles.

GOOD WARRIORS

Warrior of Minas TirithPoints value 7
Bow 1 points
Spear 1 points
Shield 1 points
Banner 25 points

Knight of Minas TirithPoints value 13
Shield 1 points
Banner 25 points

Guard of the Fountain CourtPoints value 10
Shield 1 points
Banner 30 points

Citadel GuardPoints value 8
Longbow 2 points
Spear 1 point
Horse 6 points



Avenger Bolt ThrowerPoints value 70
Minas Tirith Crewman 7 points
Flaming Ammunition 15 points
Siege Veterans 15 points
Swift Reload 20 points
Minas Tirith Engineer Captain 75 points

Battlecry TrebuchetPoints value 110
Minas Tirith Crewman 7 points
Flaming Ammunition 15 points
Siege Veterans 15 points
Superior Construction 20 points
Minas Tirith Engineer Captain 75 points

GAMING WITH THE TOWER OF ECTHELION

The following pages provide tactical advice for using the Warriors and Heroes from the Tower of Ecthelion, as well as example army lists to help you choose your own force.



STRENGTHS

- Powerful Heroes
- Flexible troop selection
- Deadly artillery

WEAKNESSES

- Too much choice (!)

1 Aragorn, King Elessar

The supreme all-round Good Hero in the game, Aragorn, King Elessar can cut his way through anything with the combination of Andúril, free Might points and a Fight value of 6. He's no slouch in defence either, with a respectable Defence 7 to keep him alive.

2 Boromir, Captain of the White Tower

The Tower of Ecthelion's most accomplished Hero, Boromir is a superb fighter. When carrying the banner of Minas Tirith Boromir quickly becomes the rallying point of your army.

3 Denethor, Steward of Gondor

Though Denethor suffers from a broken mind, he makes a solid Hero with which to anchor a battleline, thanks to his kingly profile. If his high Courage is not sufficient to keep Denethor in the game, he still has 3 Will points to buttress his resolve.

4 Beregond

A cost-effective Hero, Beregond is a sensible recruit for an army that is looking for a second or third Hero to back up the leader. Depending on where he's needed, Beregond can fight at range with longbow or up close with sword.

5 Warriors of Minas Tirith

All armies have their mainstay and for the Tower of Ecthelion that mainstay is the Warriors of Minas Tirith. Their cost reflects the unexceptional, but solid profile of the Warriors of Minas Tirith, although their heavy armour grants a dramatic advantage when taking the field against other Strength 3 troops.

6 Guards of the Fountain Court

Without doubt the very elite of the Tower of Ecthelion's army, the Guards of the Fountain Court combine high Defence and Fight values with the Bodyguard special rule, making them very difficult to defeat indeed.

7 Knights of Minas Tirith

The only cavalry available to the Tower of Ecthelion, the Knights of Minas Tirith are sufficiently cheap to field in large numbers, and their lances pack enough punch to ride enemy battlelines into bloody ruin.

PAINTING A TOWER OF ECTHELION ARMY

The armies of the Tower of Ethelion are extremely well-equipped and organised, leading to a very uniform appearance amongst their troops – this makes it straight forward to create a strongly themed army.

WARRIOR OF MINAS TIRITH



Paint a basecoat of Boltgun Metal, then wash with a thinned down layer of Chaos Black. Chainmail is used to highlight the edges of the armour.



The tree and stars on the shields and banners are carefully picked out in Skull White.

BOROMIR, CAPTAIN OF THE WHITE TOWER



The tree detail is painted using thin layers of Khemri Brown.



The Horn of Gondor is painted using Skull White. Thinned down Codex Grey is painted into the recesses.

Boromir's armour and uniform matches his troops. When painting him, it's worth spending a bit more time to get a more refined finish as he's a major hero.



KNIGHTS OF MINAS TIRITH

The Knights of Minas Tirith use the same colour scheme as the rest of the army. We have used a selection of browns, greys or Chaos Black to paint the horses.



Like his brother Boromir, it's worth spending extra time painting Faramir. With his longer robes and different style of armour he stands out amongst the Knights of Minas Tirith.

BANNERS

Banners can be painted to illustrate warriors of different companies. The following examples are a great starting point for any Minas Tirith army.



1st Company, The House of Ethelion



This banner features Shining Gold painted over Bleached Bone.



4th Company, Knights of the Pelennor



This banner has been painted with Mithril Silver on a field of white.



THE STEWARD'S GUARD

This force represents the personal guard of Denethor. It has been selected by choosing an initial force to a value of 500 points – a good starting size for an army. With a balanced core of troops chosen, the force has then been augmented to a size of 1000 points by adding in reinforcements, including Beregond.

INITIAL FORCE: HOUSEHOLD GUARD (487 POINTS)

- ① **Boromir, Captain of the White Tower** .235 points
Carries the Banner of Minas Tirith and rides a horse. Boromir's already formidable fighting abilities are increased when he is given a steed. While mounted, Boromir can also quickly get into a position where his banner can affect the greatest number of allies.
- ② **Denethor, Steward of Gondor** 30 points
- ③ **1st Company, Ecthelion Guard** 168 points
 - 17 Warriors of Minas Tirith; 8 with shield, 8 with spear and shield, 1 with banner.

This solid block of infantry can hold its ground against most foes, though it will need support from Denethor or Boromir should an enemy Hero challenge it.

- ④ **2nd Company, Ecthelion Guard.** 64 points
 - 8 Warriors of Minas Tirith with bow.

REINFORCEMENTS: GUARDS OF THE CITADEL (500 POINTS)

- ⑤ **Maethor** 55 points
 - Captain of Minas Tirith with shield.
- ⑥ **Beregond of Gondor** 25 points
Beregond is used to add a little extra weight where it is needed – he cannot change the tide of the battle alone, but he can help others to do so.
- ⑦ **1st Company, Citadel Vigil** 108 points
 - 12 Citadel Guard with spear.
- ⑧ **1st Company, Courtyard Vigil** 120 points
 - 12 Fountain Court Guard.
- ⑨ **1st Company, Knights of the Tree** . . . 192 points
 - 12 Knights of Minas Tirith;
11 with shield,
1 with banner.





THE TOWER OF ECTHELION AS ALLIES

As allies, the Tower of Ecthelion can be used to counter weaknesses in other armies, or give even more punch to their allies' strengths. In the army list below, The Tower of Ecthelion provides a band of hard-hitting knights to this army, seriously increasing its impact on the charge, as well as backing up the Rohirrim's infantry with heavy-armoured warriors.

MAIN CONTINGENT: THÉODEN'S HOST (498 POINTS)

- ① Éomer with horse 85 points
- ② Erkenbrand 65 points
- ③ Éomer's Guard 144 points
 - 8 Rohan Royal Guard with horse and throwing spears.
- ④ Erkenbrand's Guard 68 points
 - 8 Warriors of Rohan, 6 with throwing spears and shields.
- ⑤ Riders of the Westfold 133 points
 - 8 Riders of Rohan, 4 with throwing spears.

ALLIED CONTINGENT: THE TOWER OF ECTHELION (243 POINTS)

- ⑥ Gilant, Captain of Minas Tirith 55 points
 - Captain of Minas Tirith with shield.
- ⑦ 6th Company, Knights of Harlond 84 points
 - 6 Knights of Minas Tirith, with shield
- ⑧ 3rd Company Gate Wardens 104 points
 - 12 Warriors of Minas Tirith, 6 with shield, 6 with spear and shield.





MINAS TIRITH

If Gondor is the stronghold that thwarts Sauron's legions, then Minas Tirith can be likened to the central keep of that fortress, for it is strong enough to withstand all but the mightiest blows of the Dark Lord. Minas Tirith is built deep into the very bones of Mount Mindolluin and fashioned upon seven levels, each tier of the city protected by broad walls of elegantly crafted white stone. Should the first circle of Minas Tirith ever fall it can be abandoned and the defence continued from the higher levels, but such is the stoutness of the bastions that the first circle has never yet been taken.

Minas Tirith's armies are the greatest of all the realms of Men; disciplined, superbly equipped and led by veterans of the wars with Harad and Mordor. To maintain order throughout the army more easily, Minas Tirith's soldiery is divided into dozens of different garrisons and thence into separate companies of between ten and fifty warriors apiece. When the clarion call to war arrives, each garrison will dispatch a portion of its companies, led by a suitably experienced captain. In this way it is intended that no outpost will remain unmanned, regardless of size or importance, though some have inevitably been abandoned as Gondor's strength has faded.

Each warrior in Minas Tirith's army is trained to wield a variety of weapons, from the humble sword or bow to the deadly knight's lance. In the past, such utility ensured that the Steward of the White City was always able to call upon the proper balance of troops required to win the day. Alas, Minas Tirith dwindles as Gondor wanes, and her armies diminish with each passing year. If hope is not swiftly rekindled in the heart of this, the greatest realm of Men, then the fortress of Gondor will fall, and all who shelter behind it will know only ruin and death.





GOOD HEROES

King of Men	Points value 55
Armour	5 points
Heavy armour	10 points
Shield	5 points
Lance	5 points
Horse	10 points
Armoured horse	15 points
Captain of Minas Tirith	Points value 50
Shield	5 points
Bow	5 points
Lance	5 points
Horse	10 points

ALLIES

In Legions of Middle-earth games, Minas Tirith can ally with the following armies: Arnor, The Fellowship, the Grey Havens, Fangorn, Rivendell, Lothlórien, the Riders of Eorl, the Host of the Hammerhand, Erebor, the Wanderers in the Wild, the Wizards, and the Eagles.

GOOD WARRIORS

Warrior of Minas Tirith	Points value 7
Bow	1 point
Spear	1 point
Shield	1 point
Banner	25 points
Knight of Minas Tirith	Points value 13
Shield	1 point
Banner	25 points
Ranger of Gondor	Points value 8
Spear	1 point
Guard of the Fountain Court	Points value 10
Shield	1 point
Banner	30 points
Citadel Guard	Points value 8
Longbow	2 points
Spear	1 point
Horse	6 points
Battlecry Trebuchet	Points value 110
Minas Tirith Crewman	7 points
Flaming Ammunition	15 points
Siege Veterans	15 points
Superior Construction	20 points
Minas Tirith Engineer Captain	75 points

GAMING WITH MINAS TIRITH

The Minas Tirith army list represents the armies of Gondor across the centuries. The following pages present ideas for alternate uniform colours as well as an example army list.



STRENGTHS

- Durable Warriors
- Flexible troop selection
- Deadly artillery

WEAKNESSES

- Limited Hero selection

1 Kings of Men

Ideal for representing one of the numerous Stewards or Kings from Minas Tirith's past, Kings of Men have a fight value that will make enemy Captains give them a wide berth, and a Courage value to buttress flagging resolve.

2 Captains of Minas Tirith

Perhaps not as glamorous as named Heroes, the Captains of Minas Tirith are good all-rounders, able to add some close combat muscle or lead your troops in a crucial Heroic action.

3 Citadel Guard

An alternative choice to the Guard of the Fountain Court, Citadel Guard have the all important Fight value 4, the Bodyguard rule and access to Strength 3 bows. Better yet, they're a little cheaper than the Guards of the Fountain Court, allowing more to be fielded in an army.

PAINTING THE ARMY OF MINAS TIRITH

FOUNTAIN COURT GUARD



Whilst still retaining the overall colour scheme of Minas Tirith, the Fountain Court wear the finest wargear of all the troops.



The helmet wings are undercoated Kommando Khaki and highlighted with Skull White.



The edges of cloth are painted Shining Gold with a fine pattern of Chaos Black applied over the top.

THE GUARDIANS OF OSGILIATH



We've chosen an alternate colour scheme to represent the Guardians of Osgiliath. Something this simple can add variety to a force and make specific groups of warriors stand out.

► The White Tree of Gondor has been painted Skull White and edged with Catachan Green. The cloak has been painted Catachan Green.



A typical 500 point force drawn from Minas Tirith's armies, this army is solely made up of infantry, sacrificing mobility for extra numbers. As with all Gondor armies, this force is incredibly stubborn in defence.



- | | |
|--|--|
| <p>① Túrin, Steward of Gondor 55 points</p> <ul style="list-style-type: none"> • King of Men | <p>④ 1st Company, Rauros Garrison 108 points</p> <ul style="list-style-type: none"> • 12 Warriors of Minas Tirith with spear and shield. |
| <p>② Targon, Warden of Cair Andros 55 points</p> <ul style="list-style-type: none"> • Captain of Minas Tirith with shield. | <p>⑤ 2nd Company, Rauros Garrison 96 points</p> <ul style="list-style-type: none"> • 12 Warriors of Minas Tirith with bow. |
| <p>③ 6th Company, Cair Andros Garrison . . . 96 points</p> <ul style="list-style-type: none"> • 12 Warriors of Minas Tirith with shield. | <p>⑥ 2nd Company Outriders, Rauros Garrison 84 points</p> <ul style="list-style-type: none"> • 6 Knights of Minas Tirith with shield. |

THE FIEFDOMS

In the days of Gondor's glory, her rule held sway across the southern realms of Middle-earth. From beyond Isengard in the west to the depths of Harad in the south, folk bent to the will of Minas Tirith and benefited from her protection. Those days are but a memory, the royal line is sundered and Gondor is much shrunken by war and revolt, yet along the southern slopes of the White Mountains, the lands that were once the heart of the old kingdom still keep the faith. The fiefdoms of Gondor remain sworn to Minas Tirith in peace and in war.

Given leave to govern themselves, the fiefdoms of Gondor remain distinct from one another, each according to their own circumstances. Most influential is the land ruled over by the prince of Dol Amroth, whose swan-helmed knights epitomise the martial valour and lordly bearing of Númenor that was. Though Dol Amroth's prince holds no rule over the other fiefdoms, such is the nobility of his bloodline that other lords seek the prince's counsel in times of strife. When war marches upon the fiefdoms, it is the lances and pikes of Dol Amroth that lead the counter-attack.

In other provinces the bloodline and grim pride of Númenor is not so well preserved, yet nevertheless every fiefdom makes its stand against the creatures of Sauron. In the foothills of the White Mountains the grim clansmen of Lamedon and Rangers of Morthond are engaged in a ceaseless hit-and-run battle with Orcs. Further west the Axemen of Lossarnach and Wardens of Pelargir hold the southern crossings of the Anduin against Haradrim. Great heroes have arisen in the south, leaders such as Forlong, Angbor and Imrahil; mighty warriors whose names and deeds are now recounted across the whole of Gondor. If the fiefdoms are so hard-pressed, have they enough strength to spare for the aid of Minas Tirith should the worst befall?





GOOD HEROES

Prince Imrahil of Dol Amroth	Points value 135
Lance	5 points
Armoured horse	15 points
Forlong the Fat	Points value 60
Horse	10 points
Angbor the Fearless	Points value 55
Captain of Dol Amroth	Points value 55
Lance	5 points
Armoured horse	15 point

ALLIES

In Legions of Middle-earth games, the Fiefdoms can ally with the following armies: The Fellowship, the Grey Company, Théoden's Host, the Tower of Ecthelion, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, the Wanderers in the Wild, the Wizards, and the Eagles.

GOOD WARRIORS

Knight of Dol Amroth	Points value 9
Lance	1 point
Armoured horse	9 points
Banner	30 points
Axeman of Lossarnach	Points value 9
Banner	25 points
Man-at-arms of Dol Amroth	Points value 9
Banner	25 points
Clansman of Lamedon	Points value 8
Ranger of Gondor	Points value 8
Spear	1 point

"East rode the knights of Dol Amroth driving the enemy before them..."

— The Lord of The Rings

GAMING WITH THE FIEFDOMS

These pages provide gaming tactics for the brave warriors of the Fiefdoms, painting guidance and an example army list you can use as a starting point for your own army.



1 Prince Imrahil of Dol Amroth

One of the best Heroes of Men in the game, Imrahil can slug it out with some of the biggest and ugliest beings at Sauron's command. In fact, he surrenders only a little in martial skill to Aragorn or Boromir!

2 Swan Knights of Dol Amroth

These elite knights are the heaviest cavalry in the game and can batter through an Orc shieldwall with ease. Better still, their caparisoned steeds are able to resist all but the densest hail of archery.

3 Clansmen of Lamedon

Clansmen of Lamedon hit very hard for their points, using two-handed swords and a Fight of 4 to cleave the enemies of Gondor with fearsome skill.

STRENGTHS

- Powerful Heroes
- An Army of elites
- Pikemen

WEAKNESSES

- Few in number
- Expensive Warriors
- No artillery

PAINTING THE FIEFDOMS

DOL AMROTH



The shield is painted Regal Blue and the boss is painted Skull White.

The Knights of Dol Amroth and the Men-at-arms both make use of the same heraldry. Their glittering armour is painted Mithril Silver and given a Blue Ink wash.

LAMEDON AND LOSSARNACH



The cloth of the kilt is basecoated with Necron Abyss and highlighted with Regal Blue. To paint the tartan apply lines of Mordian Blue and Codex Grey.

The fiefdoms of Lamedon and Lossarnach use heraldry from the other regions of Gondor. This gives you a great opportunity to experiment with alternate colour schemes and even match a small force of these troops into a larger army.



The Axemen of Lossarnach are covered in armour and chainmail. This can be painted in exactly the same way as the Warriors of Minas Tirith.

THE BATTLE OF TARLANG

In this 500 point force, the Axemen of Lossarnach and Clansmen of Lamedon form the core of melee troops, while the Rangers bring deadly archery. Leadership is provided by the stern gaze of Angbor the Fearless. A fearsome counterattack is supplied in the form of the Knights of Dol Amroth.



- | | |
|---|---|
| ① Angbor the Fearless55 points | ④ Clan Tarlang72 points
• 9 Clansmen of Lamedon. |
| ② Amlad75 points
• Captain of Dol Amroth with lance and armoured horse. | ⑤ Bowmen of Morthond Vale100 points
• 12 Rangers of Gondor; 4 with spear. |
| ③ The Northward Guard95 points
• 5 Knights of Dol Amroth with lance and armoured horse. | ⑥ 1st Company, Mindolluin Guard99 points
• 11 Axemen of Lossarnach. |

THE RANGERS OF ITHILIEN

Ithilien lies between the Anduin and the Mountains of Shadow, a heavily forested land of rugged beauty where the opening skirmishes of the War of The Ring are fought. These battles are as critical as they are endless, for the broad-flowing Anduin is Gondor's main line of defence against any assault from Mordor, and abandoning Ithilien would yield the eastern portions of the Great River to the Dark Lord. It is to this end that the wilderness of Ithilien is fiercely contested by some of the finest warriors in the service of Gondor. From Osgiliath, Cair Andros, Amon Barad and the hidden stronghold of Henneth Annûn, the Rangers of Ithilien hold the legions of Mordor at bay.

With sword and spear the Rangers are the equal of the fabled Knights of Dol Amroth, yet their true talents lie elsewhere. The steep and heavily forested slopes of Ithilien are no place for shieldwalls and streaming banners – it is hunters' ground, and victory there requires different arts. As such, the skills of a Ranger are that of forestcraft and archery, the ability to stalk prey without sound before striking with uncanny precision. Trap and ambush are the Rangers' weapons against the legions of Sauron, greatly offsetting the horrendous odds against which they struggle.

Warriors assigned to the defence of Ithilien join one of the many bands that prowl the land where they can learn from experienced veterans. Each band of Rangers is based in Henneth Annûn or one of the other outposts, but in reality is an autonomous unit, living off the land while hunting for sign of Sauron's minions. With surprise on their side a dozen Rangers can slaughter a much more numerous foe. Should a larger battle erupt, prearranged signals can summon other warrior-bands to the fray in short order, scattering the enemy and securing victory for Gondor!





GOOD HEROES

<i>Faramir, Captain of Gondor</i>	Points value 70
Bow	5 points
<i>Madril, Captain of Ithilien</i>	Points value 55
<i>Cirion, Lieutenant of Amon Barad</i>	Points value 55
<i>Damrod, Ranger of Ithilien</i>	Points value 20
<i>Captain of Minas Tirith</i>	Points value 50
Shield	5 points
Bow	5 points

ALLIES

In Legions of Middle-earth games, the Rangers of Ithilien can ally with the following armies: The Fellowship, the Grey Company, Thranduil's Halls, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, Erebor, the Wanderers in the Wild, the Wizards, and the Eagles.

GOOD WARRIORS

<i>Warrior of Minas Tirith</i>	Points value 7
Bow	1 point
Spear	1 point
Shield	1 point
Banner	25 points
<i>Ranger of Gondor</i>	Points value 8
Spear	1 point
<i>Osgiliath Veteran</i>	Points value 8
Bow	1 point
Spear	1 point
Shield	1 point
<i>Citadel Guard</i>	Points value 8
Longbow	2 points
Spear	1 point

GAMING WITH THE RANGERS OF ITHILIEN

These pages provide gaming tactics for the dedicated Rangers of Ithilien. You'll also find painting examples and a sample army list to help you choose your own force.



1 Faramir, Captain of Gondor

Faramir is an efficient leader and killing machine, with a Fight value of 5 for winning his combats, and Courage 5 for exhorting his men to battle on. Better still, Faramir has 3 Might points to back up his formidable prowess.

2 Madril, Captain of Ithilien

Madril is a Hero of value, with plentiful Might to keep luck on his side. More importantly, his *Master of Ambush* special rule can be used to swiftly summon reinforcements in several scenarios.

3 Rangers of Gondor

The backbone of this army, the Rangers of Gondor are skilled all-round fighters with good Fight and Shoot values – with a little backup from Heroes, they are deadly.

STRENGTHS

- High Fight values
- Deadly archery
- Inexpensive Heroes

WEAKNESSES

- No cavalry
- Elite troops have low Defence
- No artillery

PAINTING THE RANGERS OF ITHILIEN

Comprising Rangers, Warriors of Minas Tirith and various elite Warriors, a Rangers of Ithilien army offers plenty of variety in palettes and painting techniques.

MADRIL AND THE RANGERS



The Rangers of Gondor predominantly use dark browns and greens – the better to blend in with the undergrowth. Heroes such as Madril use the same colour palette as the warriors they command. However, it's well worth spending a little extra time painting them to make them the focal point of your force.

FARAMIR



The White Tree emblem on Faramir's chest has been picked out in Mithril Silver.

Faramir uses a similar palette to the Rangers. In this case, an extra level of highlighting has been applied by mixing in a little Bleached Bone as a highlight colour.

Drybrush Scorched Brown, Graveyard Earth, Bestial Brown, Vomit Brown and Bleached Bone to achieve a weathered effect on the end of the robes.



AMBUSH ON THE HARAD ROAD

This force has been chosen to a value of 500 points – a good starting size for an army. The massed archery of the Rangers of Gondor is the main weapon here, with the solid Osgiliath Veterans providing extra durability to a sizable force of Warriors of Minas Tirith. Finally, a small company of Citadel Guard use their longbows to deadly effect against heavily armoured targets.



① **Faramir, Captain of Gondor with bow** . . .75 points

② **Faramir's Band**100 points

• 12 Rangers of Gondor; 4 with spear.

③ **2nd Company, Cair Andros Garrison** . .204 points

• 24 Warriors of Minas Tirith; 12 with spear and shield,
12 with shield.

④ **4th Company, Osgiliath garrison**72 points

• 8 Osgiliath Veterans; 4 with shield, 4 with spear.

⑤ **5th Company, Tower Guard**48 points

• 5 Citadel Guard; 3 with longbow, 2 with spear.

THE DEAD OF DUNHARROW

In scattered and isolated places across Middle-earth, the dead walk, ever bound to this world by sorcery or curse. Some, like the Barrow-wights of Breeland are animated cadavers, abiding in the world of Men solely through unquenchable hatred and deathless vigour. Others lack physical form of any kind, enduring in a shadow-world of muted colours and immeasurable cold, haunting the world as ghosts and spectres. Almost all undying beings are bound into the service of Sauron, he who forged their deathless existence. By contrast, the spirit-folk of the Dwimorberg are tied to an altogether different fate.

Some time prior to the battles of the Last Alliance, a small kingdom existed in the White Mountains, between the lands of Dol Amroth in the south and Calenardhon – later called Rohan – in the north. Little is now known of these people, save for their fate. Even the name of their realm is lost – Dwimorberg is a name bestowed by the folk of Rohan whose fortress of Dunharrow is

the nearest stronghold to the accursed mountain. Seeking allies in the war against Sauron, Isildur – son of High King Elendil – came to this realm, as he had to others, and obtained an oath-sworn promise of aid against the forces of Mordor. Yet when Isildur called upon the people of the mountain they scattered and fled, entombing themselves in their fortress rather than fighting in fulfilment of their promise. In rage at their betrayal, Isildur cursed them to wander the hills until their oath was met.

Ever since, the lands about the Dwimorberg have been thick with tales of shadow-men. The vales echo with half-heard voices and the calls of dim horns, so faint as to be on the uttermost edge of hearing. To this half-existence are the folk of the mountain doomed, unliving and undying, until Isildur's Heir summons them to the stone of Erech and offers a chance to fulfil the oath. Until then, the surrounding lands are the home of those who are dead, and the living go there not.





GOOD HEROES

The King of the DeadPoints value 100

GOOD WARRIORS

Warrior of the DeadPoints value 15

Rider of the DeadPoints value 20

ALLIES

In Legions of Middle-earth games, the Dead of Dunharrow can ally with the following armies: The Fellowship, the Grey Company, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, the Wanderers in the Wild, and the Wizards.

GAMING WITH THE DEAD OF DUNHARROW

On these pages you'll find gaming advice for the ghostly Army of the Dead, including painting advice and an example army list to assist you in selecting your own ethereal host.



STRENGTHS

- High Defence values
- Roll to Wound against Courage
- All models cause Terror

WEAKNESSES

- Small in number
- Few points
- Only one Hero

1 The King of the Dead

The King of the Dead is not to be underestimated. Rolling to wound against Courage, rather than Defence, and with the ability to slay his opponents with a single blow, enemy Heroes are sure to give the King a wide berth.

2 Riders of the Dead

While not true cavalry models, the Riders of the Dead are swifter than the Warriors, and can quickly close with the enemy or manoeuvre around the flanks in much the same way as mortal cavalry.

3 Warriors of the Dead

Tough, dangerous and practically fearless, the Warriors of the Dead are the backbone of this army. Though few in number, only a handful of enemies will prove brave enough to charge these terrifying soldiers.

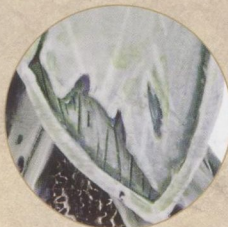
PAINTING THE DEAD OF DUNHARROW

The oathbreakers of Dunharrow look very different to the other armies of Gondor, with extensive use of pale and ghostly colours. Batch painting can be used to finish them quickly as they have exactly the same colours throughout the army.

We have painted the dead with a basecoat of Shadow Grey blending up through Codex Grey and finally to a highlight of Fortress Grey.



- A wash of Dark Green Ink enhances the ancient and unnatural appearance of the Warriors of the Dead.



Initially this model has been painted with a natural palette as if he were still alive. Next a Dark Green and Brown ink wash is applied over the whole miniature to make him appear undead.

ASSAULT ON PELARGIR GATE

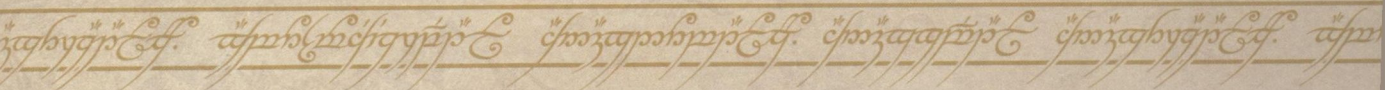
Subtlety is not an asset when fielding the Dead of Dunharrow – this army closes as quickly as possible with the foe, using the Terror ability to keep the fights unfairly stacked in favour of the spirits. In the meantime, the Riders of the Dead use their superior mobility to attack vulnerable groups of archers, Heroes or siege engines.



- | | |
|-------------------------------|-------------------|
| ① The King of the Dead | 100 points |
| ② The Dwimorberg Host | 300 points |
| • 20 Warriors of the Dead | |
| ③ Erech Outriders | 100 points |
| • 5 Riders of the Dead | |

“Long had the terror of the Dead lain upon that hill and the empty fields about it.”

– The Return of The King



THE ARMY OF THE HIGH KING

The Dark Lord holds a special hatred for the exiles of Númenor, the children of sundered Westernesse, for their forebears have been his foes since the early ages of the world. It is this undying malice that drives Sauron to shatter the realms of Gondor and Arnor, for both kingdoms owe their heritage to Elendil, lord of Númenor, and architect of the Last Alliance of Men and Elves that was to bring Sauron to his knees.

Elendil and his folk came to the shores of Eriador in the latter years of the Second Age, borne out of the ruin of Westernesse on nine great ships. The coming of Elendil and his people changed Middle-earth forever for these Men were fearless in war and gracious in peace, the very image of the halcyon days of Númenor's glory, before the island-realm fell into decay and corruption. These exiles swiftly became great lords in their new land and founded the realms of Arnor and Gondor – kingdoms that would in time recapture some of the splendour of their lost

home. The magical palantiri, the seeing stones brought out of the West, allowed Elendil to keep a watchful eye over his domain, trusting to the counsel of his sons – Isildur and Anarion – and the strength of his armies to preserve peace.

In time, Elendil gained many allies, chief of whom was the noble Gil-galad, High King of the Elves; but not all of Middle-earth welcomed the presence of the exiles. Wars and border skirmishes were fought with Haradrim and the Men of Khand, and so too did Elendil's folk strive against the Black Númenóreans, those of their kinsfolk who had fallen under Sauron's evil sway and turned their faces towards the darkness. When Sauron himself finally struck at the exiles, his blow fell first against Gondor. Thus began the wars of the Last Alliance, when Men and Elves fought as one against the darkness of Mordor. Elendil was to die in that conflict, as would many of his kin, but his legacy was destined to endure for millennia.



THE ARMY OF THE HIGH KING

Elendil was the greatest Man of his Age and mayhap any since. It was his friendship with Gil-galad that led to the overthrowing of Sauron at the Battle of the Last Alliance. This list represents an army of that time, although it can be used to represent Númenórean forces from earlier in the Second Age if you wish. It is an elite infantry force led by powerful Heroes.



GOOD HEROES

Elendil	Points value 165
Shield	5 points
Horse	10 points
Isildur	Points value 100
Shield	5 points
Horse	10 points
Captain of Númenor	Points value 50
Shield	5 points
Lance	5 points
Heavy armour	5 points
Bow	5 points
Horse	10 points

GOOD WARRIORS

Warrior of Númenor	Points value 7
Bow	1 point
Spear	1 point
Shield	1 point
Banner	30 points

ALLIES

In Legions of Middle-earth games, the Army of the High King can ally with the following armies: the Grey Havens, Eregion, Lothlórien, Fangorn, Thranduil's Halls, and Durin's Folk.

GAMING WITH THE ARMY OF THE HIGH KING

Here you'll discover tactical advice concerning the children of forsaken Númenor. There are also tips for painting and collecting this most noble army of Men.



1 Elendil

Enemies beware! A truly formidable Hero, Elendil combines monstrously high Fight and Defence values of 7 with the ability to call Heroic Combat actions without expending any of his Might points.

2 Isildur

Though not quite in his father's class, Isildur is still a dangerous opponent, and can confidently go one-on-one with almost any Evil Hero in the game. Isildur's primary weakness is his low Will score, but this doesn't prevent him being a lethal close combat specialist.

3 Warriors of Númenor

With a Fight value of 4, these warriors can best legions of Orcs, Haradrim, or Easterlings without breaking a sweat. Their comparatively low defence merely means that you can afford to field them in large numbers and overwhelm the foe.

STRENGTHS

- Powerful Heroes
- High Fight values
- Inexpensive troops

WEAKNESSES

- No cavalry
- No artillery
- Low Defence

PAINTING AN ARMY OF NÚMENOR

Númenóreans share much the same colour scheme as the other armies of Gondor, but with careful use of an expanded palette you can personalise your force quickly.

WARRIOR OF NÚMENOR



This warrior displays the black and silver uniform common to the majority of Gondor troops.



The pennant has been painted using Blood Red.



The helmet rim and the stars on the shield have been picked out in Shining Gold.

ELENDIL'S GUARD



On this guardsman, the red of the pennant has been duplicated on the bulk of the tabard. The trim has been painted in Shining Gold to complete the effect.

ISILDUR'S GUARD



Many of Isildur's household guard would, one day, form part of Arnor's armies, so this model uses elements of that colour scheme. The tabard and cloak are painted with Dark Angels Green and highlighted with Goblin Green.

THE DEFENCE OF HURIN'S VALE

This force has been chosen to a value of 500 points – a good starting size for an army. Victory will come from using archery to thin down the enemy before prevailing through weight of blades carried by experienced warriors. Isildur provides leadership and extra striking power wherever it is needed most.

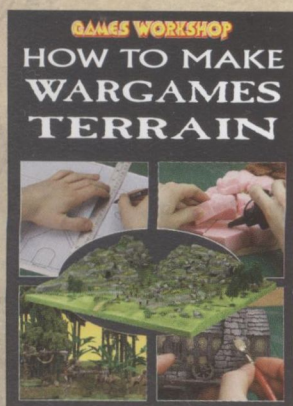


- | | | | |
|---|------------|--|-----------|
| ① Isildur | 100 points | ④ 2nd Company, Minas Ithil Sentinels . . . | 96 points |
| | | • 12 Warriors of Númenor with bows. | |
| ② Vanaril, Captain of Númenor | 55 points | ⑤ 1st Company, King's Guard | 40 points |
| • with shield. | | • 5 Warriors of Númenor with shield. | |
| ③ 1st Company, Minas Ithil Guard | 204 points | | |
| • 24 Warriors of Númenor; 12 with spear and shield, | | | |
| 12 with shield. | | | |

THE STEWARD'S GUARD

With a little thought, you can adapt the terrain features from your scenarios to use in Legions of Middle-earth games, or vice versa. Sections of Osgiliath and Pelargir can become ruined villages and outposts, and the Gladden river can become the Ringlo, the Anduin, or any one of a hundred unnamed waterways.

The walls of the ruined village can offer you a two-fold advantage. Firstly, your Warriors shelter from incoming archery. Secondly, the lower walls and tight breaches allow one or two models to defend their position against a horde almost indefinitely.



For more information on building terrain features for The Lord of The Rings, see How to Build Wargames Terrain.

Trees and areas of woodland make fantastic places to hide Rangers. Not only will the difficult terrain of the undergrowth slow any Warriors who attempt to attack your archers, but the trees themselves may provide cover against incoming arrows.



THE GLADDEN FIELDS

The battle of the Gladden Fields goes ill and many bold warriors of Númenórean descent will lie broken on the battleground ere it is done. The Good side can only achieve victory if Isildur is able to escape the Orcish ambush and bear The One Ring to safety.

With victory secured at the Battle of the Last Alliance, Isildur rides north to the kingdom of Arnor. Though weighed down by grief, Isildur carries a heavier burden still, for he has taken the Dark Lord's ring as trophy and weregild. Alas for Isildur, this token is no mere trinket to be claimed lightly, for it contains much of Sauron's power and malice. As Isildur's company crosses the Gladden lowlands, the presence of The One Ring draws evil creatures towards the King of Arnor.

Without warning, Isildur's men find themselves beset by foul Orcs from a shadowy wood. No ordinary ambush is this, for the weak Orcs of the Gladden lowlands are supported by fouler creatures scattered at the Battle of the Last Alliance. A fell light is in the eyes of the attackers, and they are driven by the will of The One Ring. Though the skill of the Númenóreans is more than a match for the crude bladework of the Orcs, Isildur's men are unable to form a solid battleline and they must resort to sheer valour and skill alone. Dozens of Orcs are slain for every Man that falls, but there are many Orcs and few Men, and soon the lesser numbers of the Númenóreans begin to count against them. With the battle lost, Isildur's captains counsel him to flee the fight and seek aid, but it may be too late for flight. Perhaps the power of the Ring can save him...?

PARTICIPANTS GOOD (600 POINTS)

- Isildur on horseback.
- Up to 500 points worth of Warriors or unnamed Heroes chosen from the Army of the High King or Arnor army list chosen in any combination. Up to 50% of these additional models may carry a bow.

EVIL (900 POINTS)

- 2 Orc Captains with shield.
- 2 Orc Shamans.
- Up to 750 points worth of Warriors chosen from the Minas Morgul, Barad-dûr or Dol Guldur army lists in any combination. Up to 33% of these additional models may carry a bow.

LAYOUT

The scenario is played on a 24"/56cm by 48"/112cm board representing a section of the Gladden river. The Gladden runs from the centre of the western board edge, but forks just before the eastern edge. The board is forested at either end (see map).





Isildur's rearguard fight to keep the marauding Orcs at bay.

STARTING POSITIONS

The Good player deploys his entire force on the dry ground between the two forks of the river near the eastern edge. The Evil player then deploys half the models in his force within 3"/8cm of the western board edge. The remainder of the Evil force is held to one side and will be available for deployment later on in the game.

OBJECTIVES

The Evil player wins if he manages to kill Isildur. The Good player wins if Isildur manages to exit the board via the western board edge.

SPECIAL RULES

Ambush! Though Isildur is not aware of it, he faces not only the group of Orcs before him, but another band that approaches from the rear. At the beginning of the Evil player's third Move phase any Evil models that were not deployed at the start of the game move onto the board from the eastern board edge. Newly arrived model may not charge in the turn they arrive, but may otherwise act normally.

RECOMMENDED PARTICIPANTS

GOOD

- Isildur on horseback.
- 3 Dunedain.
- 39 Warriors of Númenor; 15 with shield, 15 with spear and shield and 9 with bow.
- 12 Rangers of Arnor; 4 with spear.

EVIL

- 2 Orc Captains with shield.
- 2 Orc Shamans.
- 50 Orc Warriors; 16 with shield, 16 with spear, 8 with two-handed weapon, 8 with Orc bow, and 2 with banner.
- 9 Morgul Stalkers.
- 9 Orc Trackers.
- 12 Wild Wargs.
- 12 Warg Riders; 4 with shield, 4 with Orc bow and 4 with throwing spears.

THE FALL OF MINAS ITHIL

In this scenario the Ringwraiths must crush the remaining defenders of Minas Ithil and so cement their hold on the citadel. To win, the Good player must use his superior numbers to wear down the Nazgûl.

The Tower of the Rising Moon, once Isildur's citadel, sits in the very shadow of the Ephel Duath – jagged and foreboding mountains that form Mordor's most westerly defences. In the years of Sauron's dormancy, a stronghold so close to the black land served to keep many unwholesome creatures that remained concealed in Mordor within the borders of that most evil land. Now, with the victory of the Last Alliance but a memory, Sauron is beginning to stretch forth his hand once again and Minas Ithil will be the first of Gondor's strongholds to feel his wrath.

There is no warning. Gondor has long since faltered in its watch of the land of shadow and there are none to observe the denizens of Mordor shake off their quiescence. The black gate of the Morannon issues forth a great host, the like of which has not been seen since the siege of Barad-dûr. It is the Nazgûl who direct the progress of the horde and, after routing the army of Gondor from north Ithilien, they swiftly besiege Minas Ithil. Despite the odds, the defenders of Minas Ithil fight hard and thwart the minions of Sauron at every turn, yet each man who falls in the tower's defence is a grievous loss, while the Nazgûl can afford to waste entire legions of Orcs in their assaults. The last blow comes when the walls of the city's second circle are shattered. Even before the shattered stones of the bulwark have come to rest, the Nazgûl lead an assault into the breach, scattering all before them...

PARTICIPANTS GOOD (750 POINTS)

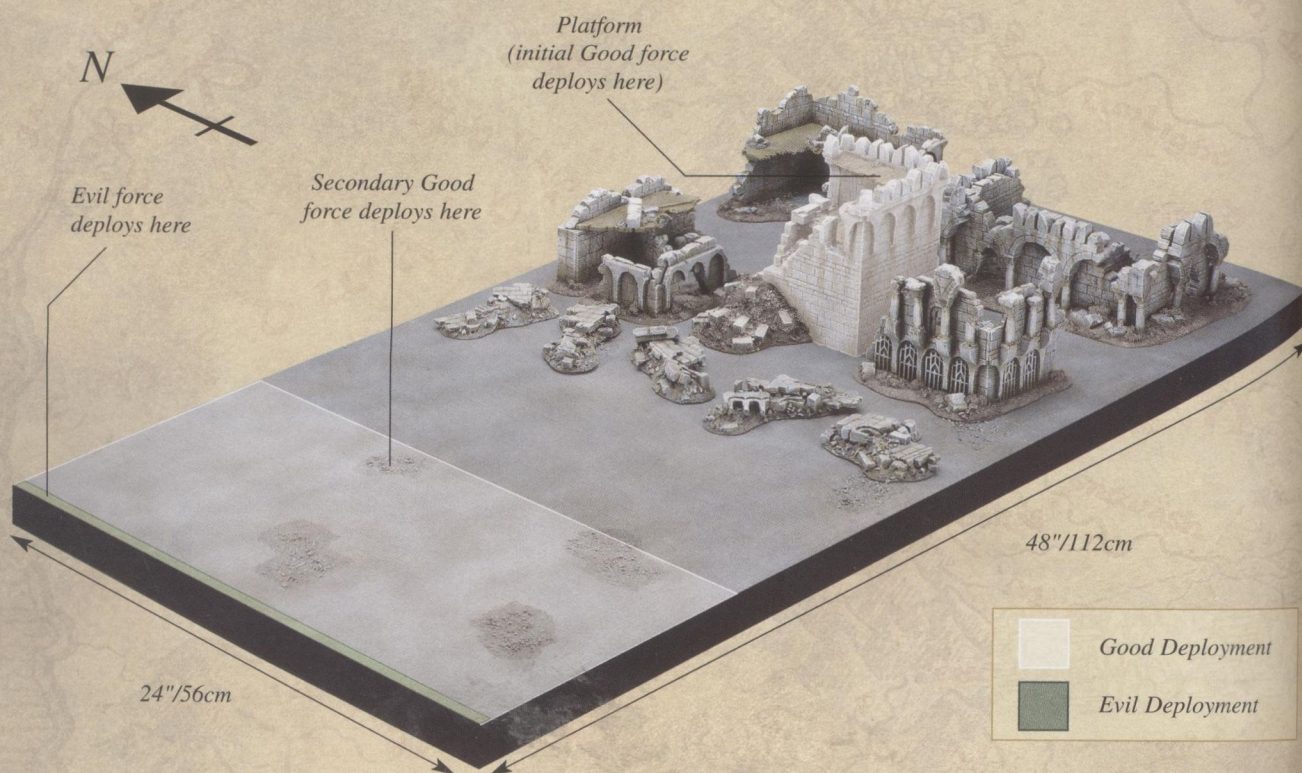
- 1 Captain of Minas Tirith with shield.
- 1 Battlecry Trebuchet with 3 crew.
- 1 Warrior of Minas Tirith with banner.
- Up to 550 points worth of models chosen from the Minas Tirith army list. Up to 33% of these additional models may carry a bow. You must include at least one additional Hero.

EVIL (1050 POINTS)

- The Witch-king of Angmar with flail.
- Khamûl the Easterling.
- Up to 775 points worth of models chosen from the Minas Morgul or the Nazgûl army lists in any combination. Up to 33% of these additional models may carry a bow. You may not include mounted models. You must include at least two additional Heroes.

LAYOUT

The scenario is played on a board 24"/56cm by 48"/112cm representing a courtyard behind the second wall. The eastern half of the board is covered with buildings in various states of collapse and there is a raised section of ground in the centre of this half (see map).





The defences of Minas Ithil have failed, and its castellan must now pay the price.

STARTING POSITIONS

The Good player deploys one Hero, the Trebuchet and a Warrior with a banner on the raised platform. He then deploys half the remaining models in his force at least 36"/84cm from the east board edge. The Evil player then deploys his entire force touching the west board edge. The remainder of the Good force is held to one side and will be available for deployment later on in the game.

OBJECTIVES

The Evil player wins if he manages to kill the most expensive Good Hero and destroy the trebuchet. The Good player wins if he manages to reduce the Evil force to less than 33% of its starting numbers. In any other event, or if both players meet their victory conditions in the same turn, the game is a draw.

SPECIAL RULES

The Sound of Battle. As the battle continues, more and more soldiers of Gondor are drawn towards it, desperate to repel the Nazgûl. At the end of the Good player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived, and can be chosen from any participants not yet in play. Each of the reinforcements enters the board from a point on an edge chosen by the player with priority – though they cannot come from the west. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

The Cry of the Nazgûl. Once per game, in the Priority phase (but before any dice have been rolled) the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it – accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 2 points.

RECOMMENDED PARTICIPANTS

GOOD

- 1 King of Men.
- 1 Captain of Minas Tirith with shield.
- 24 Warriors of Minas Tirith; 8 with shield, 8 with spear and shield, 8 with bow and 1 with banner.
- 3 Guards of the Fountain Court.
- 12 Rangers of Gondor; 4 with spear.
- 1 Battlecry Trebuchet with 3 crew.

- 12 Knights of Minas Tirith; 11 with shield, 1 with banner.

EVIL

- The Witch-king of Angmar with flail.
- Khamûl the Easterling.
- 7 Ringwraiths.

OSGILIATH

This scenario is a straightforward down-and-dirty fight for the city of Osgiliath. Both sides start with a roughly equal presence in the city, but with reinforcements arriving all the time this could swiftly change.

It is the closing years of the Third Age and while the armies of Gondor dwindle, Sauron's forces continue to grow. The Dark Lord is now certain that The One Ring will soon be found and the long-planned assault on Middle-earth is launched before the forces of Mordor are truly prepared. As the opening thrust, Sauron's forces redouble their efforts in Osgiliath, the former capital of Gondor that sits astride the river Anduin. It is Gothmog, a disfigured yet cunning Orc, who leads the Dark Lord's host from Minas Morgul, intending to strike swiftly and overwhelm the defenders – but Gothmog's reckoning has not accounted for the courage and determination of Faramir, who rallies Osgiliath's garrison to counterattack.

Within moments of the assault beginning, the ruins of Osgiliath are consumed in a ferocious and desperate struggle. Battlelines are of no use in the tangled streets, and soon the fight degenerates in a bloody and fragmented brawl with Gothmog and Faramir's bellowed orders often lost amid the screams of the wounded and dying. Despite the valour of Faramir's soldiers, the unending tide of Orcs takes a heavy toll on their courage and vigour. Slowly but inexorably the defenders begin to withdraw, leaving the river and the city in Gothmog's hands. Gondor's last hope lies now with the arrival of its mightiest captain: Boromir, son of Denethor.

PARTICIPANTS GOOD (1000 POINTS)

- Boromir, Captain of the White Tower with the Banner of Minas Tirith.
- Faramir, Captain of Gondor with bow.
- Up to 700 points worth of models chosen from the Rangers of Ithilien army list. Up to 50% of these additional models may carry a bow.

EVIL (1000 POINTS)

- Gothmog.
- Up to 850 points worth of models chosen from the Cirith Ungol or Minas Morgul army lists, in any combination. Up to 50% of these additional models may carry a bow. You may not choose mounted models.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The board is covered with ruined buildings (see map). There should be plenty of defensible gaps and barriers, along with ladders that warriors can climb to reach higher levels.



STARTING POSITIONS

The Good player deploys half the models in his force (including Faramir) within 6"/14cm of the north board edge. The Evil player then deploys half the models in his force (including Gothmog) within 6"/14cm of the south board edge. The remainder of the forces will be available for deployment later in the game.

OBJECTIVES

The two forces are attempting to secure this area of Osgiliath. Starting with the Good player, each player takes it in turns to place an objective marker on the board until there are a total of five objective markers. No objective marker can be placed within 12"/28cm of another objective marker or within 12"/28cm of either the north or south board edges.

Once a force has been reduced to 25% of its original numbers the game might suddenly end. At the end of each turn after this condition is met, the Good player rolls a D6. On a result of 1, 2, or 3 the game ends (Might cannot be used to influence this dice roll).

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

RECOMMENDED PARTICIPANTS

GOOD

- Boromir, Captain of the White Tower with the Banner of Minas Tirith.
- Faramir, Captain of Gondor with bow.
- Madril, Captain of Ithilien.
- Damrod, Ranger of Ithilien.
- 2 Captains with Minas Tirith with shield.
- 26 Warriors of Minas Tirith; 8 with shield, 8 with spear and shield, 8 with bow and 2 with banner.
- 12 Osgiliath Veterans; 4 with shield, 4 with spear and 4 with bow.
- 10 Knights of Minas Tirith with shield.

EVIL

- Gothmog.
- 2 Orc Captains with shield.
- 6 Orc Trackers.
- 24 Morannon Orcs; 8 with shield and spear, 8 with spear, 8 with shield.
- 26 Orc Warriors; 8 with shield, 8 with spear, 4 with Orc bow, 4 with two-handed weapon, 2 with banner.
- 2 Mordor Trolls.
- 3 Morgul Stalkers.
- 9 Mordor Uruk-hai; 3 with two-handed weapon.

SPECIAL RULES

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

D6 Result

- 1-2 The model is delayed and does not move onto the table yet. Note that these delayed models are counted as being alive should the game end before they arrive.
- 3 The model moves onto the table from any point of the east or west board edges. Both the edge and the entry point are chosen by the opposing player.
- 4 The model moves onto the table from any point of the east or west board edges. Both the edge and the entry point are chosen by the controlling player.
- 5-6 The model moves onto the table from the controlling player's table edge.

Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.



A formidable fighter such as Boromir can hold a defensible position for a considerable length of time, though at the cost of being trapped in a small area of the battlefield.

AGAINST THE SOUTHRON HORDE

Having already performed deeds worthy of song, the Knights of Gondor must fight their way to safety. They are heavily outnumbered by the Haradrim soldiery and Khandish mercenaries, so must use their superior speed to engage small numbers of the enemy at a time.

The Great Army of Harad is mustering on the south bank of the Harnen river with plain intent to march north on Gondor within days. Alas, Gondor's armies are scattered to meet threats out of the east and the north and its garrisons to the south are insufficient to block an army of the magnitude that now gathers. It is in this hour that Boromir, son of Gondor's Steward, steps to the fore. On his own authority he gathers to him the bravest of Gondor's knights and leads them southwards to the Haradrim village of Kârnvard, where the Great Army is encamped.

On a moonless night Boromir and his companions overlook the Haradrim encampment. At Boromir's signal, spurs are set to horse-flanks and war cries split the night. The riders sweep through the enemy sentries. Addled by sleep and liquor, the Haradrim and their mercenary allies are slow to react. As the camp stirs around the attackers, the bravest of the Haradrim warriors assail Boromir and his companions, but cannot prevail in the face of the Gondor's sons. For each Knight pulled from his saddle, a score of Haradrim are cut down, and all the while food wagons and tents are set ablaze.

Only when all the supplies are burnt does Boromir call the retreat, yet he may have left it too late to escape. An organised cadre of Southrons and mercenaries, led forth from the chaos by a stern Haradrim warlord, stand between the Men of Gondor and their escape. Outnumbered and weary, Boromir and his followers steel their hearts and charge headlong into the fray...

PARTICIPANTS GOOD (600 POINTS)

- Boromir, Captain of the White Tower on horseback with lance and shield.
- 1 Captain of Minas Tirith on horseback with lance and shield.
- Up to 350 points worth of models chosen from the Tower of Ecthelion army list (see page 22).

EVIL (700 POINTS)

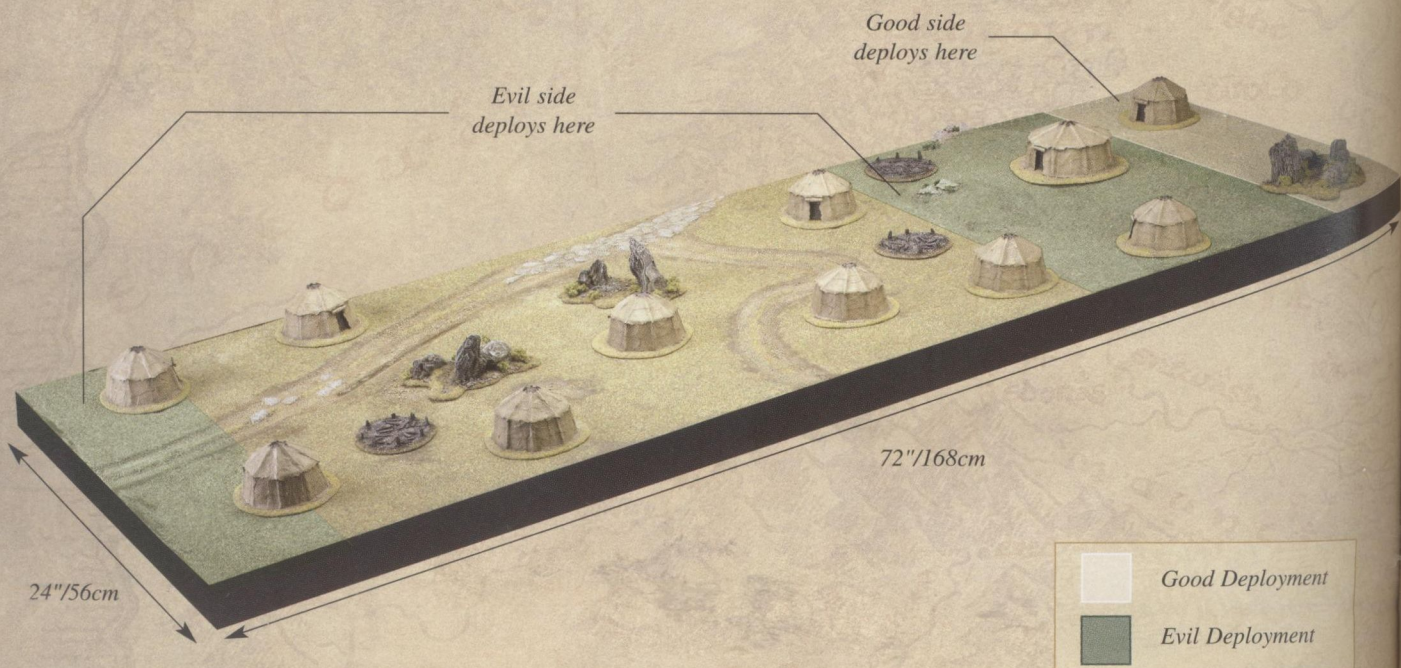
- Up to 700 points worth of models chosen from the Serpent Horde, Harad, Variags of Khand or Khandish Mercenaries army lists, in any combination. You must include a single Hero. Up to 50% of these models may be mounted.

LAYOUT

The scenario is played on a board 72"/168cm by 24"/56cm, representing the assailed encampment. There are burnt tents and supply wagons spread across the board, but there should be at least enough space between them to allow a cavalry base to pass.

STARTING POSITIONS

The Good player deploys his force within 6"/14cm of the eastern board edge. The Evil player then deploys at least half of his models anywhere within 12"/28cm of, but no closer than 1"/2cm to, any Good model. The remainder of the Evil force is deployed within 6"/14cm of the western board edge.





The Haradrim are in disarray. Can the Evil player regroup and win the battle?

OBJECTIVES

The Good player wins if Boromir and at least two other models escape the board via the western board edge. The Evil player wins in any other event.

SPECIAL RULES

Maethor. The Captain that rides at Boromir's side is a young noble named Maethor, whose hatred for the Haradrim spurs him on to great feats. Maethor always rerolls failed attempts to wound a Haradrim.

Burning Debris. Much of the camp is now ablaze and the night wind is causing the flames to spread from tent to tent and the dry grasses of the plain. At the start of each turn, the player who loses priority may place a blaze counter in contact with any tent or another blaze counter. Models may move through a blaze counter or burning tent but will suffer a Strength 3 hit (in the case of cavalry models both rider and mount take a hit). Any cavalry model attempting to move through a blaze counter must pass a Terror test as the horse shies away from the flames.

Note: The method of placing blaze counters may seem a little artificial, but represents perfectly what invariably happens to a Hero when he's trying to escape a burning house, tent or underground fortress – the fires inevitably seem to spring up along his path!

RECOMMENDED PARTICIPANTS

GOOD

- Boromir, Captain of the White Tower on horseback with lance and shield.
- 1 Captain of Minas Tirith on horseback with lance and shield.
- 23 Knights of Minas Tirith; 22 with shield, 1 with banner.

EVIL

- 1 Haradrim King on horseback.
- 1 Hasharin.
- 6 Serpent Riders.
- 12 Serpent Guard.
- 12 Haradrim Raiders; 6 with bow, 6 with lance and bow.
- 37 Haradrim Warriors; 18 with bow, 18 with spear, 1 with banner.



This blaze counter was cut from plasticard and textured with clumping flock. The whole counter was then painted with PVA glue. The finished counter was undercoated with Chaos Black, before being sequentially drybrushed with Dark Flesh, Blood Red, Blazing Orange and Skull White.

THE BATTLE FOR PELARGIR

The city of Pelargir is all but in the hands of Mordor, with only a few defenders bravely fighting on. To claim victory, Aragorn and his companions must strike hard and maintain momentum, capturing all of the objectives and driving the forces of Evil before them.

The War of The Ring has begun. Strife has come to many lands and blood has been spilt across much of Middle-earth, yet many decisive battles have still to be fought. Aragorn has spent much of the last few months safeguarding Frodo Baggins, the Hobbit who carries Sauron's Ring to the fires of Mount Doom. Now separated from his charge, Aragorn walks a different path, one that has led him through the siege of Helm's Deep and down a much darker road.

Aragorn's Grey Company pass down the cursed Dimholt road and to the stone of Erech, trysting place of the ghostly oathbreakers of Dunharrow. As Isildur's heir, Aragorn has both the power and the right to release the shadowy traitors from their curse, and it is to this he binds himself if they will fight with him. That Aragorn has need of such aid is without question, for the Corsairs of Umbar have unleashed their fleet against the port city of Pelargir. If the Corsairs take Pelargir, they will continue upriver and add their forces to those that already assail Minas Tirith. Should the White City fall, all of Middle-earth will be imperilled shortly thereafter. Aragorn can only prevent this from happening if he can capture the Corsair ships and lead his forces to Minas Tirith's aid.

PARTICIPANTS GOOD (1,050 POINTS)

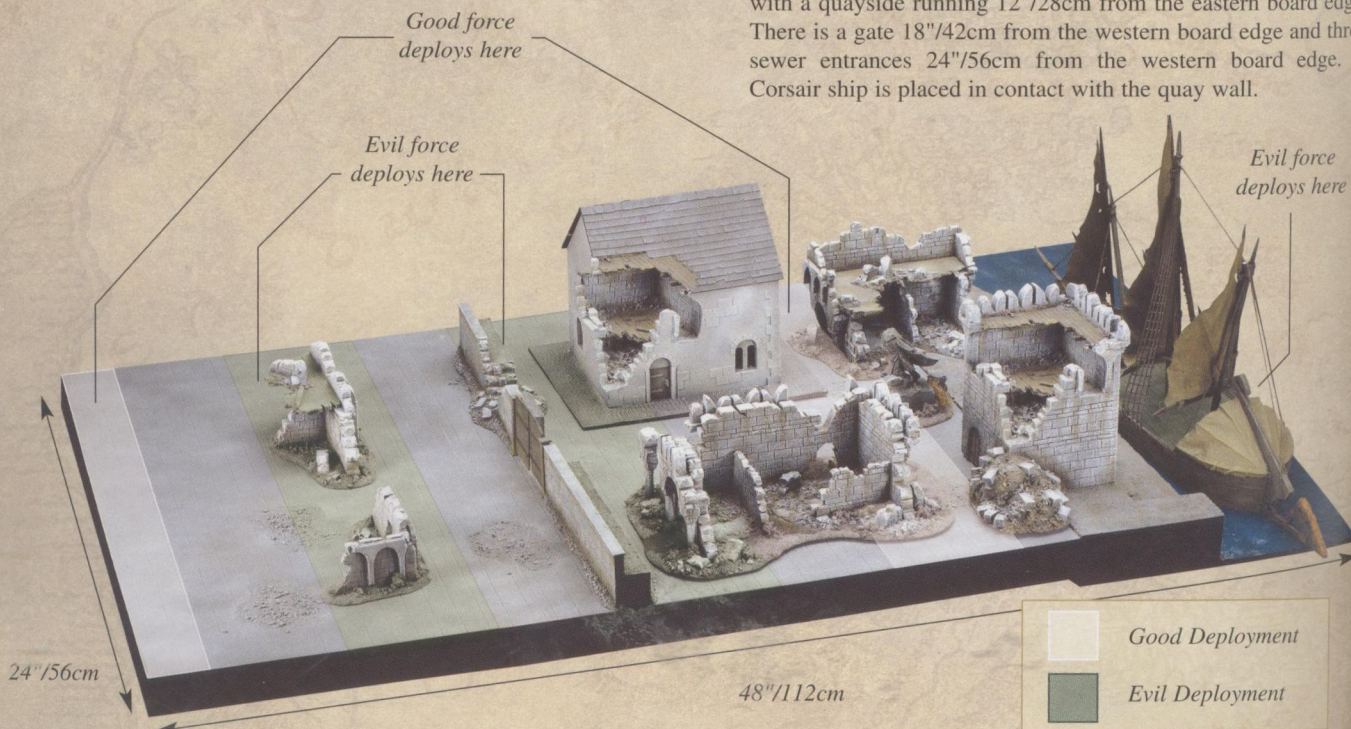
- Aragorn / Strider with Andúril.
- Angbor the Fearless.
- Up to 300 points worth of models chosen from the Fiefdoms army list (see page 34). You may include up to one additional Hero. Up to 33% of these additional models may carry a bow. You may not choose mounted models.
- Up to 450 points worth of models chosen from the Fellowship, Grey Company or Dead of Dunharrow army lists, in any combination. Up to 33% of these additional models may carry a bow. You may not choose mounted models.

EVIL (700 POINTS)

- 1 Hasharin.
- Up to 200 points worth of models chosen from Cirith Ungol army list. You may not choose mounted models.
- Up to 200 points worth of models chosen from the Serpent Horde or Cirith Ungol army lists, in any combination.
- Up to 200 points worth of models chosen from the Corsair Fleet or Serpent Horde army lists, in any combination.

LAYOUT

The scenario is played on a board 48"/112cm by 24"/56cm, representing a stretch of the docks of Pelargir. The entire board is covered with buildings in various states of collapse (see map) with a quayside running 12"/28cm from the eastern board edge. There is a gate 18"/42cm from the western board edge and three sewer entrances 24"/56cm from the western board edge. A Corsair ship is placed in contact with the quay wall.



STARTING POSITIONS

The Good player deploys Angbor and the Fiefdoms troops between 30"/70cm and 36"/84cm from the western board edge. The remainder of the Good force are deployed within 3"/8cm of the western board edge. The Evil player then deploys a third of his models between 12"/28cm and 18"/42cm from the western board edge, another third of his models between 24"/56cm and 30"/70 from the western board edge, and the final third of his models anywhere on the ship.

OBJECTIVES

Before the game begins, three objective markers are placed to represent key areas of the city that the Good force can capture to prevent Evil reinforcements from entering the battle. One is placed on the Corsair ship, a second on the gate, and a third next to one of the sewer entrances. The Good player wins if he captures all three objectives. If Aragorn is slain, or the Good force is reduced to 25% of its starting numbers, the Evil player wins. If both players meet their objectives in the same turn, the game is a draw.

SPECIAL RULES

Seal the City! Evil reinforcements are flooding into the city, but with each objective the Good player captures he will stem the tide. An objective can be captured if a Good model is in base contact with it at the end of the Fight phase – remove it from play. Trolls or other multi-wound Warriors count as three models, while Heroes count as six. Named Heroes may not return to play once slain.

The Outer Gate. Until this objective is captured, the Evil player can roll a D6 at the end of his Move phase and move this many models (chosen from the Cirith Ungol list) that were slain previously in the game onto the board from any point on an edge within 18"/42cm of the marker.

The Sewers. Until this objective is captured, the Evil player can roll a D6 at the end of his Move phase and move this many models (chosen from the Serpent Horde or Cirith Ungol list) that have been slain previously in the game onto the board from any of the sewer entrances. Models may not enter play through a sewer entrance that is blocked by other models.

The Corsair Ship. Until this objective is captured, the Evil player can roll a D6 at the end of his Move phase and move this many models (chosen from the Serpent Horde or Corsair Fleets list) that have been slain previously in the game onto the board from any point on the ship.

Without Number. In this scenario, the Evil side does not take Courage tests for being broken, representing as it does merely a smaller part of a massive army.

RECOMMENDED PARTICIPANTS

GOOD

- Aragorn (carries Anduril).
- Legolas.
- Gimli.
- Angbor the Fearless.
- The King of the Dead.
- 1 Captain of Dol Amroth.
- 6 Rangers of Gondor.
- 3 Knights of Dol Amroth.
- 6 Clansmen of Lamedon.
- 6 Men at Arms of Dol Amroth.
- 6 Axemen of Lossarnach.
- 6 Warriors of the Dead.
- 3 Riders of the Dead.

EVIL

- 2 Hasharin.
- 1 Haradrim Chieftain, with spear and bow
- 25 Haradrim Warriors; 12 with bow, 12 with spear, 1 with banner.
- 24 Orc Warriors; 8 with spear, 8 with shield, 4 with two-handed weapon, 4 with Orc bow.
- 5 Mordor Uruk-hai.
- 1 Mordor Troll.

Note that the Good force is only a portion of Aragorn's army. You should feel free to use the guidelines given earlier to compose a force of Army of the Dead or Rangers of the North if you wish.



Bound by their ancient oath, the Army of the Dead drive the Haradrim from Pelargir.





PROFILE SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules	Page
Angbor the Fearless	4/-	4	5	2	2	5	2 / 3 / 1		12
Aragorn, King Elessar	6/3+	4	7	3	3	6	3*/ 3 / 3	Mighty Hero; Anduril, Flame of the West	8
Avenger Bolt Thrower								Short Range; Rapid Fire; Accurate	19
Bolt Thrower	-	(7)	10	-	3	-			
Crewman	3/4+	3	5	1	1	3			
Axemen of Lossarnach	4/-	3	5	1	1	3			20
Battlecry Trebuchet								Indirect Fire; Area Effect; Wall-breaker,	18
Trebuchet	-	(10)	10	-	4	-			
Crewman	3/4+	3	5	1	1	3			
Beregond of Gondor	4/3+	4	6	1	1	4	1 / 1 / 1	Bodyguard	10
Boromir	6/-	4	6	3	3	6	6 / 3 / 3	Horn of Gondor; Banner of Minas Tirith	9
Captain of the White Tower									
Captain of Dol Amroth	4/4+	4	7	2	2	4	2 / 1 / 1	Dol Amroth for Gondor	13
Captain of Minas Tirith	4/4+	4	6	2	2	4	2 / 1 / 1		11
Captain of Númenor	5/4+	4	5	2	2	4	2 / 1 / 1		15
Cirion	4/4+	4	6	2	2	4	3 / 1 / 1	Boldest of the Bold	14
Lieutenant of Amon Barad									
Citadel Guard	4/4+	3	5	1	1	3		Bodyguard	16
Clansman of Lamedon	4/-	3	4	1	1	5			20
Damrod	4/3+	4	5	1	1	4	1 / 1 / 1		14
Ranger of Ithilien									
Denethor	5/-	4	5	2	2	5	0 / 3 / 0	Broken Mind	8
Steward of Gondor									
Elendil	7/-	4	7	3	3	6	3 / 3 / 1	Narsil	15
Faramir	5/3+	4	5	2	2	5	3 / 2 / 2		9
Captain of Gondor									
Forlong the Fat	4/-	5	6	2	3	4	3 / 1 / 1		12
Guard of the Fountain Court	4/-	3	6	1	1	3		Bodyguard	16
Isildur	6/-	4	7	3	3	6	3 / 1 / 2	The Ring	15
King of Men	5/4+	4	4	2	2	5	2 / 2 / 1		10
King of the Dead	4/-	4	8	1	2	7	0 / 6 / 3	Terror; Blades of the Dead; Drain Soul, The Dead and the Living	11
Knight of Dol Amroth	4/-	3	6	1	1	4		Dol Amroth for Gondor	19
Knight of Minas Tirith	3/-	3	5	1	1	3			17
Madril, Captain of Ithilien	4/3+	4	5	2	2	4	3 / 1 / 1	Master of Ambush	14
Man-at-Arms of Dol Amroth	4/-	3	5	1	1	3			20
Osgiliath Veteran	3/4+	3	5	1	1	4		Loyal to the Captains	17
Peregrin	3/3+	2	4	1	1	4	1 / 1 / 2	Guard of the Citadel	10
Guard of the Citadel									
Prince Imrahil of Dol Amroth	6/-	4	7	3	3	6	3 / 3 / 3	The Lineage of Númenor	12
Ranger of Gondor	4/3+	3	4	1	1	3			17
Rider of the Dead	3/-	3	7	1	1	6		Terror; Blades of the Dead	21
Warrior of the Dead	3/-	3	7	1	1	6		Terror; Blades of the Dead	21
Warrior of Minas Tirith	3/4+	3	5	1	1	3			16
Warrior of Númenor	4/4+	3	4	1	1	3			21



Boromir rallies the garrison of Osgiliath to a final desperate stand.

hnyw'ē. c'wāzawpōē c'wāzawpōē. a'wāh'mēf'gypōē c'wāzawpōē. c'wāzawpōē

THE LORD OF THE RINGS STRATEGY BATTLE GAME

*"And where will other men look for help,
if Gondor falls?"*

– Denethor, *The Return of The King*

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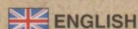
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