

THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

THE BATTLE OF PELENNOR FIELDS



NEW LINE CINEMA

A Time Warner Company



GAMES WORKSHOP

The Return of The King

CONTENTS

Foreword	3	The Mûmakil	30
Of Harad and Umbar	4	Mûmakil of Harad	33
The Kingdoms of Harad	10	Act Five: Hunt the Mûmak	34
Suladân, The Serpent Lord	11	Painting the Mûmak	36
Hâsharin	11	Act Six: Rebellion	40
Haradrim Chieftain	12	Act Seven: Assault on Glamorgarth	44
Haradrim Raider	13	The Battle of Pelennor Fields	46
Haradrim Warrior	13	Ambush in Ithilien	48
Act One: The Banks of the Harnen	14	The Glory of Dol Amroth	52
Painting Haradrim	16	The Horse and the Serpent	56
Dol Amroth	18	The Rangers of the North	58
Prince Imrahil of Dol Amroth	19	Halbarad Dunádan	59
Knight of Dol Amroth	19	Ranger of the North	59
Act Two: A Blade in the Night	20	Éomer's Rage	60
Encampments	22	Summary	64
Act Three: The Harad Road	26		
Act Four: The Fall of Harmindon	28		

Written by
Matthew Ward & Graham McNeill

Additional material by
Alessio Cavatore & Adam Troke

Conceptual Design
Alessio Cavatore & Rick Priestley

Illustration
Alex Boyd

Graphic Design
Nuala Kennedy

Pre-Production
Michelle Barson, Simon Burton,
Jason Foley, John Michelbach,
Dylan Owen, Mark Owen,
Adam Shaw & Nicole Shewchuck

Miniatures Design
Gary Morley, Alan Perry
& Michael Perry

Miniatures Painters
Kev Asprey, Neil Green, Pete Foley
Neil Langdown, Darren Latham,
Seb Perbet, Keith Robertson
& Kirsten Williams

Hobby Material
Steve Cumiskey & Adrian Wood

Thanks to:
Tolkien Enterprises – Laurie Battle

New Line Cinema –
John Mayo, David Imhoff
Gordon Davidson, Rob Wood

Mark Bedford, Anthony Burdge,
Jessica Burke, Andrew Campbell,
Steve Hammatt, Gareth Johnson,
Ben Lambert, Daniel Skeens, David Smith
and the other Ringwraiths.

PRODUCED BY GAMES WORKSHOP

All materials pertaining to the New Line theatrical productions: The Fellowship of The Ring; The Two Towers; and The Return of The King, © MMIV New Line Productions, Inc. All Rights Reserved. All materials solely pertaining to the Tolkien literary works being:

The Fellowship of The Ring; The Two Towers; and The Return of The King, © MMIV the Saul Zaentz Company d/b/a Tolkien Enterprises. All Rights Reserved. The Lord of The Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc and Games Workshop Ltd.

All other materials, including specific game rules, strategy and augmented materials, copyright © Games Workshop Limited 2004. All Rights Reserved. Games Workshop and the Games Workshop logo 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.

British cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Games Workshop The Lord of The Rings website:
www.games-workshop.com/lotr/

Games Workshop website:
www.games-workshop.com

UK
Games Workshop,
Willow Rd,
Lenton,
Nottingham, NG7 2WS

US
Games Workshop,
6721 Baymeadow Drive,
Glen Burnie,
Maryland 21060-6401

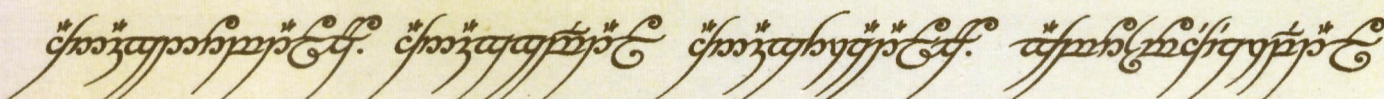
Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
Games Workshop,
2679 Bristol Circle,
Unit 3, Oakville,
Ontario L6H 6Z8

NEW LINE CINEMA
A Time Warner Company



Tolkien Enterprises



FOREWORD

Welcome to the Battle of the Pelennor Fields or, as Gandalf put it, “the great battle of our time”. Within this book you’ll find everything that you’ve now come to expect from a supplement for The Lord of The Rings strategy battle game. The first half of the book charts the progress of the armies of Harad as they march northwards to the great widow-making fields of Gondor, while the second half of the book is given over to reprising those evocative moments from the films and the books where the warriors of Harad have a key role. There are rules for new Warriors and Heroes, (as well as a teeny, tiny Mûmak) to use in your games. There are also eleven new scenarios (the most in any supplement so far) that stretch across the arid land of Harad, and travel northwards across the Poros and Harnen rivers until they reach the Pelennor Fields themselves. You’ll also find guides for painting and creating new scenery pieces.

What makes this book different to any supplement that has come before it is the amount of research that went into its writing. For *Siege of Gondor* and *Shadow & Flame*, there were literally chapters of reference material where J. R. R. Tolkien had gone into vast detail. For Pelennor Fields, the story has been quite different. While the battle itself is well documented, Profesor Tolkien never explored the land of Harad as fully as some of the other realms of Middle-earth. While there are clues scattered throughout his works, it has been like assembling a giant jigsaw puzzle with only half the picture, and where many of the pieces are the same shape. Accordingly, a lot of gaps in the history and culture of Harad have needed to be filled, and I hope very much that you enjoy the result of that work.

A case in point is that, while there is plenty of evidence in J.R.R. Tolkien's writings indicating that the Orcs and Trolls worshipped Sauron with a fierce passion and shared his goals,

the scant records of the southern lands tells a very different story. From the Second Age of the world onwards, the people of Harad have been oppressed by outsiders; first by the Númenóreans, then by Gondor, and finally by Sauron himself. Even the name of their people that has passed into common usage (Haradrim) is nothing but a Sindarin word that means only 'people of the South'. With such little interest or regard seemingly shown by the peoples of the West, it is not difficult to see why they have only ever viewed the people of Harad as enemies and, by extension, servants of evil.

Whenever lines of allegiance are drawn, those on either side view their enemies as holding morals and beliefs which are wrong – that's what being an enemy is all about. The Haradrim are summoned to a war by their lords, marching on those that they view as their enemy with as much determination and cold purpose as the Men of Gondor or the Rohirrim. If anything, the common people of Harad would hold enthusiasm for war with Gondor, if only due to the memory of hundreds of years of occupation still present in their minds. Both the films and the book give the reader and viewer the viewpoint of the good forces; the Haradrim are the enemy and therefore on the side of evil. Whether their actions draw sympathy or hatred is purely down to an individual's perspective.

Mat
22



Տաճարս քրտնէ. Տաճարս քրտնէ Տաճարս քրտնէ. Բարեկեցիցս քրտնէ

OF HARAD AND UMBAR

The land known to most as Harad lies upon the southern border of Gondor, past the Harnen river. Only along the shores of the great sea can truly fertile ground be found, for leagues of savannah and desert stretch far inland. It is an arid place, a stark contrast to the green and fertile fields of Gondor's southern fiefs, but one which has no less played its part in the great events that have shaped Middle-earth. The early history of Harad is largely unknown, for it was shunned by the Elves when the world was young. Why this should be, no one can now answer with any great certainty, for much knowledge from those times has been lost as the firstborn dwindled. Only in the south do any tales of Harad remain, but these are largely unheard, for the storytellers are a people isolated by distance and history. What these people actually call themselves is unknown in the north, where they are known simply as Haradrim, or Southrons. Of those few Haradrim legends that have come to the ears of the Wise, some tell that Harad was once a great and verdant kingdom before tragedy befell it, scattering its people and leaving much of the land barren and wild.

Others simply recount the passage of time in an unchanging land that was troubled little by the wars that wracked the First Age. Even the Wise cannot say where the truth lies, or why the curiosity of the Elves never led them to this land, but Harad to this day remains a silent and isolated place.

Life in Harad has remained unchanged for centuries, for even the will of kings and princes finds difficult purchase upon those who live amongst desert and rock. Before the arrival of the Númenóreans, Harad was an anarchic and fractious land. No common drive or purpose guided the Haradrim, and the territory of the tribes ebbed and flowed like tides upon the shore. The scattered tribes lived a nomadic existence, journeying between the few farming settlements along the riverbanks and the scare towns, caring nothing for the world beyond their own. Occasionally tribes would sweep out of the desert into bordering realms, using their force of arms to steal whatever they could. Such raids were rightly feared, for the Haradrim had ever been skilled archers and horsemen, fashioning deadly ambushes before fading once more into the depths of the desert.

THE RULE OF NÚMENOR

As the years of the Second Age passed, the growing power of Númenor began to touch the shores of not only Harad, but all the lands of Middle-earth. Though tentative in their explorations at first, soon the Men of the West had founded havens along the coasts of Middle-earth. Even though many of the great rivers that ran through the desert were deep enough to accommodate the draught of their ships - for many dozens of leagues in some cases - they journeyed no further inland. Instead, the Númenóreans founded a great city in the firth of Umbar, a vast natural harbour on the southern shores of the Bay of Belfalas. They satisfied themselves with the friendship of the Haradrim tribes, trading goods and knowledge with the people of the land about their city. However, as Númenor's greed grew, the city of Umbar became a fortified citadel from whose gates the Men of Westergesse would levy great tribute upon the lesser Men. The Númenóreans installed as client kings those chieftains that submitted to their will, each invested as the ruler of a portion of land; any who would not swear fealty were slain. As is told more completely elsewhere, what had been good and noble in the Men of Númenor became twisted and wicked in all but a handful as Sauron, The Lord of the Rings, cast his influence upon them. The Men of Númenor turned from grace and, in their desire for power, cast their efforts into the worship of darkness. The dark practices that abounded in those days on the isle of Númenor were duplicated in all but a few havens upon Middle-earth, and Umbar was tainted by the same corruption. In time this folly led to the destruction of Númenor, yet in Umbar these Black Númenóreans endured and the Lords of Umbar continued to dominate Harad and its people.

THE THIRD AGE BEGINS

In time, Sauron was cast down by an alliance of Elves and Númenóreans who had remained faithful to the old ways; the Second Age passed and the Third Age began. The victorious Men, the Dunédain, prospered and their kingdom of Gondor



grew to rival the glory of Númenor ere Sauron's shadow fell upon it. As Gondor waxed, Umbar waned. King Eärnil I of Gondor resolved to retake Umbar from his sundered kin, for it had ever been a threat to Gondor's southern border. The king set sail for the shores of Umbar with a great navy and, after a long and costly siege, his estranged kinsmen were driven from the city, and the Black Númenóreans were forced to seek shelter with the very people over whom they had claimed rulership. As Eärnil reshaped Umbar into a haven of Gondor, the city's former masters gathered a great army in the desert, awaiting the moment to strike. Their chance came swiftly, for a great storm in the Bay of Belfalas drowned Eärnil, and many ships and men were lost at his side. Seeing the haven's garrison greatly weakened, the deposed rulers of Umbar moved to reclaim their realm. Umbar was brought under siege once more, and only the might of Gondor's sea-power kept it secure – though at great cost. For more than a generation, Gondor vied with the Black Númenórean lords and the kings of Harad for control of Umbar and its surrounding lands. Finally, after battles without number and sorrows beyond counting, a great army came down out of Osgiliath and Gondor's will prevailed. The armies of Harad were crushed, the Black Númenóreans all but destroyed. The Haradrim kings swore their allegiance to Gondor, for their sons were now taken as hostages to secure against their betrayal.

THE SHADOW RETURNS

So it was that resentment and hatred of Gondor burned deep within the hearts of the Haradrim. Though their people had been all but enslaved by their previous masters, the hurt of this new acquiescence was all the more raw. The common people chafed at Gondor's will and the kings of Harad were dismayed and broken – and a peace endured for many years. Alas, unbeknownst to all but a few, Sauron once more began to cast a shadow upon the lands of Middle-earth. His hatred for Gondor had not faded and he set in motion events to craft his revenge upon Elendil's line. From the fortress of Dol Guldur, the Dark Lord sent emissaries to those he would to bend to his will. Some journeyed to Harad, offering his friendship to the remaining descendants of the Black Númenóreans, for Sauron could see a part they could yet play in his schemes. Hidden from the sight of Gondor's vassal rulers, these hidden renegades began to encourage the worship of Sauron as a deity, whose power and wisdom would free the people of Harad. This worship spread rapidly throughout the Haradrim, though the kings tried to suppress it as best they could, for they still feared the retribution of Gondor's armies. In truth, their fears were unfounded - Gondor's gaze was now fixed upon itself. Civil war had broken out in the north, fanned by Sauron's guile as he set his mind upon the division of his enemies.

THE KINSTRIFE

There was a new king in Gondor, Eldacar, son of Valacar. He was not of pure Númenórean descent, for his mother was born of the lesser men that dwelt in Rhovanion. Many held Eldacar in disdain, for they feared that the union between the two races would diminish the majesty of the Dunédain. Such mistrust was fertile ground indeed for Sauron's deceptions. Soon Castamir, a cousin to the crown, rallied all those whose malcontent was greater than their loyalty into uprising against their rightful sovereign. Seeing Gondor weakened, the Black Númenóreans

provoked a similar uprising in the lands of Harad. In a week of treachery and death, the Haradrim kings and their families were slain by agents of the Cult of Sauron, and the Black Númenórean lords seized power once more. The people of Harad, united in their desire for freedom from Gondor, rose up by the thousands. Their own ranks were riven with turmoil while beset by the Harad, and those who remained loyal to Eldacar were sorely pressed to contain both uprisings. For five years, the loyalist forces struggled to maintain control over Gondor's domains but, united by common cause, their enemies grew ever stronger. In a final, desperate battle that consumed the city of Osgiliath in flames, Eldacar and the loyalist forces were driven out into the north and Castamir usurped the throne. With the exile of its rightful king, Gondor's hold over the south was broken; only Umbar remained loyal to Eldacar, for there was a great garrison of his supporters there. In time, the banished king was able to marshal enough support to regain his throne. Though the pretender held his position for only a decade, his sons, and the forces still loyal to them, escaped with much of Gondor's fleet.

THE CORSAIRS OF UMBAR

Castamir's sons led their followers south to Umbar and, while the loyalist garrison strove against attack from the Haradrim on land, assailed them from the sea. Many are the tales told in Gondor of Umbar's fall, of deeds noble and black performed in its defence. After seven days of continuous fighting, the citadel finally was taken. Those amongst the garrison who had not perished in the siege were tortured and slain, their broken bodies displayed along every road leading to the city. The victorious forces, renegades and traitors all,



remade the citadel anew into a refuge for all enemies of Gondor. With victory the tribes of Harad, no longer recognising a common leader, quarrelled with one another. Though some remained loyal to Umbar, the new lords of that city did not possess sufficient might to dominate the tribes as they once had. Many returned to the old nomadic ways, paying tribute to Umbar, but being led and ruled by their tribal chieftains. A great many of Sauron's allies amongst the Haradrim turned away from their worship of the Dark Lord, becoming the personal agents of the Lords of Umbar. Through this order - the Hâsharii - they gradually began to once more enact their will upon the people of Harad. In the long years that followed, Umbar slowly rebuilt its strength, its great fleet of corsairs again raiding the lands still loyal to Gondor. Though the armies of Gondor twice defeated the men of Umbar and Harad in the years that followed, the north kingdom lacked sufficient ships to beset their foe at sea, and so, shielded by its navy, Umbar endured.



THE DEEDS OF THORONGIL

In the late Third Age, the realms of Gondor and Umbar continued their rivalry, though neither could best the other. As Sauron's malice grew in the north, Gondor weakened, its cities beset by plague and its armies stretched by conflicts on other fronts. Once during the late Third Age was a great blow struck against the fallen haven; a captain of Gondor deemed the corsairs about to strike and so led a fleet south into the very harbours of Umbar. His forces cast down the Master of the haven in a battle upon the quayside, before setting much of the corsair fleet aflame and stealing away northwards. This captain was known to his followers and to the Steward of Gondor as Thorongil, but his true name was Aragorn, son of Arathorn, and his actions doubtless spared Gondor a great hurt.

THE GATHERING STORM

Time passed and, as the War of the Ring drew on, a noticeable change came over Harad. Spurred on by Sauron, the Lords of Umbar tightened their control over the tribesmen, demanding ever-increasing tribute from them. Even though this drove many to the brink of starvation, these fractured and distant tribes had no choice but to accede to the demands. Indeed some - those who had maintained the worship of Sauron - welcomed the chance to fight his enemies. Great armies were assembled and trained in the lands below the Harnen river, awaiting the onset of Sauron's great war. The mighty Mûmakil were assembled in their scores, mercenaries from the lands below Harad by the hundreds drawn in by the lure of gold and plunder, and the ships of the Corsairs made ready for battle. As these armies assembled, the Lords belatedly realised that by bringing their forces into one place they invited the repressed Haradrim to revolt against their increasingly unpopular decrees. To guard against such a rebellion, the Hâsharii were given greater power and sent out to maintain control over the tribes. The Hâsharii became the emissaries of the Lords of Umbar, the arbiters and implementers of their will. Some recalcitrant chieftains who refused the Lords' demands simply vanished. Others were seized and ritually executed under the gaze of their kin, the better to set an example. Slowly, the disparate tribes came tightly under the control of the Lords of Umbar, and the Hâsharii, once more.

THE TWO EMISSARIES

Some years after Thorongil's raid, two emissaries came to Umbar seeking audience with its lords. The first was clad solely in grey and spoke with a determination that showed the inner fire behind his words. As his eyes swept the council, he told them that war between the Free Peoples of Middle-earth and Sauron, Lord of Mordor, was now imminent. He counselled them that this would likely be the final conflict, and that it would leave the world forever changed for good or for ill. He treated with them to lay aside their past estrangements, to reunite with their kin in Gondor. Though he spoke wisely and eloquently, the lords, fearful that their control over the south would be put at risk, refused his request and banished him from their lands. Within a day of the grey pilgrim having been sent upon his way, another messenger stood before the council. Where the other emissary had been grey-clad, this one was robed solely in black. Wherever he walked, dogs would cower in fear, and horses would shy away. Even the boldest of the Lords of Umbar felt a chill upon their hearts when transfixed by

his gaze. What he told them was much the same as they had already heard. Lord Sauron the Great was preparing to scour the land of those who opposed him, including the hated descendants of Elendil. Lord Sauron, the herald proclaimed, was seeking to re-establish old alliances, for had he not always been a friend to those who had struggled against the men of the stone land in the north? He bade them to gather their armies and wait for the day they would be called upon for aid. Alnârin, the head of the council, asked if Lord Sauron thought them to be fools, for it was plain to him that the friendship of the Dark Lord had been always for ends that were his alone. Furthermore, it seemed to Alnârin that the friendship of Umbar and Harad were greatly prized now that others had need of aid. He told the second emissary that which he told the first; Umbar would stand alone. It would not become embroiled in the conflicts of other lands, like some dog that has learnt to perform a pleasing trick for its master in exchange for a few scraps from his table. A cold silence fell upon the room as the dark messenger considered these words. He then turned and, without a word, left the great hall of the citadel.

Though the council gave orders that this messenger too should be banished, those sent to perform their will could find no trace of the dark figure. It was if he had vanished, leaving no sign of his passing. In the dead of night, long after the council members had retired to their chambers, the still air was split by a long drawn out wail, an evil cry from somewhere within the city which froze the blood of all who heard it. Scant moments later, another cry rose up in answer, this time beyond the city walls. The following morning, as the sun's rays danced across the spires of the city, Alnârin's servants found the ruined form of their master upon his bed. His body had been hacked nearly apart, as if set upon by a great many foes, though the window was barred and the guard outside the door could recall nothing of the previous night. When the remaining members of the council convened later that day, the dark messenger came before them once more. He had come for their final answer; at this second visit, the Lords dared not deny him.

Superficially, the Lords of Umbar appeared to be doing Sauron's will. From time to time his emissary would return with instructions or gifts from the Dark Lord. He appeared satisfied with the army that was assembling, for it was a force of arms so great that it should easily sweep away the defences of South Gondor. In private however, the Lords became evermore afraid for their position. Their actions had turned hostile and fearful a people once indifferent to their rule. Worse still, by gathering their armies in such numbers, they risked a chieftain seizing enough military power to make a stand against them. Trapped in a cage fashioned by their own hands, the Lords of Umbar bound themselves to a stratagem crafted to protect them from the consequences of their folly. To appease Sauron their armies would march north on Gondor, but each would be divided into a smaller force, and would be under the constant scrutiny of a group of Hâsharii. These were the precautions taken to prevent a charismatic chieftain gaining control over a force large enough to challenge the power of Umbar. The war too would help them in this goal, for the casualties suffered by the Haradrim would be severe, likely so great that the survivors could be of no conceivable challenge to the Lords at its conclusion. To further safeguard their position, none of Umbar's armies would be sent north – only those of

Harad would fight. The elite guard, personally loyal to the Lords, would remain untouched by the conflict that would sweep Middle-earth. Of the forces personally loyal to the rulers of Umbar, only the corsair fleets would take part in this war. The southern fiefs of Gondor were poorly defended and ripe for the taking – especially once the Haradrim began to advance, drawing off most of the defenders. The rich farmland of these fiefs would be a great prize if captured and would contribute greatly to the prosperity of the realm of Umbar. If Sauron won the war, he would likely allow the Lords to keep the land they had taken in exchange for their obedience. Should Sauron somehow be defeated, the forces of Gondor would be so reduced that it would be many years before they could attempt to reclaim their lost fiefs. Umbar would control every harbour along the Bay of Belfalas, and its domination of the south would be uncontested once again. Though some of the Haradrim armies would be ambushed on the way to Mordor, waylaid by the defenders of Gondor, most would eventually reach the great killing fields of the Pelennor....





Հայկական լեզուով. Հայկական լեզուով. Հայկական լեզուով. Հայկական լեզուով.



Հայկական հայրենիք. Հայկական հայրենիք. Հայկական հայրենիք. Հայկական հայրենիք.

THE KINGDOMS OF HARAD

In the middle years of history, the southland was divided into realms, each ruled by a king. It was never by choice of the Haradrim, but rather an edict laid down by those who claimed a greater sovereignty. First the Black Númenóreans, and then later the kings of Gondor, found that the easiest way to control the land was to break it into small kingdoms, for a handful of kings could be more easily controlled than many hundreds of chieftains. Even with great armies at their command, Harad's overlords have always struggled to maintain effective control over the desert people, and so they have chosen instead to focus their will on the more densely inhabited regions along the coasts and rivers. In truth, only a few kingdoms ever truly flourished as states in their own right, for the ways of other lands did not adapt well to the harsher realities of life in Harad.

In the late years of the Third Age, the folk of Harad have reverted once more to the tribal ways of their distant past for; left to their own devices, it is the nature of the Haradrim to form small tribal communities where the only law is the will of their chieftain. Often, a chieftain's dominance is owed more to skill at arms than wisdom, but so has the culture endured the passing of time. In the depths of the desert, the people most often live a nomadic existence, subsisting from trade or border raids into the territory of other tribes or lands. Closer to the rivers and coasts of Harad, it is more common to see farming towns and settlements much akin to those as can be found throughout Middle-earth, but where other such realms of Men know relative peace, the tribal fiefs of Harad are ever at war with one another. This constant struggle for land and influence means that the borders between the tribes are forever in flux, and that Harad grows warriors better than any other harvest.



THE TALE OF THE SERPENT LORD

In the days of Gondor's occupation of Harad, most client kingdoms were ruled over by petty and weak men, for they were all the simpler for Gondor to control. The Serpent Lord's father was such a man, for he had long been broken by his overlords. When the old king died, and the crown passed to his son, the prince swore that he would never bow to the Lords of Gondor as his father had. He gathered to his side all the chieftains of his realm with whom he had common cause, and slew in single combat those he could not trust, for he was a warrior possessed of great skill, as fast and deadly as a serpent. Before long, he had assembled an army with which he hoped to wrest not only his kingdom but all of Harad from Gondor's grasp.

Over the following decade, the Serpent Lord threatened Gondor's hold on the southlands. As his fame grew, so too did the numbers of his followers. The armies of the northern kingdom were stretched to the limit as they struggled to contain him, for not only were they challenged by the Serpent Lord's armies, but they also had to prevent uprisings in the other Haradrim kingdoms, lest they join to his banner.

In the end, the Serpent Lord was undone by his own pride, for he was challenged by one of his lieutenants and slain in a duel he could have easily refused. With his death, the army he had assembled drifted apart or was scattered by Gondor's might, for his betrayer was not the leader that he had thought himself.

EVIL HEROES

In truth, Suladân's name passed out of use long ago when he took the name of a revered hero at the time he claimed leadership of his tribe. Since then the name of the Serpent Lord has once more become a famous one throughout Harad, and his own legend grows with each victory. Curiously, the legend of the original Serpent Lord tells how he was slain by a rival in single combat – it could yet be that Suladân will share the same fate.

"The only law that can govern a man is that which he places upon himself. Against this truth the courts of false lords hold no power."

Suladân of Harad



The despotic lords who rule Harad exercise their will through the Hâsharii, an order founded in Sauron's name. Any decision taken by the Lords of Umbar, no matter how trivial, must be ratified by a member of the Hâsharii order, and any attempt to skirt their authority is always noticed and remembered. To frequently question or contradict the will of a Hâsharin leads to death, whether by public execution, or through the quiet application of their murderous skills.

SULADÂN, THE SERPENT LORD (Man) Points Value: 90

	F	S	D	A	W	C	Might: 3
Suladân	5/4+	4	5	3	3	5	Will: 3
							Fate: 1

WARGEAR

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

Horse
Bow

10 pts
5 pts

SPECIAL RULES

Poisoned Arrows. The Haradrim often smear the tips of their arrows with the preserved venom of reptiles or scorpions living in their lands. Each time Suladân hits a model with a shooting attack, but rolls a 1 on the D6 to wound it, he **must** re-roll the D6.

Ascendant. Suladân's reputation is growing with each victory, making his name commonplace amongst the Haradrim, and his very presence can inspire armies to great deeds. The range of Suladân's Stand Fast! is 12"/28cm rather than 6"/14cm.

HÂSHARIN (Man)

Points Value: 90

	F	S	D	A	W	C	Might: 1
Hâsharin	5/3+	4	4	3	2	4	Will: 1
							Fate: 3

WARGEAR

Hâsharii carry a wide array of poisoned blades, throwing daggers, and a blowpipe (treat it as a bow with a range of 12"/28cm).

SPECIAL RULES

The Bane of Kings. The weapons of the Hâsharii are coated with a deadly poison, far more potent than that commonly used by other warriors. Each time a Hâsharin strikes a model with a shooting or close combat attack, but fails to wound, he **must** re-roll the D6.

Stalk Unseen. Hâsharii learn to walk silently and stealthily through all manner of terrain. A Hâsharin always counts as wearing an Elven cloak (see the entry under Frodo's rules in the main rules manual).

Preternatural Agility. Hâsharii are graceful and elegant fighters, able to dart aside from the thrust of a blade with ease and strike through the gaps in a foe's armour with pinpoint accuracy. To represent this dexterity in gaming terms, a Hâsharin can never be trapped whilst still standing.

"Lords and Kings are as shifting as the breeze, but we Hâsharii are unchanging and inevitable."

Kharid Drôzhna



A Haradrim army skirts the edge of Nâfarat as it marches towards Khand.



Haradrim chieftains are the leaders of their tribes, each varying in status by the amount of land that he controls. Their wealth is often typified by their weaponry, for only the richest can afford a sword forged from rare steel. Most often, these chieftains will war with one another over land, slaves and other wealth. Though mostly they care little for the greater politics and struggles of the wider world, when a great war comes, the promise of glory is all that is required to speed them to battle, like moths inexorably drawn to candle flame.

HARADRIM CHIEFTAIN (Man)

Points Value: 45

	F	S	D	A	W	C	Might: 2
Haradrim Chieftain	4/4+	4	5	2	2	4	Will: 1
							Fate: 1

We have included the option for you to include one or more Haradrim Chieftains as part of your force. These represent the leaders of the Haradrim who go unmentioned in the story of The Lord of The Rings. If you choose Haradrim Chieftains, invent suitable names for each.

WARGEAR

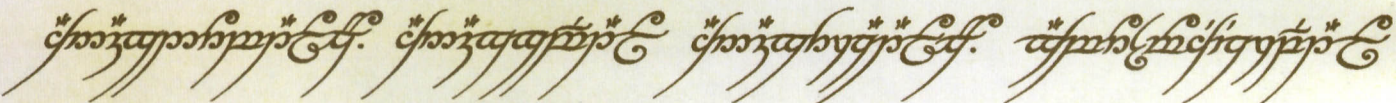
A Haradrim Chieftain wears armour. He has been given a Fight value for shooting – if he does not carry a bow then copy this to your record sheet as 4/-. At an additional cost he may have the following items:

Hand weapon	Free
Spear	1 pt
Bow	5 pts
Lance	5 pts
Horse	10 pts

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

SPECIAL RULES

Poisoned Arrows. The Haradrim always smear the tips of their arrows with the preserved venom of reptiles and scorpions living in their lands. Every time the player hits a model with a Haradrim arrow, but rolls a 1 on the D6 to wound it, he **must** re-roll the D6.



EVIL WARRIORS



Amongst the Haradrim tribes are accomplished horsemen who roam the desert and savannah alike, conducting unrelenting raids upon their neighbours. The horses of the south, while not as well-bred as those of Rohan, are swift and strong, able to tirelessly carry their masters across the plains of Harad. In more formal battle, these raiders gather at the vanguard of the army, applying their hit-and-run tactics on a different stage.

HARADRIM RAIDER (Man)

Points Value: 11

	F	S	D	A	W	C
Haradrim	3/4+	3	4	1	1	3
Horse	0	3	4	0	1	3

This is the basic profile for a Haradrim Raider. If the Haradrim does not carry a bow, then leave out the 4+ Shoot value when you copy the profile to your record sheet (ie, the Fight characteristic for a Haradrim without a bow would be 3/-).

WARGEAR

The base profile for a Haradrim Raider includes a bow and armour. Any warrior can be given additional items at the following cost:

Lance	1 pt
Banner	25 pts*

*max. one per Hero included in the same force

SPECIAL RULES

Poisoned Arrows. The Haradrim always smear the tips of their arrows with the preserved venom of reptiles and scorpions living in their distant lands. Every time the player hits a model with a Haradrim arrow, but rolls a 1 on the D6 to wound it, he **must** re-roll the D6.

HARADRIM WARRIOR (Man)

Points Value: 5

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

This is the basic profile for a Haradrim warrior. If the Haradrim does not carry a bow then leave out the 4+ Shoot value when you copy the profile to your record sheet (ie, the Fight characteristic for a Haradrim without a bow would be 3/-).

WARGEAR

The base profile for a Haradrim warrior includes armour. Any warrior can be given additional items at the following cost:

Spear	1 pt
Bow	1 pt
Banner	25 pts*

*max. one per Hero included in the same force

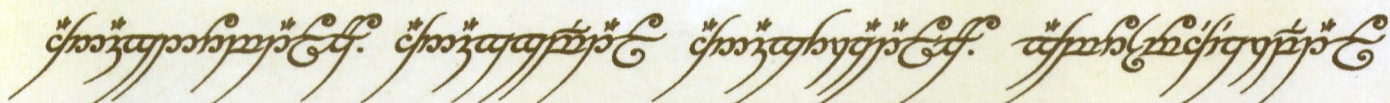
SPECIAL RULES

Poisoned Arrows. The Haradrim always smear the tips of their arrows with the preserved venom of reptiles and scorpions living in their distant lands. Every time the player hits a model with a Haradrim arrow, but rolls a 1 on the D6 to wound it, he **must** re-roll the D6.

"The Hâsharii are scornful of the tribesmen, thinking them simple and foolish, yet I know there is a strength within them that is worthy of respect and fear."

Suladân of Harad

Life amongst the perpetually warring tribes of Harad has always been hard, for even when there is no greater conflict, the inter-tribal raids grant little peace. Such continual warfare has left the menfolk hardened to the arts of battle, trained in the use of both spear and bow. Depending upon his influence, a chieftain can call upon between a few dozen and several hundred warriors pledged to serve, and amongst the tribes, this is how strength is measured.



THE STRIKING SERPENT – ACT ONE: THE BANKS OF THE HARNEN

The war with the stone lands that has been brewing is now upon us, and I am afraid. Not for myself, for I am a warrior. If death comes upon the battlefield I shall welcome it, for if there is a better way to make an end than with a sturdy blade reddened by an enemy's blood, I do not know of it. It is the fate of my people that weighs heavily upon my mind. Their fortunes in the years that follow will be determined by what transpires in the coming days. We are a strong people, yet I deem that there is no escape from the cage within which our masters have trammelled us. The plains and people of this land have been bled dry to prepare for a war in which we hold no interest. We stand to gain naught if Gondor falls, yet we shall suffer greatly if defeated. Our 'lords' will take profit, and we shall lose our sons.

The insidious venom of Umbar has dominated these lands since long before my time, leeching both our spirit and our blood. Many proud sons of noble lineage have fallen to the whims of our masters, lost in battle for no gain where instead they should have made an empire worthy of their fathers.

If we ride to war, we should do so for our own cause, for are the warriors of our tribes not deserving of ascendance over the lesser Men in the north? Instead, our lords would have us slink to war in service, and return to our ruined land when the butchery is done. I can only imagine that a greater fear drives this disgrace, for the army that they have assembled along the banks of the river is greater than any I have seen. I am no stranger to war, and yet I would never have dreamt that this land could muster such a host; a host that could forge a new kingdom in fire and blood if given freedom to act. I wonder just how many of these men given over to my command hold loyalty to the Lords of Umbar close to their hearts. A man may fight for many things: for his brothers, his family; for power, glory and the respect of kings. Few indeed are they who fight willingly for liege-lords that take with one hand and give nothing in return. This is how our masters have treated with us in recent years, and I cannot conceive that it has gone unnoticed by all but I.

The Haradrim launch a concerted attack along the length of the River Harnen, an assault that the outnumbered defenders cannot hope to block. Fortunately, they are not able to coordinate their attacks well across such a wide battlefield and, as a result, the attack wave is disjointed, buying time for Imrahil to ride to the assistance of the southern forces. However, it is a long road, and the journey will take many days. Against desperate odds, the warriors of Gondor prepare themselves for a bitter struggle...



The sound of battle fills the air as old hatreds are rekindled.

PARTICIPANTS

GOOD

Gilant (Captain of Minas Tirith on foot)
8 Warriors of Minas Tirith with spears and shields
8 Warriors of Minas Tirith with shields
8 Warriors of Minas Tirith with bows

One Good Warrior may carry a banner.

EVIL

Mûrakir (Haradrim Chieftain on foot)
12 Haradrim Warriors with spears
12 Haradrim Warriors with bows

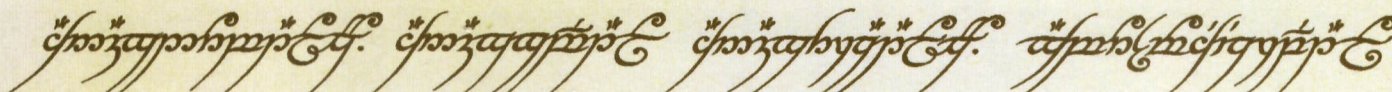
One Evil Warrior may carry a banner.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The Harnen is a river roughly 6"/14cm wide and flows from the centre of one board edge to the centre of the board edge opposite (see map). The Harnen counts as difficult ground. The rest of the board is covered with occasional trees and rocky outcrops.

POINTS MATCH: BORDER SKIRMISH

Rather than re-enacting the conflict along the river Harnen, you can play another 'Border Skirmish' scenario that uses alternative forces and/or occurs in a different location. If you want to play this game with other forces, use two forces of roughly equal value. Each side must include at least one Hero. No more than 33% of the models on either side may carry bows or crossbows and no models on either side may ride horses, wargs, or other mounts of any kind.



STARTING POSITIONS

The Good player deploys his force within 12"/28cm of the northern board edge. The Evil player then deploys his force within 12"/28cm of the southern board edge.

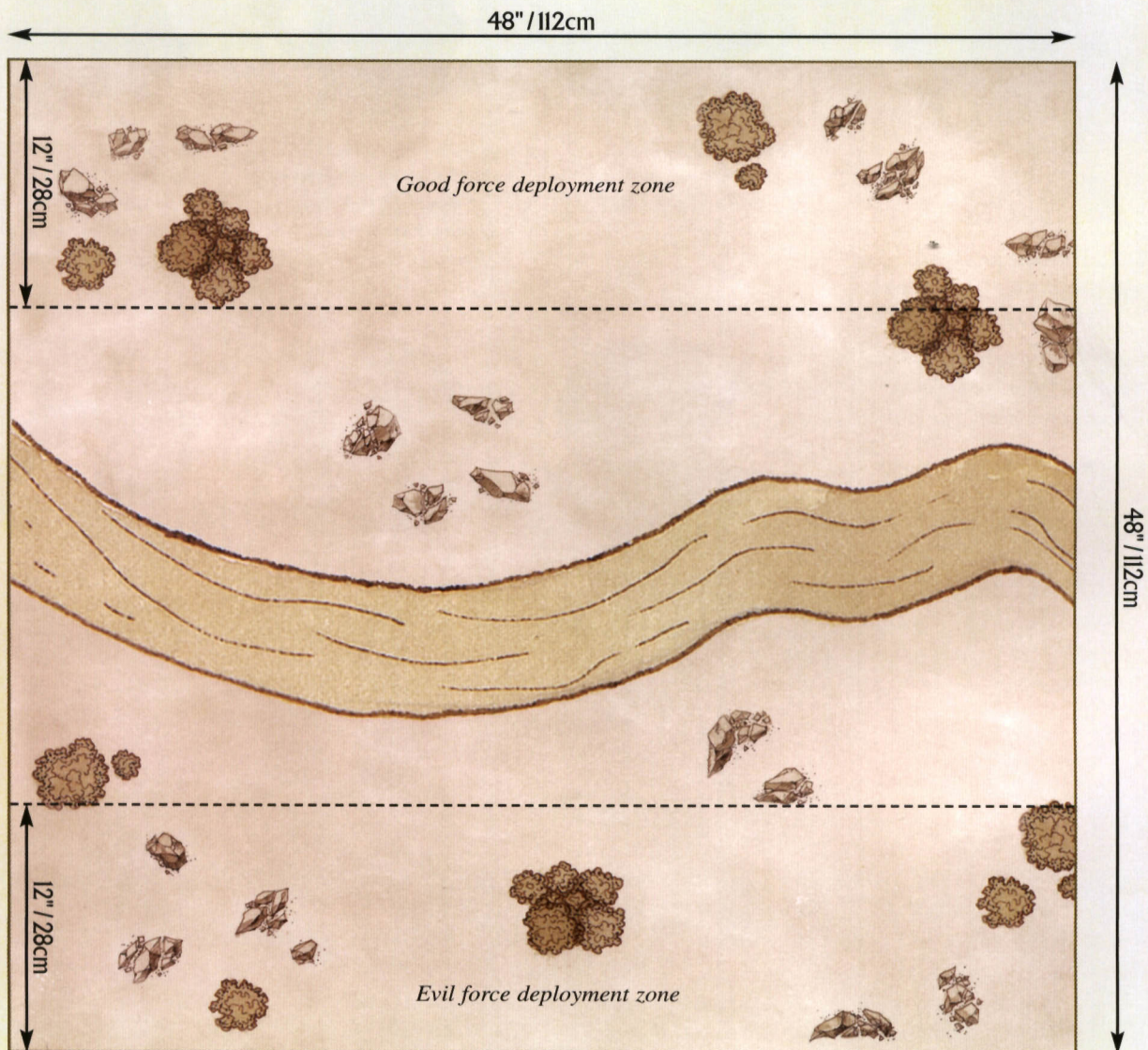
OBJECTIVES

The game lasts 12 turns. Keep a record of how many casualties each side inflicts. At the end of the game, each player receives 1 Victory Point for every casualty they have caused. In addition, the Gondor player receives 10 Victory Points if there are no Haradrim on the northern bank of the Harnen – the Haradrim player receives 1 Victory Point for each of his models that is on the north bank of the Harnen. The player with the most Victory Points wins the game.

SPECIAL RULES

Continual Reinforcement. Whenever a Warrior is removed as a casualty, the controlling player may move it on from his board edge (the north for Gondor and the south for the Haradrim) at the end of his next Move phase. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally. Heroes do not return to play in this way – once slain they are no longer available.

The Striking Serpent. Each Hero in The Striking Serpent campaign has a unique name to identify them from other Heroes of the same type. If you are playing these scenarios as a linked campaign, any Heroes that die are lost – they cannot be used in later scenarios even if they are listed in the Participants. The two exceptions to this rule are Imrahil and Suladân – if they are slain, they begin their next scenario with only 1 Wound and no Fate.



PAINTING HARADRIM



This archer was painted by Neil Langdown as part of a small warband of Haradrim warriors. Although the cloak is drybrushed, the primary painting technique used is ink washing. The fluid ink is painted over a light basecoat and flows into the natural creases and folds to create shading and highlights. This allows you to effectively shade a model with very little effort.



Glue the model to its base, and undercoat it with Chaos Black.



Lightly drybrush the cloak with equal parts of Chaos Black and Codex Grey.



Paint the trousers and sleeves a basecoat of equal parts Liche Purple and Shadow Grey.



Paint Scab Red onto both the loincloth and headscarf. You may need to apply several thin coats to get a solid colour.



To add staining effects to the cloak, lightly drybrush Bestial Brown along the edge.



Apply a shading wash of Black Ink to the cloth and finish off the red cloth with a wash of Brown Ink.



Apply a basecoat of Graveyard Earth to the strapping, and paint the armour Shining Gold.



To paint the skin, apply an equal parts mix of Bronzed Flesh and Dwarf Flesh. Pick out the teeth with Skull White.



Shade the strapping with a coat of Brown Ink, and apply Chestnut Ink to shade the gold.



Drybrush the feathers on the arrows with Codex Grey.



*Paint the quiver
Scorched Earth.*



*Paint the bow Bestial
Brown.*



Paint the metal clasps Shining Gold.



*To finish the cloth
strapping, paint them
Bleached Bone.*



Finish the quiver by painting the shafts of the arrows Bestial Brown.



To finish off the whole model, paint the gems Enchanted Blue.

When the red and purple colour scheme is applied to a whole warband of Haradrim warriors, you can create a nice sense of variety by applying the colours to different areas from model to model. You can paint the

headress purple on one model for example, and then paint it red on the next. By using the same colours on the whole unit, you retain a sense of unity that looks good on the tabletop.



A Haradrim warband painted and ready for battle.

DOL AMROTH

The city of Dol Amroth lies between the Gilrain and Ringló rivers on a promontory that stretches into the Bay of Belfalas. Built in the manner of the Elf-havens of old, Dol Amroth's great strength is belied by the beauty of its form – the slender towers that look out over the sea are as strong as the earth in which their foundations are set, as are the walls that bound the city. Indeed, in the middle days of the Third Age, a place of lesser endurance could not have survived, caught as it was between the Orcs of the Ered Nimrais and the Corsairs of Umbar. The lands belonging to Dol Amroth stretch for many leagues along the windswept peninsula. Though many Elf-havens of the Elder days are encompassed within the boundaries of the land, it has all been claimed as part of Gondor since the Men of Númenor first settled here. These men were Elendili, the Faithful of Númenor, whose allegiance to Elendil and his sons saved them

from the sundering of their land. Under their rule, the lands prospered and soon Dol Amroth was home to a great port, rivalling the Elven havens at Lindon.

In the closing days of the Third Age, Dol Amroth is subordinate only to Minas Tirith in importance and influence. Its current prince, Imrahil, holds a seat on the council of Gondor at the right hand of Denethor, the Steward of Minas Tirith, and his voice holds great sway in the councils of the Wise. It is said that the princes born to the ruling house of Dol Amroth have Elven blood flowing through their veins – the result of a rumoured union between the first prince and a survivor of Nimrodel's ill-fated expedition. None can prove or refute this claim for, if this Elf ever existed, she has long since passed overseas and into history. Regardless of its source, none can deny the proud bearing and noble spirit that is the hallmark of the grey-eyed lords of Dol Amroth.

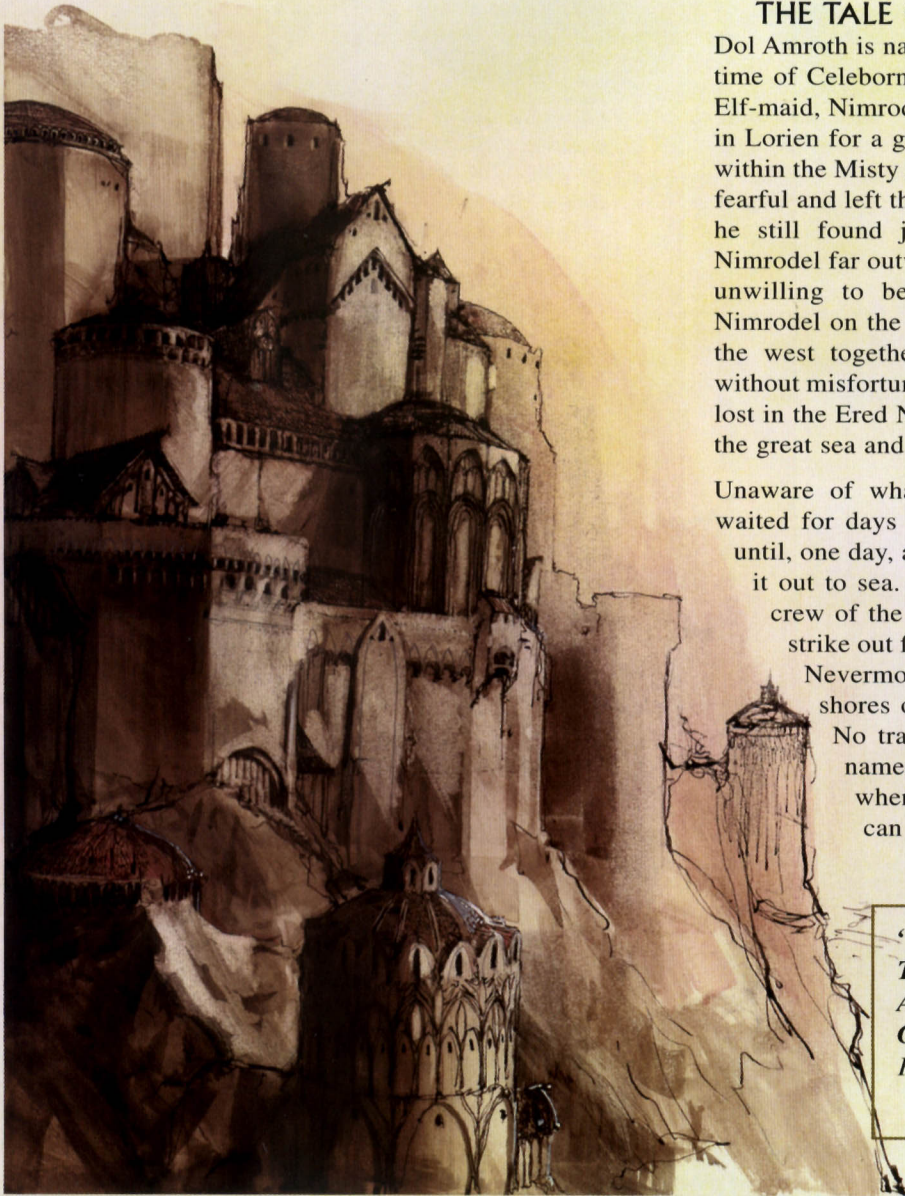
THE TALE OF NIMRODEL AND AMROTH

Dol Amroth is named for the King of Lothlorien before the time of Celeborn and Galadriel, whose tragic love for the Elf-maid, Nimrodel, led to his downfall. These lovers lived in Lorien for a great while, but when Durin's Bane awoke within the Misty Mountains, Nimrodel and her folk became fearful and left their dwellings in the golden wood. Though he still found joy in Middle-earth, Amroth's love for Nimrodel far outweighed the love he had for his land, and, unwilling to be parted from her, he vowed to meet Nimrodel on the shores of Belfalas, from there to sail into the west together. Though Amroth arrived at the coast without misfortune, Nimrodel and her handmaidens became lost in the Ered Nimrais. She did not come to the shores of the great sea and was never seen again.

Unaware of what had transpired, Amroth and his ship waited for days upon end, yearning for sight of his love until, one day, a storm blew up about the ship and carried it out to sea. As the shore faded into the distance, the crew of the vessel saw Amroth dive into the sea and strike out for land, riding like a swan over the waves. Nevermore was Amroth seen, not upon the blessed shores of Valinor nor the coasts of Middle-earth. No trace remains of the lovers save the places named in their memory, though it is said that when spring comes to Lothlorien their voices can once more be heard upon the wind.

*"The wind was in his flowing hair,
The foam about him shone;
Afar they saw him strong and fair
Go riding like a swan."*

*From the song of Amroth and Nimrodel,
The Fellowship of the Ring*



Prince Imrahil is the Lord of Dol Amroth, the fair port city on the Bay of Belfalas. Descended from the nobles of Númenor in an almost true line, Imrahil has a commanding presence and unparalleled loyalty to the ruling line of Gondor, whether they be Steward or King. Though a possible claimant to the leadership of Gondor, the Prince puts his support unreservedly behind Aragorn in the final days of the War of the Ring.

	F	S	D	A	W	C	Might: 3
							Will: 3
Imrahil	6/-	4	7	3	3	6	Fate: 3

Imrahil carries a sword and shield, and wears heavy armour. He can be given the following items at additional cost:

Armoured Horse. The horses of the Swan Knights are protected by thick armour that can turn aside arrows and blades. Armoured horses follow all the rules for horses and riders given in the main rules manual.

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.

Points Value: 9

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

Knights of Dol Amroth carry a hand weapon, a shield, and wear finely crafted heavy armour. They can be given the following items at additional cost:

**max. one per Hero included in the same force*

Armoured Horse. The horses of the Swan Knights are protected by thick armour that can turn aside arrows and blades. Armoured horses follow all the rules for horses and riders given in the main rules manual.

	F	S	D	A	W	C
Armoured Horse	0	3	5	0	1	3

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. To represent this, Knights of Dol Amroth always count as being within 3"/8cm of a banner if Prince Imrahil is within 12"/28cm.

THE STRIKING SERPENT – ACT TWO: A BLADE IN THE NIGHT

My 'advisors' have decreed that our progress, or rather lack of it, is unacceptable, and insist that it is not possible for the garrisons along the Harnen to withstand our forces. They express their dismay in terms of disdainful reason with scant effort to hide their venomous intent. To them it matters little that it is their paucity of trust that has denied me enough warriors to achieve victory. Nor are they concerned that their meddling in my command has scattered those whom I can trust to obey my orders. Of sole concern to them is that the blame for this failure is laid four-square before my feet and associated with my name. If unchecked, this can only earn me a blade in my heart and, shortly thereafter, a promotion to the poisoned chalice that is leadership of this army for one of my chieftains.

They have also imparted a new course of action to carry us forwards. The forces of Gondor now rally about the Swan-prince of Dol Amroth, and with his death the enemy would be weakened considerably. Such inspired wisdom is of no news

to me; I would have struck his camp long ago had they released enough troops to allow me to follow this course. It could be done this very day but, rather, I have been informed that they shall attend to Imrahil in their own manner, curse them. It is intolerable enough that I should be forced to endure their constant and flawed oversight like some foolish child, but to have their own brand of cowardice thrust upon my shoulders is almost more than I can bear. I deem there to be no honour to be had in the quiet death of an enemy who could instead easily fall on the field of battle.

Despite the fact that Imrahil's removal will create an opportunity to breach the defences of Gondor, I cannot say that this course of action pleases me. If Imrahil is removed, and his absence contributes to our eventual success, that, and my apparent failure, will be remembered. A victory on the morrow will be attributed to these serpents, whose poison is not saved for the enemy alone.

After several days of fighting, the overwhelming forces of Harad have been checked on Gondor's southern border by the leadership and determination of Prince Imrahil. The Hâsharii announce that they will eliminate Imrahil, for if he dies and the border is taken, the credit for the victory will rest with the Hâsharii. Shortly after midnight, one of their number sneaks into the Prince's camp – with most of the camp sleeping, only a handful of sentries stand between the Hâsharin and success.

PARTICIPANTS

GOOD

Prince Imrahil of Dol Amroth

12 Warriors of Minas Tirith with hand weapons and shields

4 Warriors of Minas Tirith with spears and shields

4 Knights of Dol Amroth (on foot)

4 Warriors of Minas Tirith with hand weapons and bows

EVIL

Drôzhna (Hâsharin)

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm. The centre 24"/56cm square of the board should be covered with at least eight tents (see map). Beyond this, there should be a broken line of obstacles no higher than 1"/2cm. The remainder of the board should be covered in hills, rocky outcrops and occasional trees.

POINTS MATCH: INFILTRATION

If you want to use this scenario to refight an Infiltration scenario with different participants, choose about 300 points of models for the Good side (including at least one Hero and no more than four models with missile weapons) and 100 points of models for the Evil side.

STARTING POSITIONS

The Good player deploys Prince Imrahil in one of the tents. He then deploys 8 Warriors of Minas Tirith (sentries) within 12"/28cm of any board edge. Finally, the remaining Good models are deployed in tents, following these rules:

- No more than four models may be in each tent.
- No model, other than Imrahil, may be deployed in Imrahil's tent (rank hath its privileges!).
- At least one model must be deployed in each tent.

The Hâsharin will enter the board from a table edge of the Evil player's choice at the start of Turn One.

OBJECTIVES

The Evil side wins if Prince Imrahil is slain and the Hâsharin escapes by moving off one of the board edges.

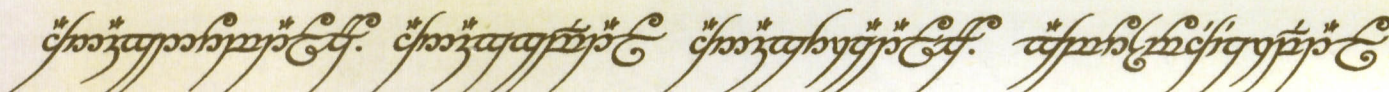
The Good side wins if the Evil player fails in both of these objectives.

If Prince Imrahil is slain and the Hâsharin fails to escape, the game is a draw.

SPECIAL RULES

Sneak Attack. To represent the surprise of the Hâsharin's attack, the Evil player automatically has Priority in the first turn.

The Dead of Night. Imrahil and the other models deployed within the tents are sleeping – lie the models down to show this. They may not perform actions of any kind until the alarm is raised (see opposite). In addition, Imrahil is not accoutred for battle – he does not carry his sword, shield or wear heavy armour and so has a Defence of 4 for this scenario and counts as being armed with a dagger. Sleeping models roll no dice in a fight and so automatically lose, and always count as trapped – if they survive the fight, they instantly wake up.



Raise the Alarm. Once a Good model has seen the Hâsharin – or is within 6"/14cm of a friendly model when they are killed by a Hâsharin's attack – they may attempt to raise the alarm. They may do this once in every Move phase at any point during their movement. On the roll of a 4+, the cry is taken up and the alarm is sounded. If the alarm is raised, all sentries revert to the normal rules for movement. In addition, at the start of each following Move phase, roll a D6 for each sleeping model. On the roll of a 4+ the model awakens and may act normally. Once the alarm has been raised, any sleeping models in base contact with an awake model at the end of the Fight phase will automatically wake up.

Darkness. All models wearing Elven cloaks are always considered to be in concealing terrain for the purposes of this scenario and will not be seen from more than 6"/14cm away – if in cover they will not be seen from more than 3"/8cm away.

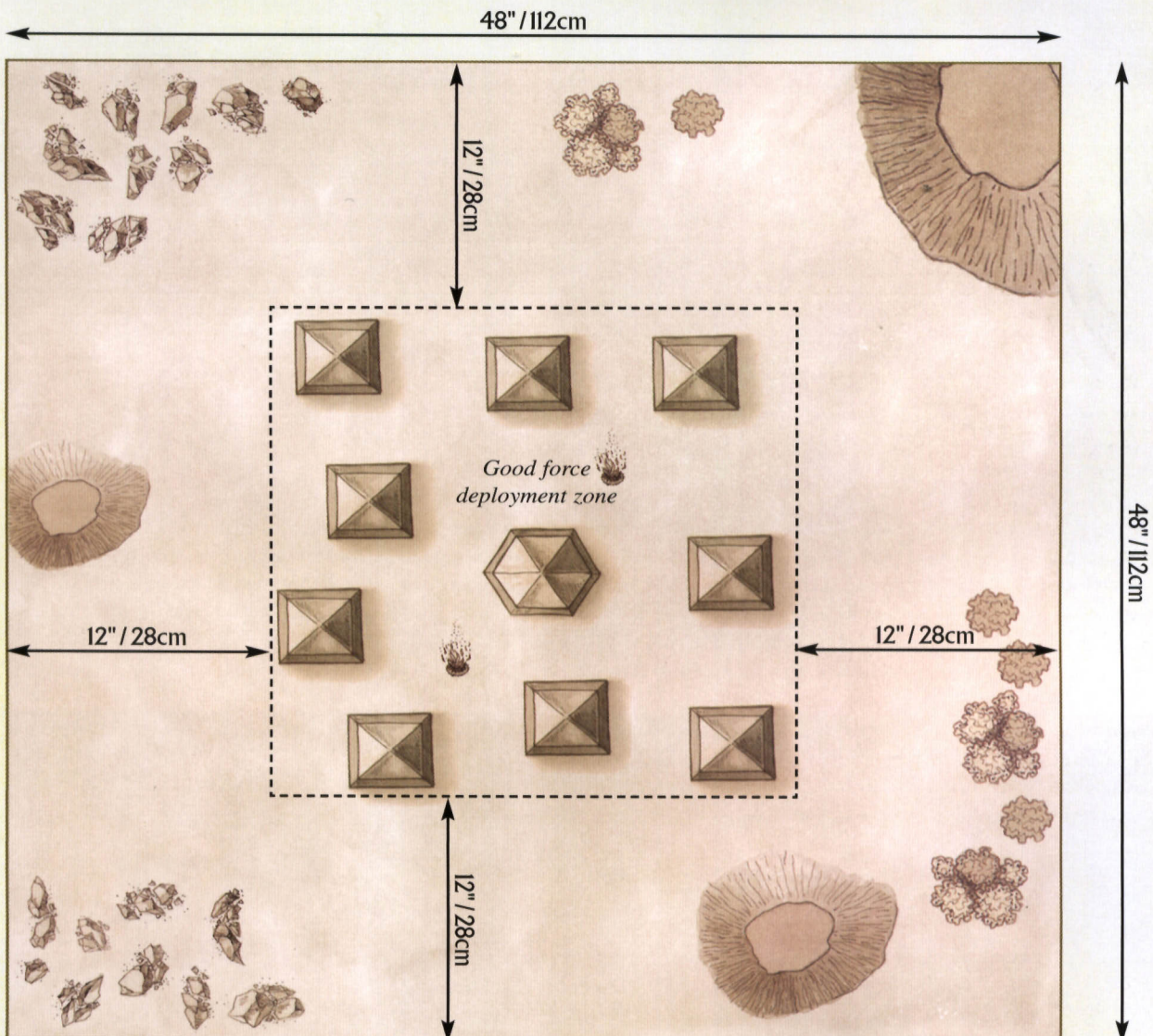
Sentries. Until the alarm is sounded, the Good player will have only limited control of the sentries. At the start of each

sentry's move, the Good player rolls a D6 for each of the sentries and consults the Sentry Reaction table.

SENTRY REACTION TABLE

D6 Result

- 1 Unawares.** The sentry has seen nothing unusual and, in fact, is more concerned with keeping awake. The model may not move this turn.
- 2-5 Suspicion.** The player with Priority may immediately move the sentry the distance rolled in inches (or twice that rolled in centimetres) in a direction of their choice. If this move takes the sentry close enough to see an enemy, he may attempt to *Raise the Alarm*. The sentry may not move further this turn.
- 6 Patrol.** The Good player may move the sentry during his Move phase as normal.



ENCAMPMENTS

A few of the scenarios in this book feature attacks on enemy encampments. To make a convincing scene you'll need a few tents. Here we show how to make a number of different styles of tent that you can use for your forces. They are all based on templates (shown on pages 24-25) that you can photocopy and use for yourself.

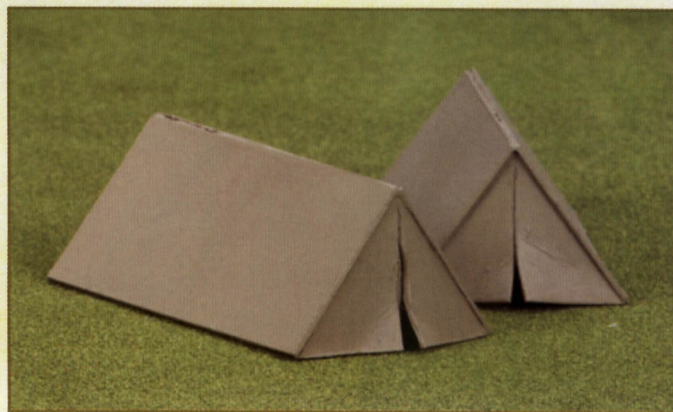
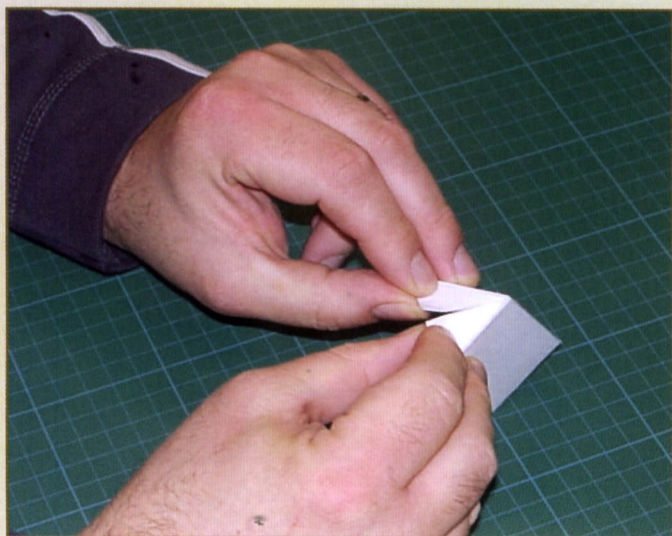
To get the ball rolling, we've included a simple one-man tent. The next are two larger examples that are very similar in construction, with four and six sides. The final model is a Haradrim tent that is made from paper towel rather than thin card. All are quite simple to make so that you can quickly put together a complete encampment.

ONE-MAN TENT

To make your one-man tent, begin by cutting out the tent from thin card using the template overleaf as a guide. Score down the centre and fold the rectangle in two. Cut out two triangles for the

front and back of the tent. To represent tent flaps, cut a shallow slot in one of them. Glue them in place with PVA glue. While you are waiting for the tent to dry, you can make another!

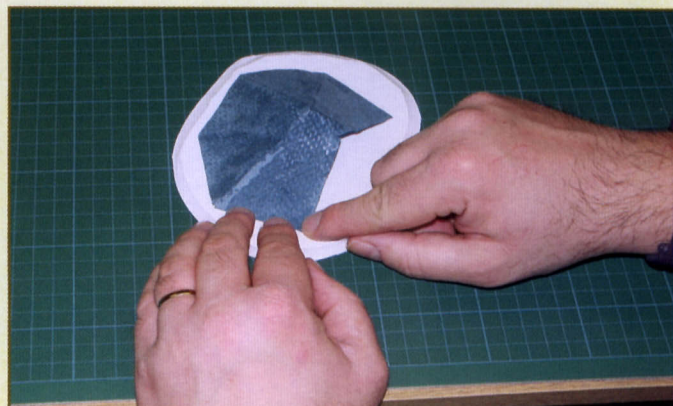
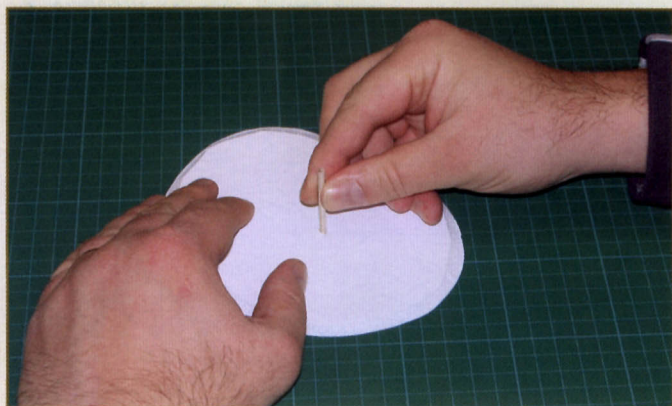
Once the front and back are dry, carefully bend the flaps outwards slightly to look like an opening. Paint the tent Kommando Khaki over a Chaos Black undercoat. It's a good idea to apply several coats of paint to get a good coverage.



HARADRIM TENTS

This tent is made from paper towel to give a rough cloth texture. Cut out the tent shape using the template, fold along the fold lines and glue the shape together along the tab. Use a sharp knife and take your time as the towel is very thin and can easily tear. Cut a length of dowel 48mm long and glue it to the centre of a foamboard base to act as a centre pole.

Apply a coat of watered-down PVA to the inside of the tent and carefully place the paper towel over the centre pole, making sure that the centre of the tent sits on top of the pole. Carefully tease out the bottom edge of the towel to form the tent's shape and leave to dry.



Then apply two or three coats of watered down PVA glue to the outside of the tent to make it stronger. Paint the canvas and the tent pole Bestial Brown, followed by a drybrush of Snakebite Leather and Bleached Bone.



Construction Tip:

Make tent pegs by cutting square plastic rod into short lengths and rounding off one end of each offcut by heating it with a lighter.

Warning: This can give off some very unpleasant fumes, so be sure to do this outdoors or in a well-ventilated area.

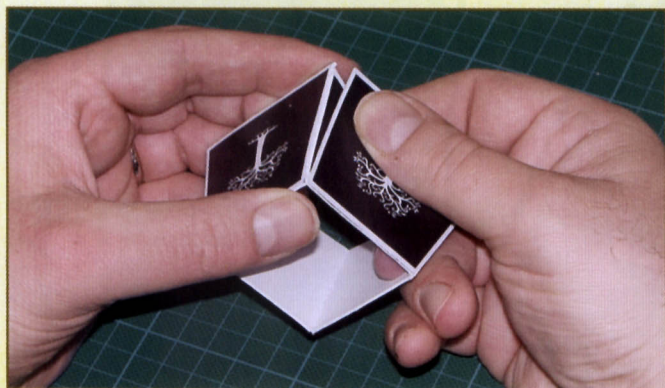


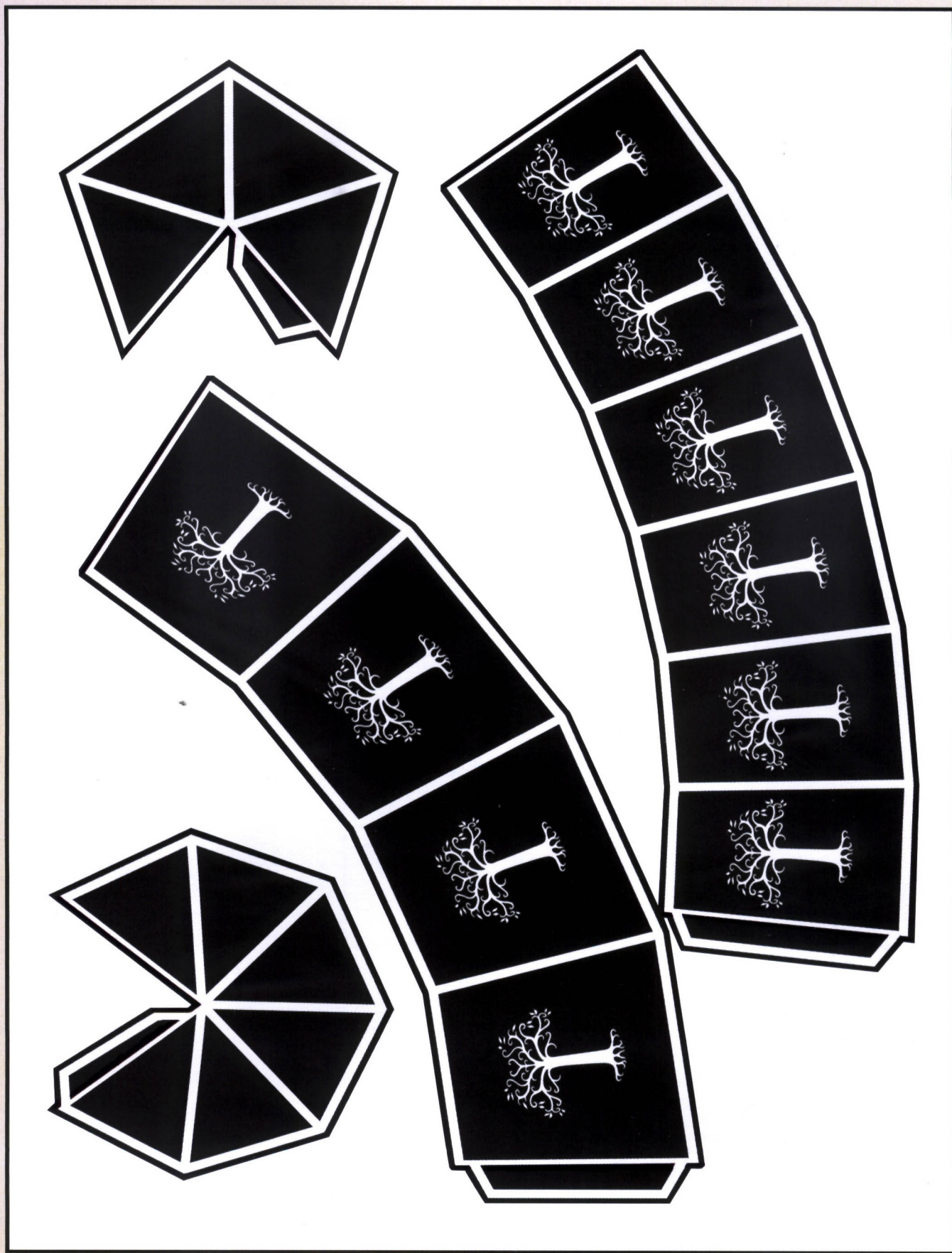
GONDOR TENTS

Both styles of Gondor tent are made in the same way from thin card, one is four-sided, the other six-sided. Glue the photocopy of the template to your card with PVA glue and cut around the white outline. Score down the centre of the border between each panel and fold.

Next, apply superglue to the tab on the sides of the tent and hold together until it is bonded. Do the same with the roof.

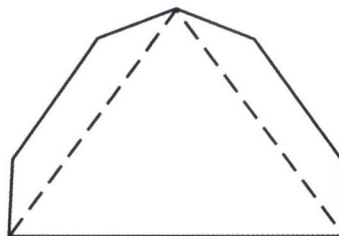
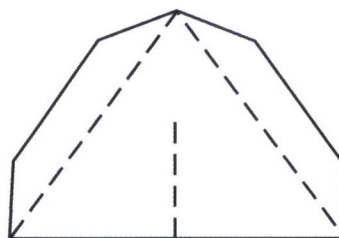
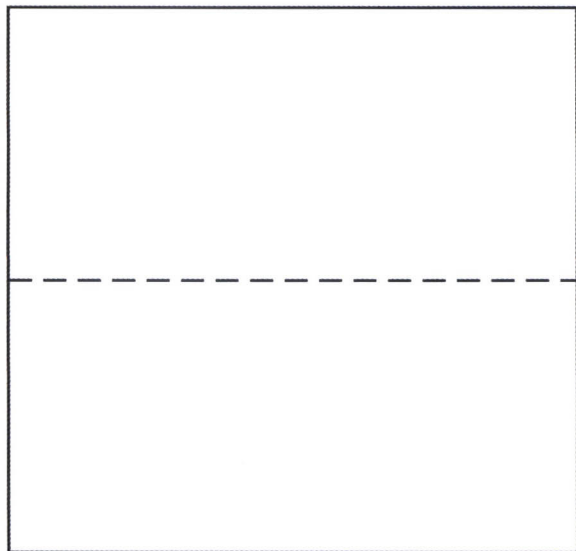
Attach the roof to the sides of the tent with masking tape on the inside of the model then apply PVA to seal up the joins.





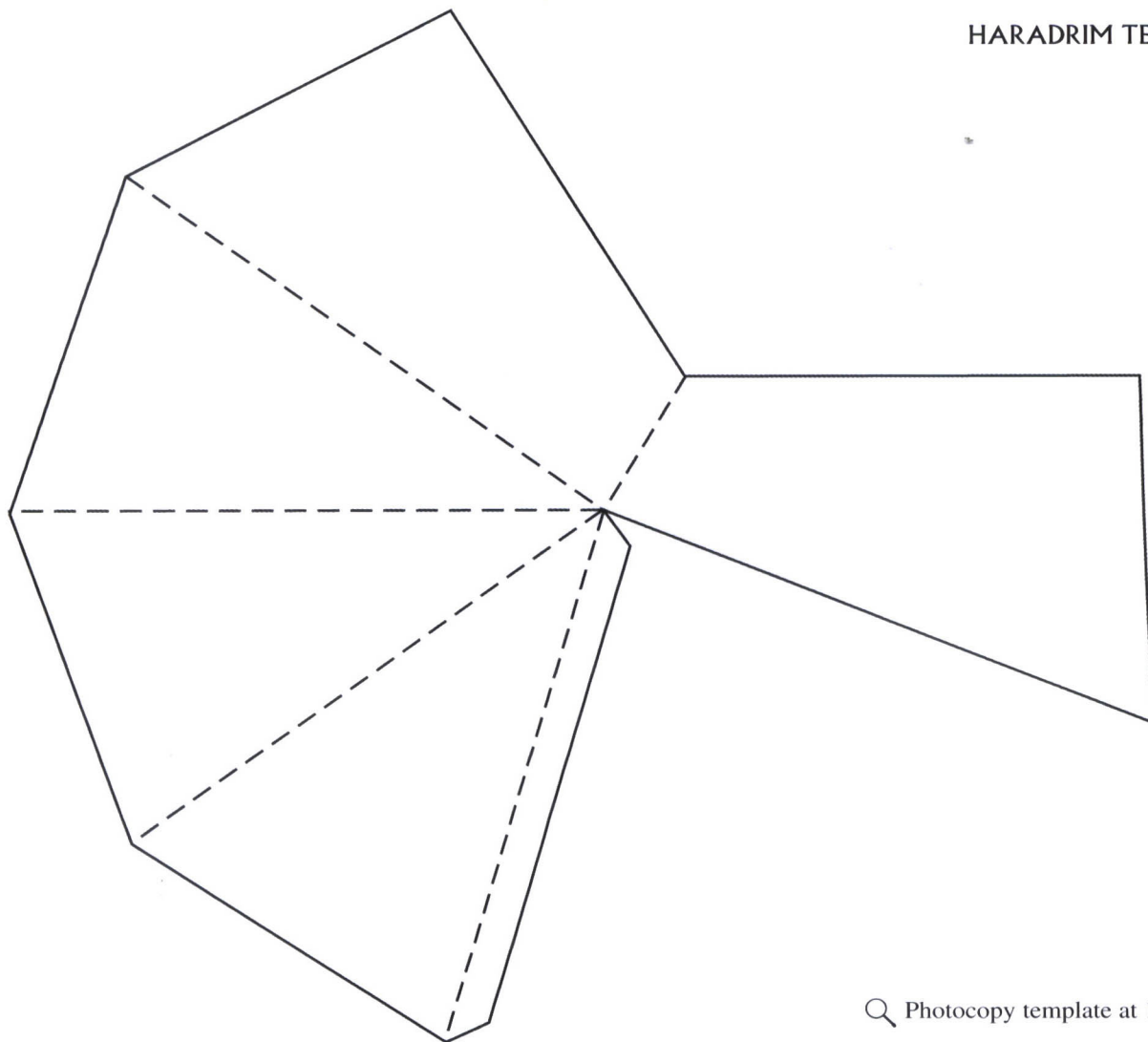
Q Photocopy templates at 125%.

ONE-MAN TENT



🔍 Photocopy template at 100%.

HARADRIM TENT



🔍 Photocopy template at 100%.

THE STRIKING SERPENT – ACT THREE: THE HARAD ROAD

Imrahil lives, and I am glad of it. It is a curious thing to rejoice in the health of your foe, even as he stands between you and your aims but, though I may come to rue such a sentiment, I welcome it. Enemy though he is, I would not wish upon him the fate that my 'council' had planned. I have seen too many good friends perish at their behest to take any joy in the death of any man upon whom they have set their mark. Does he view me as a faceless enemy, to be hated and slain with as little regard as a snake with poisonous fangs? I suspect not, and strangely I feel more kinship with an enemy I would gladly slay than with those who claim to hold the selfsame goals as I. While it is true that Imrahil's leadership will yet exact a great tithe of Haradrim lives before this work is done, his life is mine to take, not theirs, and I shall feed his lifeless corpse to the crows yet.

It matters little. My councillors' failure to remove Imrahil has left them as the wounded party, but in pride and renown

rather than any physical sense. There is not a single man in this army who is unaware of their plans for the Swan-prince. It is this vulnerability, I feel certain, that has spurred them into sending many men northwards in a foolhardy attempt to ambush Imrahil's reinforcements. Had my counsel been sought, I would have insisted in sending enough warriors to grind our foes to offal, leaving their dismembered bodies to rot before the gates of Imrahil's fortress. The Hâsharii are plainly worried about the consequences of gathering too many men in one place, that I might be tempted to cast off my yoke were I able to muster enough followers. This sacrifice that they have wrought is but a ruse to buy time, to weaken my support until they can have me removed. The hour of judgement will be soon, for fresh warriors march to my camp even now. Before they arrive and my support is renewed, the Hâsharii will find a pretext under which to remove me from their concerns. I sleep lightly, and never for long.

Prince Imrahil lives, though the blade of the Hâsharin cut deep. This turn of events has worked to Suladân's advantage for, while Imrahil will not be a factor for several days because of the Hâsharin's strike, they have nonetheless essentially failed in their mission. More than aware of this, and suspicious that Suladân is watching and waiting for a chance to throw off his shackles, the Hâsharii dispatch a large number of warriors from Suladân's personal command northwards. Not only can these warriors ambush Imrahil's reinforcements as they make their long journey down the Harad Road, but their absence from the army massing alongside the Harnen river also weakens Suladân's chances of seizing command and so safeguards their authority.



Their ambush sprung, the Haradrim attack.

PARTICIPANTS

GOOD

Maethor (Captain of Men on foot)
Môrathol (Captain of Men on horseback)
8 Warriors of Minas Tirith with shields
8 Warriors of Minas Tirith with spears and shields
8 Warriors of Minas Tirith with bows
4 Knights of Dol Amroth (on foot)
12 Knights of Minas Tirith
6 Knights of Dol Amroth with lances and on horseback
Up to two Good Warriors may carry a banner.

EVIL

Râza (Haradrim Chieftain on foot)
Guthâric (Haradrim Chieftain on horseback)
18 Haradrim Warriors with spears
18 Haradrim Warriors with bows
8 Haradrim Raiders
8 Haradrim Raiders with lances
Up to two Evil Warriors may carry a banner.

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm. The board is actually divided into two equal halves, each showing a different section of the Harad Road (see map). On both halves, the land to either side of the road is covered with occasional rocky outcrops and trees.

STARTING POSITIONS

The Good player deploys his infantry (including Maethor) in the Infantry deployment zone (see map) and his cavalry (including Môrathol) in the Cavalry deployment zone. The Evil player then splits his force into two numerically equal groups and deploys one group on each board section, with no model further than 3"/8cm from the edge of a board section.

OBJECTIVES

Whichever side reduces the other to 25% or less of their starting numbers first, wins the game.

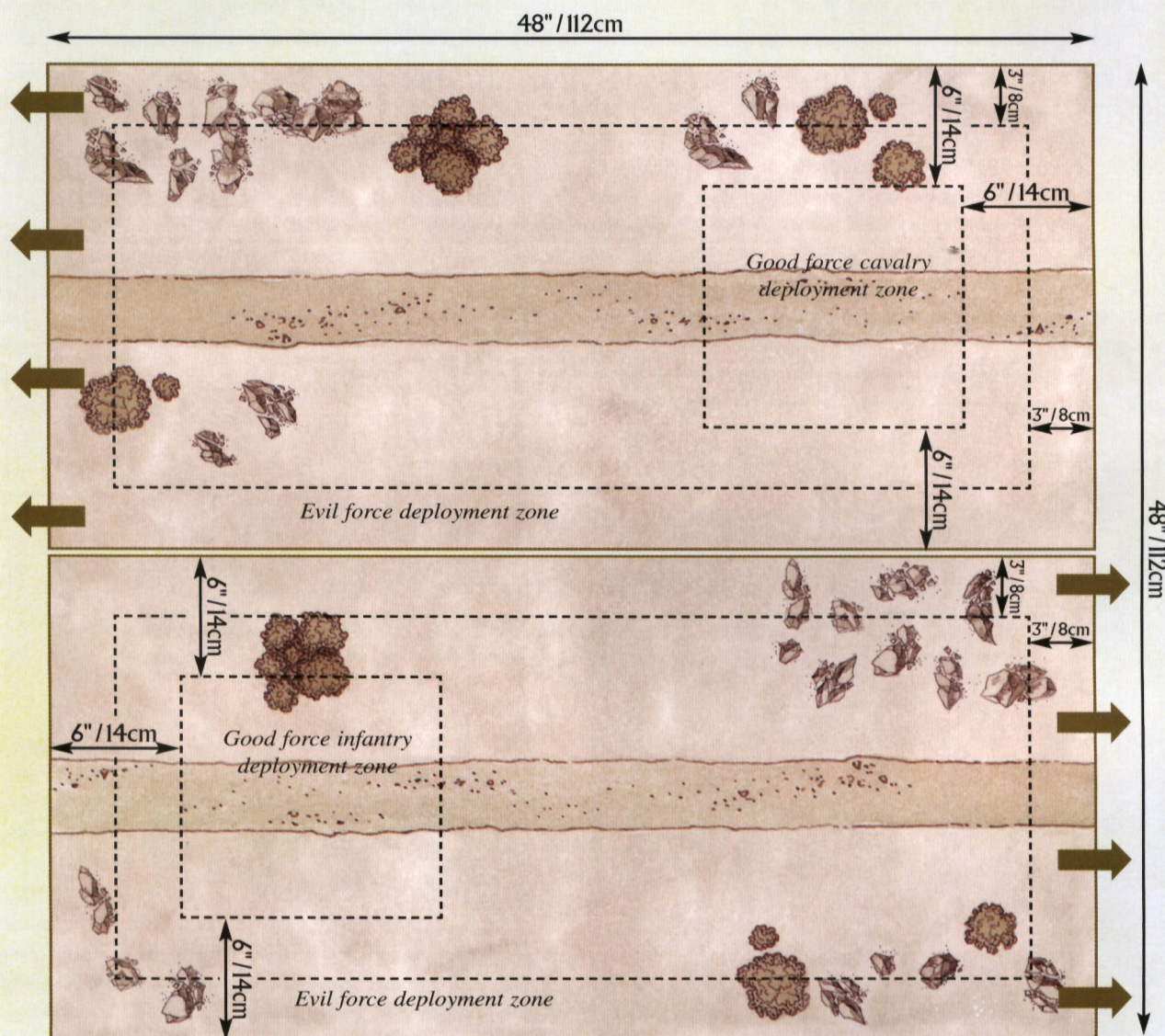
If both sides are reduced to 25% of their starting numbers in the same turn, the game is a draw.

POINTS MATCH: AMBUSH THE COLUMN

If you want to use this scenario to refight an 'Ambush the Column!' scenario with different participants, choose about 500 points of models for both sides, including at least two Heroes for each side. No more than 33% of the models on either side may carry bows or crossbows and no more than 50% of the models on either side may ride horses, wargs or other mounts of any kind.

SPECIAL RULES

The Harad Road. The two board sections represent connected sections of the Harad Road and, accordingly, models may move between them, the only problem is that another part of the battle rages on the section of road between the two boards. At the start of each turn, roll a D6 for each model that has left the board from one of the marked edges. On the roll of a 4-6, the model has successfully negotiated the ongoing battle and arrived at their destination – they may move onto either board from the marked edge. On a roll of 2-3, the model does not arrive – the controlling player may roll again in the following turn. On the roll of a 1, the model does not arrive (as described above) and also takes a single Strength 3 hit to represent them being attacked as they travel. Models may not voluntarily leave the board from any other board edge. If a model exits the board from either of the marked edges as the result of a failed Courage test, remove them from play as normal.



THE STRIKING SERPENT – ACT FOUR

THE FALL OF HARMINDON

It is a strange thing to wake up one morning and to know with utter finality that your life will never again be the same. I have spent another fitful night, wary of an unwelcome blade, and have come to a decision. I can no longer abide nor tolerate the feckless shadow that the Hâsharii, and through them, the Lords of Umbar, cast upon my people. Though a warrior's life should be one of battle, I cannot reconcile myself to the dishonour that has been brought upon those who follow me. Word has reached me of the ill-considered attack upon Imrahil's reinforcements. It gladdens my heart to know that my warriors fought well, but this does not lessen the rage I feel at their deaths. Those few that survive now try to return but, in a land alive with Imrahil's soldiers, I hold out little hope for them.

The Hâsharii must be content with this situation, for Imrahil's forces are thinned and they think me isolated,

powerless to act against them. In this, a sane man would not hesitate to agree with them. They have done their work well, for though many would rally to my banner, there are no guarantees that they would do so in great enough numbers to grant me victory. The sacrifice of my men in the north, most of whom were personally loyal to me, has aided them in this regard and weakened my position yet further, but today I am perhaps not sane, for a strange madness has taken me. These crippling odds matter not to me, except as a detail to be overcome. I will lead my people from under the shadow of the Hâsharii, or die trying, for I can tolerate this course no longer. Before I do this, however, I must achieve a great victory over the enemy. Only with a victory, and my name once more in ascendance, can I hope to rally enough warriors to create a new future, for myself and my people.

As the Hâsharii coordinate their attacks far to the north of the Harnen river, much of the Haradrim army waits beyond the southern bank. Although denied control of much of the army, and separated from a large portion of his personal guard, Suladân decides that the time to strike has come. Overruling Corâzin, the remaining Hâsharin, he gathers what troops he can and rides north. Though horribly outnumbered by Imrahil's forces, if Suladân manages to defeat the garrison of Harmindon piece by piece, and if the ambushes to the north have been successful, it will break Imrahil's hold on the crossings of the Harnen. This fact has not been lost on Corâzin. He knows that the glory Suladân will earn if Harmindon falls may allow the chieftain to muster popular support in the army. This cannot be allowed to happen...



The Knights of Dol Amroth charge into the fray.

PARTICIPANTS

GOOD

Prince Imrahil of Dol Amroth
Galglîr (Captain of Men on horseback)
Corâzin (Hâsharin)
6 Warriors of Minas Tirith with shields
6 Warriors of Minas Tirith with spears and shields
6 Warriors of Minas Tirith with bows
6 Knights of Dol Amroth (on foot)
6 Knights of Dol Amroth with lance and on horseback

Up to two Good Warriors may carry a banner.

EVIL

Suladân
Mûrakir (Haradrim Chieftain on horseback)
8 Haradrim Raiders with lances
8 Haradrim Raiders
8 Haradrim Warriors with bows
8 Haradrim Warriors with spears

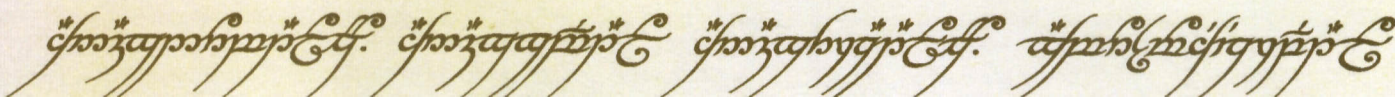
Up to two Evil Warriors may carry a banner.

LAYOUT

This scenario is played on a board 72"/180cm by 48"/112cm. The tower of Harmindon is set 6"/14cm in from one of the short board edges (see map) and is surrounded by tents. The remainder of the board is covered with rocky outcrops.

STARTING POSITIONS

The Good player divides his Warriors into three numerically equal groups. He deploys one group and Imrahil in deployment zone one. The second group and Galglîr are deployed in deployment zone 2. The third and final group is deployed in deployment zone 3. The Evil player then deploys his entire force in the Evil deployment zone. Finally, Corâzin is deployed (by the Good player) anywhere on the board and at least 6"/14cm away from an Evil model.



OBJECTIVES

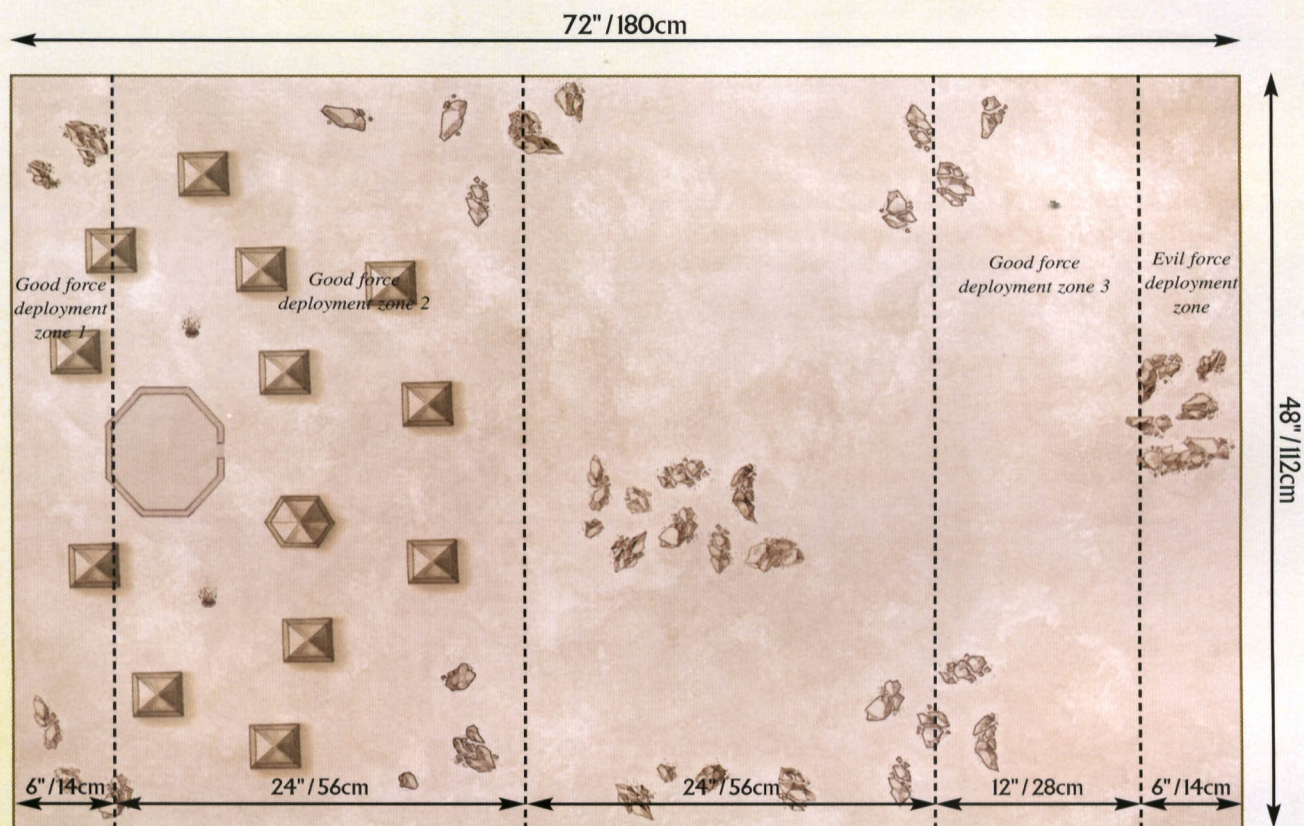
The Good player wins if Suladân is slain and the Evil force is reduced to 50% of its starting numbers. The Evil player wins if the Good force is reduced to 25% of its starting numbers. If both players meet their objectives in the same turn, the game is a draw.

SPECIAL RULES

Corâzin. Corâzin is controlled by the Good player. No Evil model other than Suladân may ever strike blows or shoot at Corâzin – they are allowed to charge and fight him, but may strike no blows if they win (they are too intimidated by the power he wields). Note that Corâzin does not count as part of either force for the purposes of Courage tests or victory conditions.

POINTS MATCH: FLANK ATTACK

If you want to use this scenario to refight a 'Flank Attack' scenario with different participants, choose about 500 points of models for both sides, including at least one Hero for the Evil side, and two for the Good side (one of which must be chosen from the Heroes section of the Forces of Darkness). No more than 33% of the models on either side may carry bows or crossbows.



"It is amongst our greatest follies that we have given scant consideration to our borders in recent years. Harmindon, Celentir and Velsinir are all now empty shells of their former glories, and birds now dwell where a hundred bold warriors once served their land. I fear that even with the leadership of our Prince, we shall be fortunate to hold against the fury of the Southrons."

Maethor, Captain of Dol Amroth

THE MÛMAKIL

Huge war-beasts from the distant south, the Mûmakil (also known as Oliphaunts by some of the people of Middle-earth) were employed by the Haradrim against Gondor and its allies with devastating effects at the Battle of Pelennor Fields. These huge war-beasts carry on their backs a tower of wood and hides, called a howdah, filled with deadly Haradrim archers.

THE HOWDAH

At the top of the howdah is the Commander, who controls the Mûmak with a long set of reins reaching down to the animal's sensitive ears. The Commander is a Haradrim Chieftain, included in the Mûmak's points, wearing armour and armed with a spear. When working out how many models are included in your force (for a scenario's victory conditions, for example), the Mûmak and the Commander count as two models and not as one as is the case with cavalry models.

At the start of the game, before beginning the deployment, the Evil player can place up to twelve Haradrim Warriors (not Heroes!) from his army into the Howdah (we strongly recommend you choose models equipped with bows).

The Haradrim on the Mûmak cannot voluntarily leave the howdah as long as the Mûmak is alive. Models can move normally in the section of the howdah they're occupying. They can also move from one platform to the next (jumping or climbing up/down from one platform to the next is automatically successful, but uses up the entire move of the model, preventing it from shooting).

If the model in the control position at the top is killed, another Haradrim in the howdah will grab the reins and immediately take charge of controlling the beast. From that point on, that model will be unable to shoot his bow and must use his movement to climb to the top of the howdah as quickly as possible.

Note that the Haradrim consider hiding in the howdah extremely cowardly and therefore models in the howdah cannot voluntarily lie down. If forced to lie down in the howdah (by a spell, war machine hit, etc) they must stand up as soon as possible.

If all the models in the howdah are killed, the animal will continue to fight as normal, but it will risk Stamping (see below).

DESTROYING THE HOWDAH OR KILLING THE MÛMAK

If the howdah is destroyed, all the crew suffer normal falling damage and are immediately placed by the controlling player on the nearest point of the table, in contact with the Mûmak's base.

If the Mûmak itself is killed, they suffer normal falling damage and a Strength 9 hit, after which any survivors are immediately placed by the controlling player on the nearest point of the table, in contact with the Mûmak's base. Then the Mûmak model is removed; replace it with an area of difficult ground roughly as wide as its base and 2"-3" high (5-8 cm).

MOVING THE MÛMAK – THE TRAMPLE ATTACK

A charging Mûmak can cut a bloody swathe through enemy lines, trampling opponents and tossing them aside like broken dolls. To represent this, the Mûmak moves in an entirely unique way.

When you want to move the Mûmak, first rotate its base on the spot, 'aiming' the animal in the direction you want it to move. While rotating, the Mûmak may touch models or terrain. In the case of models, move them out of the way of the rotating animal by the shortest possible route. In case of terrain blocking its rotation, move the Mûmak away from the terrain piece just enough to complete its rotation.

After the Mûmak has been 'aimed' in the new direction, it starts its unstoppable charge. Move the model up to 8"/20cm directly forward, ignoring enemy models' control zones.

If the Mûmak moves into contact with one or more models whilst moving forward, it will Trample them, automatically inflicting three Strength 9 hits on each model. Cavalry models (including monstrous mounts) suffer three hits on the rider and three hits on the mount. If the rider survives but the mount is killed, the rider is thrown and, after testing on the Thrown Rider chart, is placed in contact with the Mûmak. If the rider is killed, but the mount isn't, the animal runs away in blind panic and is immediately removed (just as if it had been slain by the Mûmak). Mounts which are also Heroes (such as Gwaihir), may of course continue to fight as normal if they survive the Trample.

If an enemy model survives the Trample, the Mûmak stops, exactly like any normal charging model, and will fight the enemy as normal in the Fight phase.

If the model is slain by the Trample, the Mûmak can continue to move, Trampling other models along its way, until it either reaches the end of its 8"/20cm move or it fails to slay an enemy and has to stop.

If the Mûmak moves into contact with a friendly model, the controlling player can choose to either Trample it in order to continue moving if it manages to kill the model (life is hard in the armies of Mordor!), or to stop (you could run into a Nazgûl).

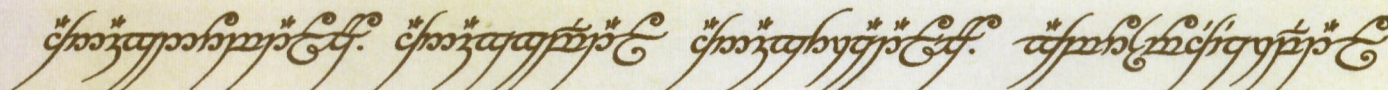
If the enemy wins priority and charges the Mûmak, it can pin it in place and prevent it from moving as normal (a highly recommended tactic!).

DIFFICULT TERRAIN AND BARRIERS

Mûmakil cannot jump, climb, lie down, or defend barriers. They cannot enter difficult terrain, except for crossing water features at half normal speed as normal. Because of their very limited agility, they cannot cross barriers more than 2 1/4cm in height or width. Smaller barriers can be crossed freely.

SHOOTING FROM THE MÛMAK

The Haradrim Warriors can shoot their bows normally, provided that they haven't moved more than half their move in the howdah (the movement of the Mûmak itself does not affect their ability to shoot). It is important to note that the range of their shots (as well as enemy shots, spells directed at



them and any other kind of ranged effects) are measured from the bases of the models themselves and not from the base of the Mûmak. The models in the howdah can shoot even if the Mûmak itself is engaged in combat. They can even target the enemies fighting their own Mûmak, but the animal will count as in the way of their shots.

SHOOTING AGAINST THE MÛMAK

Because of the Mûmak's size, the enemy can freely choose to target either the Mûmak, the howdah or any visible Haradrim in the howdah. If targeting a Haradrim, the howdah always counts as an obstacle in the way of incoming missiles, but if the howdah stops the incoming missile then the opponent can roll to wound the howdah itself.

Note that the howdah and its occupants are so high up from the ground that often enemy models will be able to shoot them over friendly models, which should not be in the way of the missiles (but always remember to check from the models' own point of view).

This also means that Good models are allowed to target the howdah and its occupants even while the Mûmak is engaged in close combat by other Good models. On the same account, charging Good models armed with throwing weapons can elect to cast their spears/axes at the howdah or its occupants before completing their charge against the Mûmak.

If targeted by a siege engine or by volley fire from bows, the howdah, the Mûmak itself and each of the crew count as a

separate battlefield target. Note that on results of 2-5 on the Scatter chart, hits aimed at the howdah or any of its occupants can always be assigned to the Mûmak itself if the player wishes (even if, technically, this should be impossible because the base of the Mûmak is more than 6" away from them).

FIGHTING THE MÛMAK

Apart from the exceptions listed here, the Mûmak is considered a monstrous mount in combat (eg, it does not get an extra attack when charging). The Mûmak itself fights as normal, but the Haradrim in the howdah are completely ignored, being too high up to take part. This implies that the Commander cannot use his Might to influence the dice rolled in the fight.

If a charging Mûmak wins a fight, all of its opponents are knocked to the ground, regardless of any other factor (this includes monstrous mounts, even if they have charged the Mûmak in the same turn).

Mûmakil themselves can never be knocked to the ground, not by siege engines, monstrous mounts, nor even by another Mûmak!

If a Mûmak loses a fight it does not back away from his opponents, and as a result of this it can never be trapped. It is the opponents that, even after winning a fight, must back away from the Mûmak (after striking their blows against it, of course). Basically it's a case of getting in, striking at the beast and then jumping to safety!



The Mûmak commander surveys the battlefield.



STAMPEDE!

Mûmakil are difficult to control and can sometimes be driven mad by pain. When this happens they are likely to wreak mayhem and destruction among the ranks of their allies as much as the enemy.

Every time a Mûmak suffers a wound, the model controlling it (or the Mûmak itself if all the Haradrim are gone) must immediately take a Courage test. If multiple wounds are inflicted, a separate test must be taken for each one.

A Courage check must also be taken at the beginning of each Evil Move phase if there are no models left on the howdah or if the howdah has been destroyed.

If these tests are passed, all is fine. If any of the tests are failed, the Mûmak will Stampede at the beginning of the next Evil Move phase (still after heroic moves, though). Players might want to place a suitable marker on the Mûmak's base when one such test is failed, to remember it has to Stampede in the next Evil Move phase.

During a Stampede, the Mûmak follows all the normal rules, with the exception that it must always make a full move (the controlling model cannot make it slow down) and that the spinning on the spot to decide the beast's move direction is not done by the Evil player but by the Good player! When 'aiming' the Mûmak, the Good player is free to set it so that it will Trample Good models as well as Evil models during its move. The Good player can 'aim' the Mûmak so that its compulsory full move will carry it off the table (a Mûmak is considered to have left the table if at least half of its base exits the gaming table), in which case the Mûmak counts as a casualty.

If the stampeding Mûmak moves into contact with another Mûmak, both animals suffer three Strength 9 hits from the impact, but their howdahs are unaffected.

If the Mûmak has Stampeded in the Move phase, the Haradrim in the howdah cannot move, nor can they shoot in the following Shoot phase, as they hang on for dear life. At the end of the Stampede movement, the Evil player must roll a dice for each model in the howdah (this can be modified by Might). On the result of a 1, the model falls to the ground and suffers normal falling damage (see 'Destroying the howdah').

At the end of the Stampede move, the animal calms down and returns to the full control of the Evil player.

If the Good player gets to move before the Stampede, he can charge the Mûmak as normal, pinning the animal in place and cancelling all the effects of the Stampede.

ADVANCED RULES

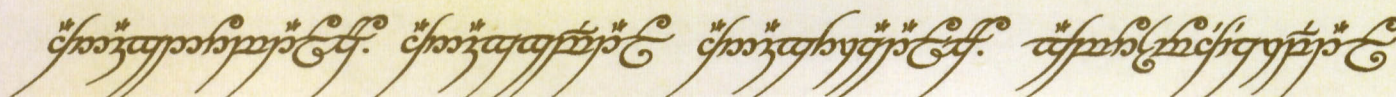
COURAGE TESTS

Mûmakil themselves and the models in the howdah are, in general, unafraid of things that would scare normal warriors. They always automatically pass any Courage test they need to take (with the notable exception of Stampede tests of course).

HEROIC ACTIONS

The Commander in the howdah can make heroic moves and heroic shooting, but they affect only the Mûmak itself and the Haradrim in the howdah. He cannot make heroic combats as the Mûmak is too slow for these heroic actions.

The Mûmak itself can be only affected by heroic actions made by the Commander and not by other Evil Heroes.



TERROR

In their fury, the Mûmakil are a truly terrifying sight. They evoke Terror in the enemy, as described in the Courage section of the rules.

INSPIRING SIGHT – BANNERS

The presence of the Mûmak has the same effect as a banner on the Haradrim within 3"/8cm of its base. Unfortunately, the beast itself is too dumb to benefit from the rules for banners.

MAGICAL POWERS AGAINST THE MÛMAK

Because of its sheer size and wild animal fury, magical powers that affect the mind cannot affect the Mûmak, only magical powers that deal damage can affect it. Mind control spells can be used against the model controlling the animal though. For example, the Commander can be affected by *Immobilise* (and that would stop the Mûmak from moving) or even Commanded to move the animal half a move and Trample friendly models, for example.

Magical powers that inflict damage can be freely directed against the Mûmak, the crew or the howdah itself. The *Sorcerous Blast* spell can inflict damage when cast on the Mûmak or the howdah, but cannot move them. If a model in the howdah is targeted by a *Sorcerous Blast*, he is damaged normally but is not moved by the spell. If the model survives the damage, the Evil player must roll a dice for it – on a result

of 1-3 the model is knocked down in the howdah but otherwise unaffected, but on the result of 4-6 the model falls from the howdah to the ground (see page 30, 'The Howdah').

LIVING SIEGE TOWERS/BATTERING RAMS

If the Mûmak moves into contact with a castle wall or other fortification, all the Haradrim in the howdah except the one that is controlling the animal are free to move onto the defences exactly as if they were coming from a siege tower that has been pushed into contact with the wall (this is an exception to the rule by which the Haradrim cannot leave the howdah, see the *Siege of Gondor* book for details on siege towers and battering rams).

The Mûmak can charge fortifications and it will inflict the normal three Strength 9 hits, but if the fortification is Defence 9 or 10, the Mûmak itself will suffer three Strength 9 hits as well. The animal can then attack the fortification it's in contact with once in the Fight phase as normal, but cannot attack models on the walls.

OPTIONAL RULE – TRAMPLING TERRAIN

If the players agree beforehand, they can assign a value of Defence and Wounds (or Batter Points if using the Siege rules) to trees, bushes, hedges, fences, dry stone walls and so on. The Mûmak can then Trample these pieces of terrain as it moves, inflicting three Strength 9 hits on them, and if the terrain piece is destroyed it is removed and the animal can continue with its move normally, levelling the land as it goes.

EVIL HEROES

Mûmakil of Harad

Points value: 275



Mûmak
Howdah

F	S	D	A	W	C
4/-	9	7	3	10	2
-	-	9	-	5	-

The Mûmak automatically comes with a Commander (Haradrim Chieftain armed with a spear and wearing armour).

The Mûmak may have the following upgrades at additional cost:

<i>Tusk Weapons</i>	20 pts
<i>Mahûd Chieftain</i>	25 pts

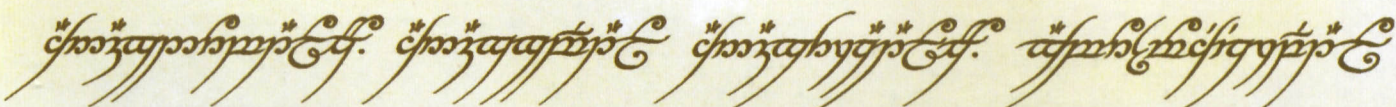
WARGEAR

Tusk Weapons. Sometimes the Haradrim attach long chains, spikes and other lethal implements to the tusks of the Mûmakil, in order to make it even more difficult for unfortunate victims to escape the fury of their charging war-beasts. If given this upgrade, the Mûmak inflicts four Strength 9 hits rather than the normal three when Trampling.

Mahûd Chieftain. The Mahûd Chieftain carries a dagger and wears armour. He replaces, in all respects the Mûmak's, Commander, except that he always stands on the bi-forked wooden structure at the front of the Mûmak (the position at the top of the howdah can be freely filled by a normal Haradrim). In such a position, the Mahûd Chieftain receives less cover against incoming missile fire than the Haradrim in the howdah. The howdah counts as in the way of an enemy shot only if some part of it is physically between the shooter and the Mahûd Chieftain (following the normal rules for cover).

F	S	D	A	W	C	Might: 3
4/-	4	5	2	2	5	Will: 2
						Fate: 2

The Mûmakil are not native of the arid land of Harad, but come from the savannahs even further afield. The Men that live there, a mysterious and fierce race of deadly hunters known in Harad as 'the Mahûd', were the first to tame the Mûmakil. Through centuries of trade and war, the Haradrim learnt how to use these, the Mûmakil, as beasts of burden and war, but the Mahûd are still the best at controlling these mighty creatures. The tribal leaders of the Mahûd can develop such a strong empathy with these animals that they are said to even be able to talk to them. For this reason, the wealthiest Haradrim leaders go to great lengths to hire the services of a Mahûd Chieftain to command their Mûmak into battle.



THE STRIKING SERPENT – ACT FIVE: HUNT THE MÛMAK

Fate has smiled upon me, and I am thankful for it. My attack against Imrahil's forces has been more successful than I would have dreamed. Even now he flees north in disarray, while carrion birds weary the flesh of his fallen warriors. Many of my followers fell also, treading the warrior's path to its conclusion and, though I have taken care to sacrifice our captives to their memory, I have no time to mourn. Battle calls to me once more, but now it calls to one who is master of his own destiny, for I am now all but free of the Hâsharii and their poisonous taint. If Imrahil continues to ride north, as my scouts assure me he does, he must be intent on holding us at the great river known in the north as the Poros. This river once dictated the boundaries of our land and the extent of our power, and he doubtless hopes that it will hold us at bay once more. In time, I will

slaughter his followers in battle and drown him in that river but, for now, a greater duty calls me south.

Mûmakil are incredible beasts, and if I have seen a more intimidating sight in my life, I truly believe that it would not have been easily forgotten. The sheer size and strength of them must be seen to truly be believed, and he who has such power to command can shape the world to his liking. This power is due to fall into the hands of my enemies in less than a day. Before sundown tomorrow, fully two dozen of these great beasts and their handlers will join the army I so recently left and, once there, they will fall under the command of the Hâsharii, and my efforts will have been for nothing. I must ride swiftly and retake control of my army from those who would destroy my people, and hope that Imrahil can do little in the meantime.

Forced to turn his attention south once more, Suladân breaks off from his pursuit of Imrahil. Seizing his opportunity, the Prince of Dol Amroth rides north to the ancient fortress of Glamorgarth. As Imrahil's army makes the long journey northwards, their outlying scouts report the presence of a single Mûmak a league or so to the west. Imrahil is reluctant to delay his journey for anything – whatever fortune has kept him and his men safe from pursuit can surely not last much longer – however, the chance to cripple one of these mighty beasts is far too good to pass up. Taking only an escort of his knights and as many archers as they can carry with them, Imrahil rides out to battle.



Dol Amroth for Gondor!

PARTICIPANTS

GOOD

Prince Imrahil of Dol Amroth

Gilant (Captain of Minas Tirith on foot)

8 Knights of Dol Amroth with lances and on horseback

8 Warriors of Minas Tirith with bows

One Good Warrior may carry a banner.

EVIL

1 Mûmak

12 Haradrim Warriors with bows

8 Haradrim Warriors with spears

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm. Set in the bleak plains of Harad, the board should be covered with sand dunes and rocky outcrops.

STARTING POSITIONS

The Mûmak is deployed in the centre of the board. The Evil player may then deploy his remaining warriors on it, or within 6"/14cm of it. When this has been done, the Good player deploys his forces anywhere on the board, provided that no model is placed more than 6"/14cm away from a board edge.

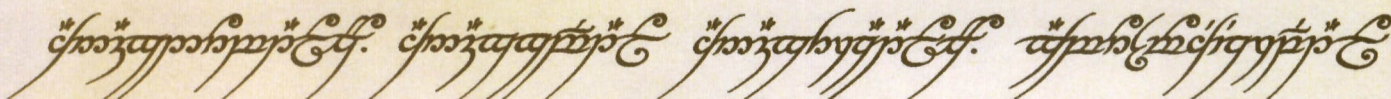
OBJECTIVES

The game ends when the Mûmak is killed or the Good force is wiped out or retreats off the board.

The Good player wins if he has achieved the following objectives:

- The Mûmak has been slain or leaves the table
- Imrahil is still alive and on the table

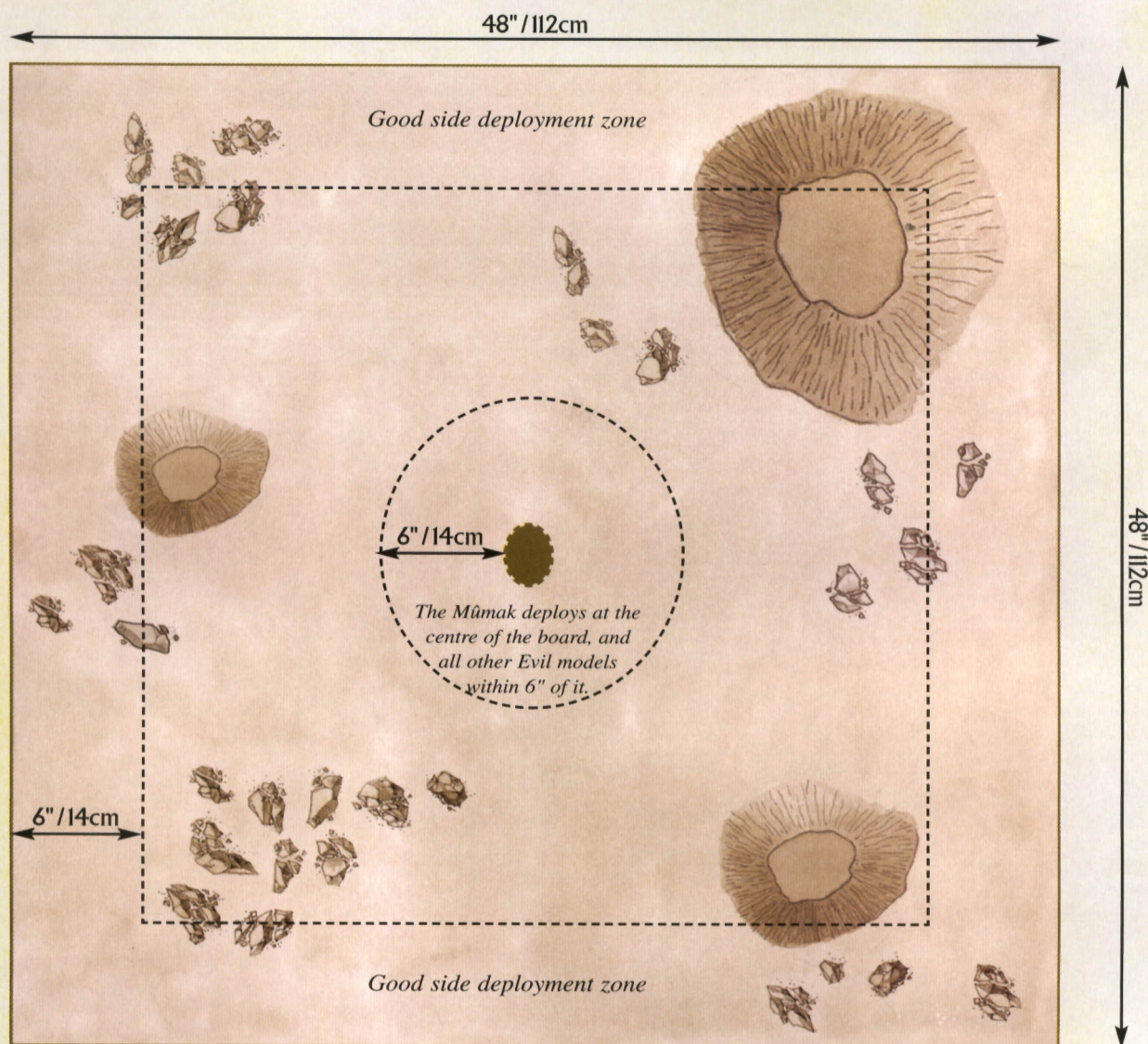
The Evil player wins if the Good force is wiped out before the Mûmak is slain. If both Imrahil and the Mûmak are slain, or have left the table, the game is a draw.



Shifting Sands. The soil of the battlefield, like much of the ground in Harad, is very sandy and somewhat less than stable underfoot. This is not so much of a problem for the

relatively unencumbered, but it can be difficult for the heavily burdened. In this scenario, all models who are wearing heavy armour move 1 1/2cm slower than their normal move rate.

If you want to use this scenario to refight a 'Seek and Destroy' scenario with different participants, choose about 400 points of models for both sides. No more than 50% of the models on the Good side may carry bows or crossbows and no more than 50% of the models on either side may ride horses, wargs, or other mounts of any kind.



PAINTING THE MÛMAK

This vast Mûmak is the centrepiece of a force of Haradrim and is worthy of special attention when it comes to painting it. As well as huge areas of skin and hide, there are also lots of details such as the eyes and tusks, as well as the Captain of the monster and the dead Rohirrim on the base. Here's how we approached painting our fighting beast.



TUSKS



Chaos Black and Scorched Brown was the basecoat mix, highlighted with Scorched Brown, Bestial Brown and Snakebite Leather. The final highlights were Bleached Bone, then Skull White.

ROPE



Codex Grey mixed with Graveyard Earth was painted onto the ropes and then highlighted up to Kommando Khaki. A watered-down mix of Black Ink and Brown Ink was then applied over the top.

HIDE



This was painted with a mix of Scorched Brown and Scab Red, followed by Scab Red. The final highlight was done with a mixture of Scab Red and Bronzed Flesh.



EYES

The basecoat of the eyes was a mix of Chaos Black, Codex Grey, Graveyard Earth and Kommando Khaki. Dwarf Flesh was painted into the recesses. Small amounts of Skull White were added to the original mix to build up three layers of highlights.



THE STRIKING SERPENT – ACT SIX: REBELLION

Of the three Hâsharii who have blighted my steps these past years, only two remain amongst the living. As I drove Imrahil from his fortifications, the third attempted to steal my life, a hasty stroke borne of desperation, I deem. He paid no more swiftly than was deserved for this final misjudgement and, as his death contributed in no small way to the eagerness of my followers, I am doubly glad. The two that remain must be dealt with. I cannot allow them to remain alive, drawing schemes that will lead to my death, for they still command a great army in their own right. They must perish, and perish soon.

I stand alone before the encamped army, and hope that my star is sufficiently ascendant in the minds of the warriors there to overcome the fear that the Hâsharii inspire. It is a risk, for the influence the Hâsharii wield is great, but it is a risk that must be taken. Only by slaying the Hâsharii can I bring under my command the Mûmakil due to arrive at sundown. I cannot walk away from this fight, and I must trust to a warrior's fate that it is not my destiny to die here with so much yet undone. Whether this is the case or no, the future before me now holds but two possibilities: victory or defeat. It matters not what awaits me, I ride to meet it without hesitation.

With the success of Suladân's attack upon Harmindon, and with his reinforcements scattered along the Harad Road, Imrahil has no other choice but to withdraw north. It is a long march from Harmindon to the Glamorgarth and, weary and bloodied by battle, the Dol Amroth army would be easy prey but for one thing. The Haradrim chieftain's success in battle has made his name spread like wildfire through his army and, coupled with Corâzin's failure to dispose of him, has given him a great deal of popular support – possibly enough to remove the Hasharim

and take command of the army. With this in mind, Suladân allows Imrahil to retreat unmolested, and instead turns his force towards the rest of the Haradrim army...

PARTICIPANTS

GOOD

Suladân
Mûrakir (Haradrim Chieftain on horseback)
Râza (Haradrim Chieftain on foot)
Guthâric (Haradrim Chieftain on horseback)
Hagrâz (Haradrim Chieftain on foot)
24 Haradrim Warriors with spears
24 Haradrim Warrior with bows
4 Haradrim Raiders
4 Haradrim Raiders with lances
1 Mûmak

EVIL

Vâshnir (Hâsharin)
Drôzhna (Hâsharin)

LAYOUT

This scenario is played on a board 48"/112cm by 48"/112cm. Set in the camp of the Haradrim army, the board should have tents scattered all over the board. A campfire should be placed in the very centre, with a watchtower within 6"/14cm of it.

STARTING POSITIONS

The Evil player deploys Vâshnir and Drôzhna in base contact with the campfire. The Good player then deploys Suladân and Mûrakir up to 3"/8cm from any board edge. Then, starting with the Evil player, each player takes it in turn to place one of the remaining Good models. They can be placed anywhere on the board, but no closer to the table edge than 12"/28cm. The Mûmak may be deployed at any point and up to ten models may be deployed on the howdah as normal.

OBJECTIVES

Whichever side reduces the other to 25% or less of their starting numbers first, wins the game. If both sides are reduced to 25% of their starting numbers in the same turn, the game is a draw.



Only one fate awaits those who betray the Hâsharii...

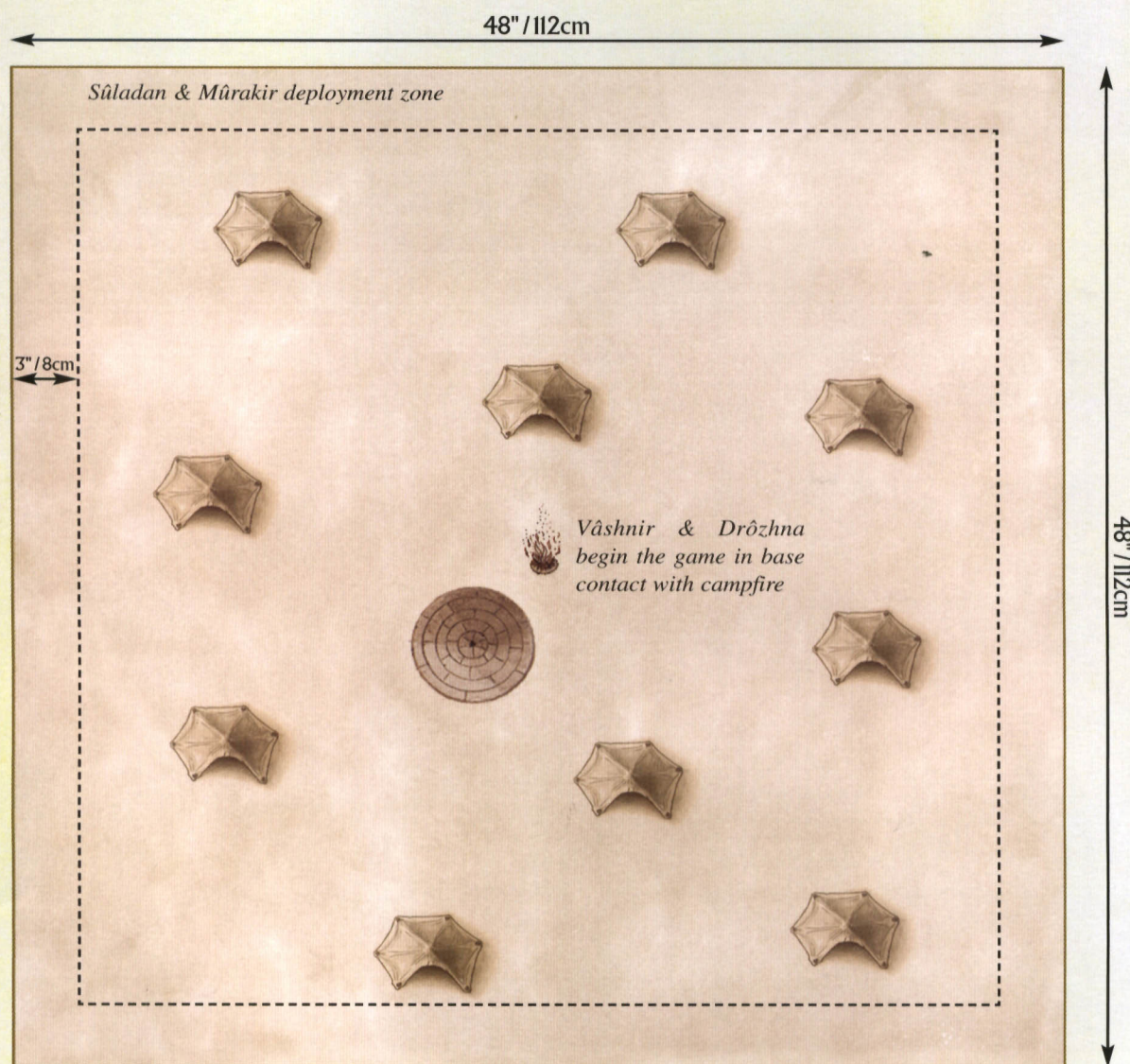
SPECIAL RULES

Brother Against Brother. As Suladân attacks, the Haradrim army begins to polarise into those who are loyal to the Hâsharin and those who are loyal to Suladân. Evil has Priority in the first turn. In addition, at the start of the game, the Good player must take a Courage test for each of his warriors and chieftains (Might may not be used to modify this roll). If they pass, they remain under the control of the Good player for the rest of the game. If they fail, the Evil player controls them for the rest of the game (replace the model with one with a different colour scheme or mark the base to indicate this). Roll this Courage test separately for each model on the Mûmak. The Mûmak may not move in the first turn. In following turns, whilst there are both Good and Evil models on the Mûmak it will always automatically Stampede in a direction chosen by the player

who holds Priority – no Courage test is required. If all models on the howdah are either Good or Evil, the Mûmak reverts to its normal rules under the control of the relevant player.

POINTS MATCH: REBELLION

If you want to use this scenario to refight a 'Rebellion' scenario with different participants, choose about 1,200 points of models for the Good side and 200 points of models for the Evil side, including at least one Hero for each side. No more than 33% of the models on the Good side may carry bows or crossbows and no more than 50% of the models on the Good side may ride horses, wargs, or other mounts of any kind.







THE STRIKING SERPENT – ACT SEVEN: ASSAULT ON GLAMORGARTH

The army now moves at the bidding of one voice, and that voice is mine. With the Hâsharii dead, and the Lords of Umbar distant from us by many leagues, none can challenge me save the other chieftains, and it would appear that none among them can summon the courage or will to do so. The Mûmakîl arrived exactly as my scouts had predicted. Once their Hâsharin escort was disposed of, the Mahûd were eager to accept my commands in exchange for a tithe of the women and children that we shall take as slaves from Gondor. Now at my call I have a far greater army than I could ever have dreamt possible. I now comprehend how the Hâsharii could so casually cast the lives of men aside when they knew that these creatures would join our forces so soon. I shall give careful thought indeed to their use.

I stand now on the borders of Gondor, with a great army at my back and the enemy before me. With every hour that passes, more men flock to my banner. They beseech me to lead them onwards, to cast the forces of Gondor from our lands, and reclaim from the northmen that which was wrested from us in ages past. Imrahil has mustered his forces around the ancient fortress of Glamorgarth. Though its walls be decayed and its defences be crumbled, it is still a great redoubt that will cost many lives to take. Only this last obstacle now stands between my people and a new age. The tribes of the south will finally be revenged upon the arrogance of the north, and join with the armies of Mordor to choke the defenders of Gondor in their own blood. With allies earned upon the field of battle, and wealth taken from the sack of great cities, I shall drive the Lords of Umbar from their perch and carve a new kingdom upon the bones of Gondor's once great realm.

Having achieved complete control over his army, Suladân has assembled his forces for one great blow upon the defences of southern Gondor. On the far side of the Poros, Imrahil has correctly interpreted the lull in fighting – he knows that the next attack will be the final one and that his troops cannot hold any longer. With his forces tired and weary, the prince knows that he must buy time for the bulk of his warriors to escape. Before night falls, much of the army of Dol Amroth

begins its journey up the Harad Road toward Minas Tirith, while a bold few remain behind to slow Suladân's assault.

PARTICIPANTS

GOOD

Prince Imrahil of Dol Amroth (on foot)

Maethor (Captain of Men on foot)

10 Knights of Dol Amroth (on foot)

12 Warriors of Minas Tirith with shields

12 Warriors of Minas Tirith with spears and shields

12 Warriors of Minas Tirith with bows

Up to one Good warrior may carry a banner.

EVIL

Suladân

1 Mûmak

Guthâric (Haradrim Chieftain on foot)

Hagrâz (Haradrim Chieftain on horseback)

24 Haradrim Warriors with bows

24 Haradrim Warriors with spears

5 Haradrim Raiders with lances

5 Haradrim Raiders

Up to two Evil warriors may carry a banner.

LAYOUT

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

STARTING POSITIONS

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

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



OBJECTIVES

At the end of each turn, roll 2D6 and multiply the result by 10. This is how much of Imrahil's retreating army has managed to reach a safe distance. Keep a running total of how many troops have escaped in this fashion. Once this total reaches 300 or more, Imrahil and any remaining Good models may attempt to withdraw from the battle by exiting from the Gondor table edge. Until this point, they may not voluntarily move more than 3"/6cm from the barricade.

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

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

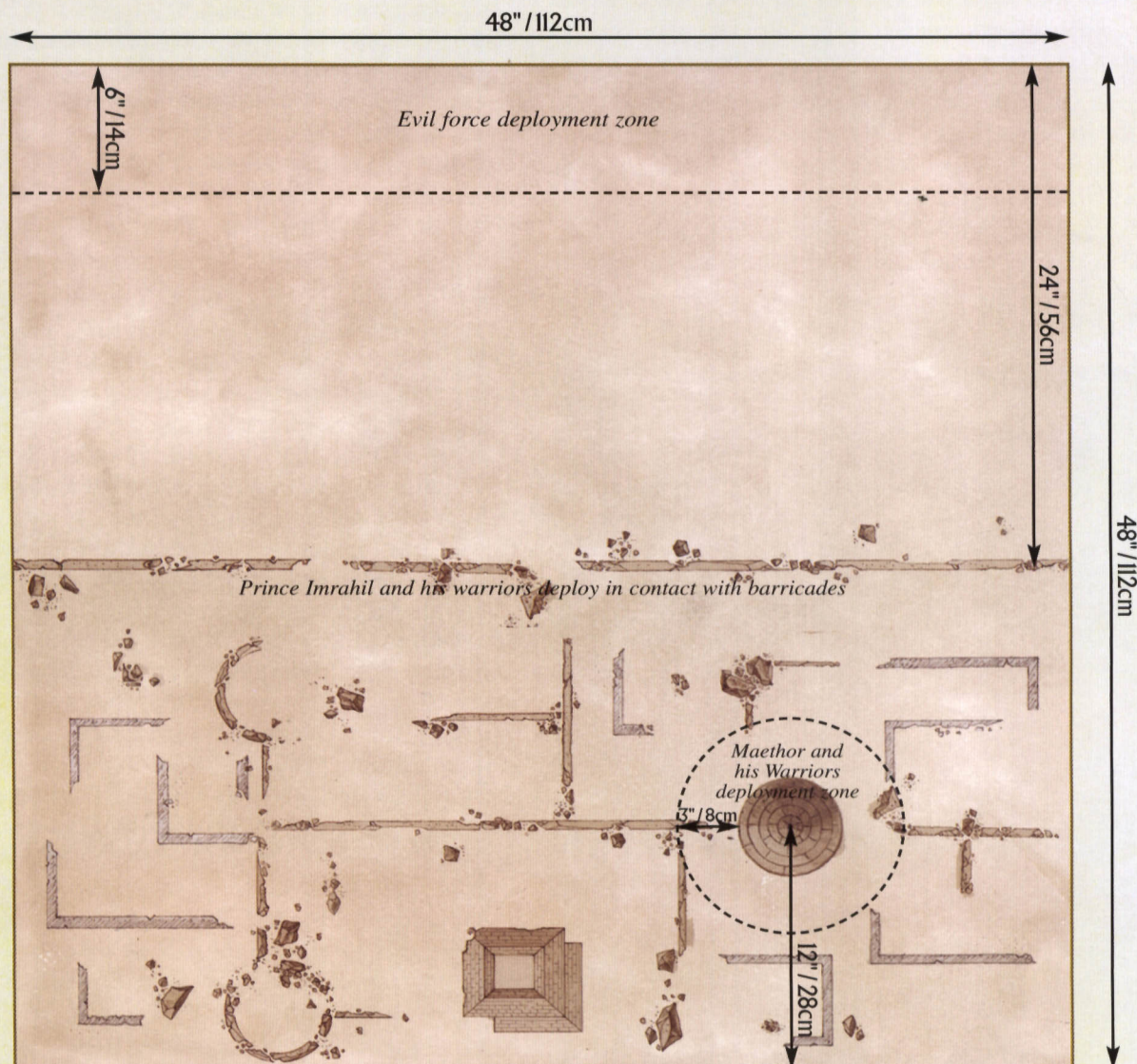
SPECIAL RULES

Unrelenting Assault. When an Evil Warrior (on foot) is slain, the Evil player may put it aside to use it as reinforcements. At the end of each of the Evil player's Move phases, he may roll a D6 for each model put aside in this way. On the roll of a 4+, that model may move onto the board from the Harad table edge. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally. On a roll of 3 or less, the model does not arrive, but may be rolled for in the next turn.

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

POINTS MATCH: WITHDRAWAL

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



THE BATTLE OF PELENNOR FIELDS

With the Rammas Echor broken and the Pelennor abandoned, the host of Mordor presses in around the city of Minas Tirith. The forces of Evil hold the northward road to Anórien and all hope of the Rohirrim coming to the aid of Gondor seems lost. Upon the morning, the forces of Mordor pour across the river at Osgiliath and surround the city in numbers scarce imaginable, hewing tree and bough to fashion all manner of brutal siege engines. Trenches are dug and set afire, with mighty catapults set beyond them. Nazgûl overfly the city, draining courage and casting a pall of despair over the defenders. The walls of the city are strong and none fear such crude devices, but upon their firing it becomes clear that the walls are not the target. Blazing missiles and the severed heads of those who fell defending Osgiliath are hurled into the city, causing widespread panic and fear throughout. As Denethor descends into madness, Gandalf takes command of the city's defences and, together, he and Prince Imrahil of Dol Amroth lift the hearts of men wherever they go.

Huge siege towers approach the walls and the ground before the city is soon choked with wreckage and the bodies of the slain. Flames and battle rage around the walls as a great and monstrous siege engine known as Grond, vast as the greatest forest tree and wrought with evil spells of ruin, is brought forth to attack the gate. Thrice it strikes the great Gate of Gondor and, at the last stroke, smashes asunder the portal for the lord of the evil host to pass through. The Lord of the



Nazgûl rides into Minas Tirith and all save one flee before his shadow – Gandalf. Light and Dark face one another and as a cockerel crows, the sound of horns echoes from the sides of Mindollin. Rohan has come.

Sweeping down from the north, the Rohirrim break through the enemy's forces on the Rammas and ride for Minas Tirith. Éomer leads the first Éored, riding behind the King's banner, Elfhelm the right Éored and Grimbol the leftmost Éored. Elfhelm's warriors wreak bloody ruin amongst the siege engines and all the Rohirrim slay the Orcs of Minas Morgul with wanton abandon. The riders of Harad gather about their mightiest chieftain and ride to stem the charge of the Rohirrim, but Théoden rides out to meet them head on, slaying the chieftain and cutting both him and his serpent banner down. But even as the Riders of Rohan put the Haradrim to flight, the Lord of the Nazgûl descends upon the King of the Mark, slaying his horse. The knights of the King lie slain or else flee in terror, but one amongst them holds firm, Dernhelm the young, who alone stands between the King and the dread Black Rider. No living man may slay this Ringwraith, but Dernhelm is no man; for beneath the helmet is concealed the golden hair of Éowyn, daughter of Éomund. Though it almost costs them their lives, Éowyn and Merry (wielding his sword of the Barrow-downs) slay the Lord of Morgul and banish him from Middle-earth.

With Éowyn fallen, wounded high unto death, and the King slain, Éomer comes upon this dreadful scene and, believing his kin all dead, rides off in a murderous rage for the regrouping ranks of the enemy. Éomer and his warriors crash through the ranks of the enemy as the Swan Knights of Dol Amroth and all the strength of Men that remains in the city sally out to link up with the grieved Warriors of Rohan. The fighting waxes furious on the field of the Pelennor and Éomer's rage has carried him deep into the Haradrim, but their numbers prove too great for the Riders of Rohan as a fresh host of Orcs and evil creatures are unleashed from Osgiliath. Trapped, and soon to be overwhelmed, Éomer raises the Standard of Rohan high and forms a shield wall that they might make their end so great as might be remembered in song for years to come. Even as the Riders of Rohan prepare to meet their fate, the billowing sails of the Black Ships of Umbar are sighted drawing near the Harlond, the great southern harbour of Gondor, and the fate of the city seems sealed. But instead of the Corsairs of Umbar, it is Aragorn, Gimli, Legolas and the peoples of the southern fiefs of Gondor who sweep from the ships to fall upon the stricken foe. With the Banner of Arwen Evenstar carried before them, Aragorn's force sweeps the host of evil before it, linking with Éomer and driving the enemy from the Pelennor Field until, by nightfall, no enemy lives within the Rammas Echor.



AMBUSH IN ITHILIEN

"The road may pass, but they shall not! Not while Faramir is Captain."

Mablung to Frodo & Sam – The Two Towers.

The servants of the Dark Lord are pouring into Ithilien like a plague. Regiments of the Haradrim advance unchecked, going about their master's bidding. It falls to Faramir and his dutiful Rangers of Gondor to patrol the wild, lying in wait for opportunities to strike out at the enemy. From their outpost of Henneth Annûn, the brave Rangers of Ithilien sally forth to conduct their raids and ambushes.

As fortune would have it, Frodo and Sam find themselves prisoner to Faramir's Rangers. Held captive, the Hobbits are witness to a violent encounter between Faramir's men and an advancing regiment of Haradrim. Despite the efforts of the Rangers, the safety of the Hobbits is not assured, and the Ring Bearer finds himself in peril once again as the warriors of Harad strive to break through the thin line of Rangers.



The Rangers' trap is sprung!

PARTICIPANTS

GOOD

Faramir (armed with bow and wearing armour)

Mablung (use Damrod's rules)

Damrod

Frodo

Sam

20 Rangers of Gondor

EVIL

1 Haradrim Chieftain (on foot)

1 Haradrim Chieftain (on horseback)

12 Haradrim Warriors with spears

24 Haradrim Warriors with bows

5 Haradrim Raiders

5 Haradrim Raiders with lances

1 Mûmak

One Evil Warrior may be given a banner.

LAYOUT

Set up a 48"/112cm x 48"/112cm board, with a road running between two opposite edges. Place lots of shrubbery, trees and rocky outcrops on the board to either side of the road. The more scenery you can place across the board, the more atmospheric the game will feel, and the greater the challenge for both sides.

STARTING POSITIONS

All Evil models enter play in 'waves'. These waves represent the column gradually separating throughout the day's march. On the first turn, the Evil side moves the Haradrim Chieftain on foot, along with the 12 Haradrim Warriors armed with bows and the 12 with spears, onto the board along the road.

The Heroes and all Rangers may be deployed anywhere on the table, but all models must be in cover – either in or hidden behind a wood or some rocks. This represents the Rangers lying low and waiting for the Haradrim to arrive. The Hobbits should be placed within 12"/28cm of the edge by which the Haradrim enter play.

OBJECTIVES

The Evil player must move 33% of his models off the board edge opposite to their starting edge. Models leaving the table by any other edge count as slain.

The Good side wins if they can prevent 33% of the total Haradrim force escaping from the board without losing more than half of their starting force.

If neither player meets their objectives, or if both meet their objectives in the same turn, the game is a draw.

The Good side automatically loses if Frodo is slain.

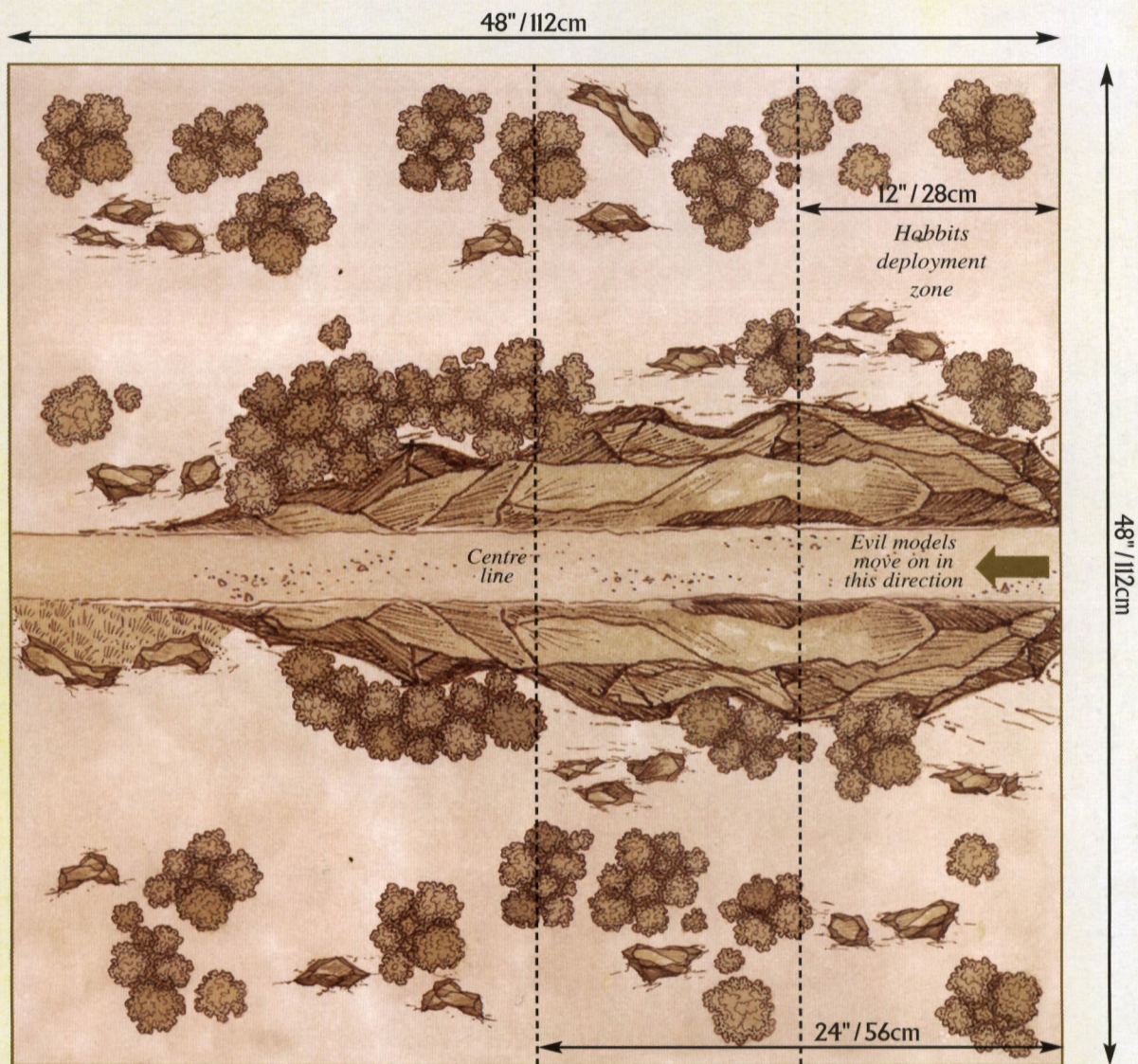
SPECIAL RULES

Waves. The Haradrim regiment under ambush has become separated because of the long day's march. Once an Evil model crosses the halfway point on the road, the next wave is able to enter play in the following Evil Move phase. The second wave consists of the Haradrim Chieftain on horseback, and 10 Haradrim Raiders. Once a member of the second wave reaches the halfway point on the board, the third and final wave may enter play in the following Evil Move phase. Wave three consists of the Mûmak with 12 Haradrim armed with bows within the howdah. Should all Evil models in a wave be slain, then the next wave may enter play on the following Evil Move phase.

Evil models may only enter play by moving along the road. Newly arrived models may act normally, but may not charge on the turn they arrive.

POINTS MATCH

Whilst this scenario details the efforts of Faramir and his Rangers to slow the Haradrim advance, you can use these rules to play another 'Convoy Ambush' scenario. Choose 400 points of models, including at least one Hero for the Good side. For the Evil force choose 800 points of models, and divide them into three groups, none smaller than 150 points.





...as Faramir's company flees the forces of Mordor.



հաշարահարճի. հաշարհարճի հաշարհարճի. արհաշարհարճի

THE GLORY OF DOL AMROTH

"Amroth for Gondor!" they cried. "Amroth to Faramir!"

The Knights of Dol Amroth

The siege of Gondor has begun and the host of Morgul marches eastwards to lay waste to Gondor and all of Middle-earth. The defenders at Osgiliath and Cair Andros are hard pressed by uncounted numbers of evil creatures, but Denethor is unwilling to yield the river and the Pelennor unfought. The Steward of Gondor despatches his son, Faramir, to ride out to Osgiliath to strengthen the river defences there, though the cause seems hopeless. Having already sent the majority of his company southwards from Ithilien, Faramir has no choice but to obey his lord and rides out to rejoin them. But the battle goes ill and the enemy forces a crossing of the Anduin, pushing Faramir back to the Pelennor and the causeway forts. Faramir remains with the rearguard, lest the retreat become a rout and, harried by foes all about him, he and his men ride desperately for the White City with all the hosts of evil on their heels. Even as men watch from the walls of the city, horsemen of the enemy and dark-pinioned fell beasts sweep up and overtake the retreating men of Gondor. Then a trumpet rings out from the Citadel and Denethor sends out a sortie of knights, led by Prince Imrahil of Dol Amroth, to rescue Faramir. In this scenario, the Good player must ride to Faramir's aid before they are overtaken and destroyed by the forces of Evil.



The Nazgûl attack.

PARTICIPANTS

GOOD

- Faramir (with heavy armour and on horseback)
- Gandalf the White (riding Shadowfax)
- Prince Imrahil (with lance and on horseback)
- 2 Captains of Gondor (with heavy armour and on horseback)
- 5 Warriors of Minas Tirith with spears and shields
- 5 Warriors of Minas Tirith with bows
- 10 Rangers of Gondor
- 10 Knights of Minas Tirith
- 8 Knights of Dol Amroth with lances and on horseback

Up to one Good model may carry a banner.

EVIL

- 2 Ringwraiths on (Fell beasts)
- 2 Haradrim Chieftains (on horseback)
- 1 Orc Captain (on foot)
- 1 Orc Captain (on Warg)
- 8 Orcs with hand weapons and shields
- 8 Orcs with spears
- 4 Orcs with Orc bows
- 4 Orcs with two-handed weapons
- 6 Haradrim Raiders
- 6 Haradrim Raiders with lances
- 4 Warg Riders with throwing spears
- 4 Warg Riders with Orc bows

Up to two Evil Warriors may be given a banner.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This encounter takes place on the Pelennor Fields before the city of Minas Tirith. As such, the ground is largely flat, though there will be the odd, low patch of scrubby bushes or clusters of rocks strewn about.

STARTING POSITIONS

Faramir, the Captains of Gondor, the Warriors of Gondor and Rangers of Gondor are placed first, in the deployment area shown on the map. The Evil player divides his force into two halves of as equal size as possible and deploys one in the northern deployment zone and the other in the southern deployment zone. The Ringwraiths move on from the eastern table edge in the Move phase of Turn 1.

OBJECTIVES

The Good player is attempting to rescue Faramir and the retreating rearguard of the out-companies that held Osgiliath. The Evil player is attempting to destroy them before Denethor's sortie is able to rescue them.

To win, the Good player must have at least 12 of the models that were deployed on the table at the start of the game exit the table via the western edge. The Evil player wins if the Good player does not achieve this.

SPECIAL RULES

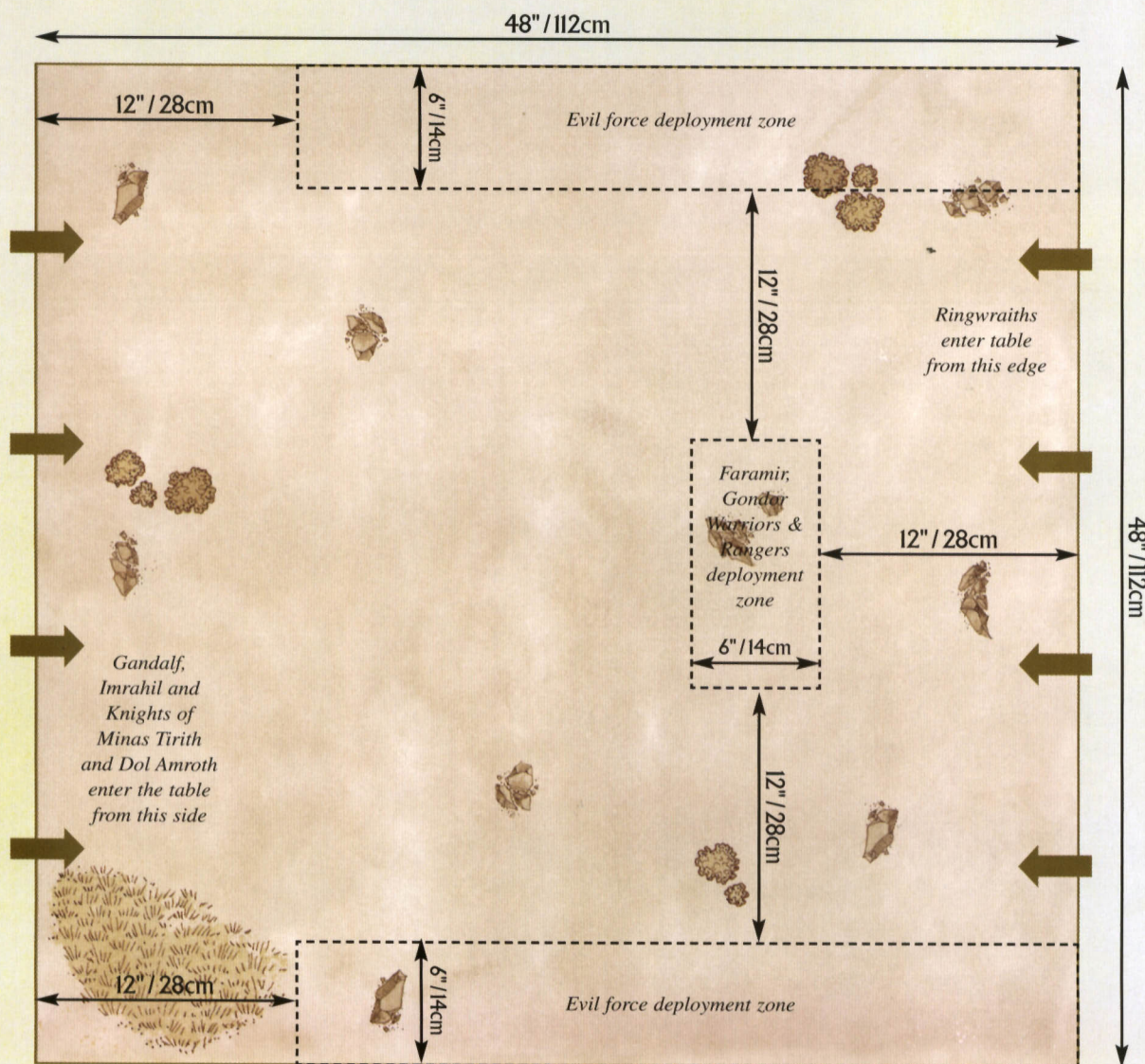
The Swan Knights of Dol Amroth. Just as it appears that Faramir's warriors will be overwhelmed by the forces of Evil, Prince Imrahil of Dol Amroth leads a brave band of warriors from Minas Tirith to the rescue. On Turn 4, the Good player may move Gandalf, Prince Imrahil, the Knights of Dol Amroth and the Knights of Minas Tirith on from the western board edge.

"And with a piercing cry out of the dim sky fell the winged shadows, the Nazgûl stooping to the kill."

The Return of the King

POINTS MATCH: DESPERATE SORTIE!

Though this scenario recreates Prince Imrahil's rescue of Faramir's out-companies, you can also use it to fight any rescue mission. If you want to play this scenario with other forces, choose a Good force 25% larger than the Evil force. The Good force must deploy 33% of its force on the table at the start of the game. Each side must include at least one Hero and at least one model on each side must carry a banner.





The Rohirrim charge to Minas Tirith...



...and desperate battle is joined.



...the Warriors of Harad move to confront them...



THE HORSE AND THE SERPENT

*"Arise, arise, Riders of Théoden!
Fell deeds awake: fire and slaughter!
Spear shall be shaken, shield be splintered,
A sword day, a red day, ere the sun rises!
Ride now, ride now! Ride to Gondor!"*

The Rohirrim have come to Gondor's aid and the might of their charge has smashed through the Orc defenders of the Rammas and ridden down through the hosts of Mordor with the joy of battle. The Riders of Rohan sing as they slay their foes and the hoofs of wrath ride down hosts of fleeing Orcs. Riding hither and thither, the Rohirrim slaughter all before them, driving their enemies to the river. With nigh on the entirety of the northern half of the Pelennor Field overrun, the tide of war has turned, but the battle has not yet been won. Overcome with battle fury, Théoden and his greatest warriors have ridden far ahead of the main battle and reached the road to the river. Here, Suladân, greatest of the Haradrim commanders, has spotted them. Rousing his warriors to battle, the Serpent Lord charges the exposed Rohan king who,

unwilling to await his onset, charges headlong to greet him. In this scenario, both players must attempt to fight their way towards the heart of the enemy host and slay its leader.

PARTICIPANTS

GOOD

Théoden

Gamling

Éowyn

Merry (starts as a passenger on Éowyn's horse)

1 Captain of Rohan

6 Rohan Royal Guard with throwing spears and on horseback

12 Riders of Rohan

6 Riders of Rohan with throwing spears

Up to one Good Warrior may be given a banner.

EVIL

Suladân

The Witch-king (on fell beast)

2 Haradrim Chieftains

8 Haradrim Raiders

8 Haradrim Raiders with lances

4 Warg Riders with throwing spears

4 Warg Riders with Orc bows

Up to two Evil Warriors may be given a banner.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This encounter takes place on the Pelennor Fields before the city of Minas Tirith. As such, the ground is largely flat, though there will be the odd, low patch of scrubby bushes or clusters of rocks strewn about.

STARTING POSITIONS

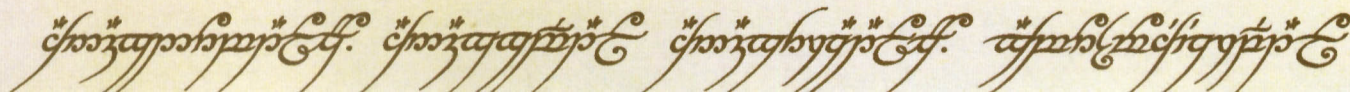
The Good player places his models first, no further than 12"/28cm from the northern board edge. The Evil player then places his models, no further than 12"/28cm from the southern board edge. The Witch-king is not deployed to begin with, since he is fighting within the city walls but, as the horns of the Rohirrim echo from Mindolluin's sides, he flies out to meet this new threat and will appear later in the battle.

OBJECTIVES

Both Théoden and Suladân are determined to see the other dead and will spare no effort to see their opposite number slain. The Good player must kill Suladân and have Théoden survive the battle. The Evil player must kill Théoden and have Suladân survive the battle. Whichever player meets their objectives first, wins the game. If both Suladân and Théoden are killed in the same turn, the game is a draw.



"Rally to me! To me!"



SPECIAL RULES

Witch-king of Angmar. The Witch-king is fighting within the walls of Minas Tirith when the Rohirrim arrive, but when he hears their horn blasts, he turns his fell beast towards the Pelennor Fields. From the end of Turn 4 onwards, roll a D6 at the end of every game turn. On a 4, the Witch-king has arrived and may move on from the Evil player's table edge in his next Move phase. Having been engaged in battle with Gandalf prior to this, the Witch-king has only 1 point of Might and 10 points of Will.

POINTS MATCH: GLORIOUS CHARGE!

Though this scenario recreates Théoden's devastating charge, you can also use it to recreate any two cavalry based forces riding out to meet each other. If you want to play this scenario with other forces, choose two forces of equal points value. Each side must include at least one Hero and at least one model must carry a banner.

"...he came against the white horse and the green with great press of men; and the drawing of the scimitars of the Southrons was like a glitter of stars."

The Return of The King



THE RANGERS OF THE NORTH

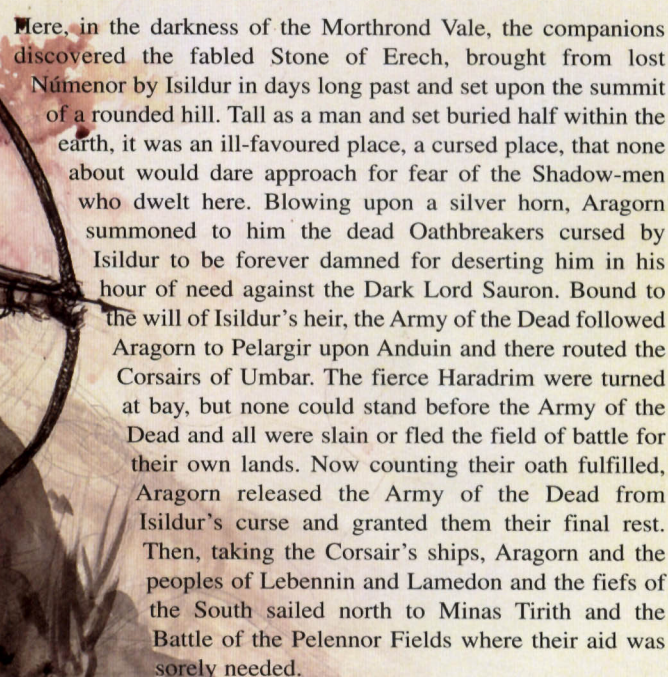
Descended from those who fled the fall of Númenor, the Dúnedain founded two kingdoms on Middle-earth, Gondor and Arnor, and following Elendil's death, the Dúnedain themselves were split into two groups; those of Gondor and those of the North. The Dúnedain of the North came under great pressure from neighbouring Angmar and suffered greatly under several major attacks, their strength waning as their numbers dwindled and their territories were captured. Eventually, the Dúnedain of the North became a sundered people, living in scattered groups, and were only saved from extinction by aid from Elrond of Rivendell.

Though their kingdoms had been shattered, the harsh lifestyle that the Dúnedain of the North were forced to adopt bred only hardy stock and the adversity of such lives led to most of the menfolk of the North becoming rangers. These doughty

warriors spent a great deal of time in the wilderness, honing their skills of hunting with bow and spear, woodcraft, ambush and tracking, becoming peerless masters of such lore. Bitter foes of Sauron, the Rangers of the North guarded the lands of Eriador from Orcs, wild animals and other creatures of evil, giving special protection to the lands of the Shire. Through the Rangers of the North, the blood of Númenor and the line of Isildur was preserved and this gave the Dúnedain much extended lives. Despite their good works in protecting the lands of the West from evil, they were often regarded with suspicion by those who encountered them thanks to their grim demeanour and dress, favouring brooding, earthy tones to better blend with the colours of the wild. Tall with dark hair and grey eyes, they are quiet, courteous men of noble spirit, who typically wear unadorned grey or dark green cloaks held in place with a cloak-clasp shaped like a star.

THE PASSING OF THE GREY COMPANY

Once Halbarad and the Rangers of the North encountered Aragorn and his companions beyond the Fords of Isen, they travelled onwards with his company towards Edoras while Théoden and the Riders of Rohan continued eastwards to Dunharrow. After resting at Edoras under the care of the Lady Éowyn, Aragorn led Legolas, Gimli, Elladan, Elrohir and the Rangers of the North towards the Dwimorberg, the Haunted Mountain, in which was the Door of the Dead. The further along that damned road the travellers journeyed, the greater their sense of doom became, until, at last reaching the Dimholt, the dark forest at the foot of the Haunted Mountain, they at last espied the Dark Door. Signs and twisted figures were carved above it and fear, suffocating fear that gnawed at the very roots of a warrior's courage, assailed them. The horses balked but, calmed by Elven words, the riders were able to continue on horseback within the deep dark of the mountain, their every step dogged by a ghostly army of the Dead.



Mere, in the darkness of the Morthrond Vale, the companions discovered the fabled Stone of Erech, brought from lost Númenor by Isildur in days long past and set upon the summit of a rounded hill. Tall as a man and set buried half within the earth, it was an ill-favoured place, a cursed place, that none about would dare approach for fear of the Shadow-men who dwelt here. Blowing upon a silver horn, Aragorn summoned to him the dead Oathbreakers cursed by Isildur to be forever damned for deserting him in his hour of need against the Dark Lord Sauron. Bound to the will of Isildur's heir, the Army of the Dead followed Aragorn to Pelargir upon Anduin and there routed the Corsairs of Umbar. The fierce Haradrim were turned at bay, but none could stand before the Army of the Dead and all were slain or fled the field of battle for their own lands. Now counting their oath fulfilled, Aragorn released the Army of the Dead from Isildur's curse and granted them their final rest. Then, taking the Corsair's ships, Aragorn and the peoples of Lebennin and Lamedon and the fiefs of the South sailed north to Minas Tirith and the Battle of the Pelennor Fields where their aid was sorely needed.



GOOD HEROES



HALBARAD DUNÁDAN (Man)

Points Value: 65

Might: 3

Will: 2

Fate: 1

Halbarad Dunádan

F	S	D	A	W	C
5/3+	4	5	2	2	6

WARGEAR

Halbarad carries a sword (hand weapon), a bow and wears armour. He can be given addition equipment at the following cost:

<i>Spear</i>	1 pt
<i>Horse</i>	10 pts
<i>The Banner of Arwen Evenstar</i>	60 pts

SPECIAL RULES

The Banner of Arwen Evenstar. When unfurled by Halbarad as the captured Black Ships approached the Harlond, the Banner of Arwen Evenstar filled the beleaguered hearts of Men with renewed hope and joy. The Banner of Arwen Evenstar counts as a banner but will affect all friendly models within 6"/14cm, not 3"/8cm. In addition, every Good model within 6"/14cm of the banner automatically passes any Courage test they are required to take. Halbarad may still use his bow if he carries this banner.

"No small valour have I seen this day upon the field of the Pelennor, but the deeds of Halbarad Dunádan will remain forever fresh in my mind. Had all the folk of Arnor possessed such courage and skill, I doubt the North Kingdom would have ever fallen."

Maethor, Captain of Dol Amroth



RANGER OF THE NORTH (Man)

Points Value: 25

Might: 1

Will: 1

Fate: 1

Ranger of the North

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

WARGEAR

The base profile for a Ranger of the North includes a sword (hand weapon), bow and armour. He can be given additional equipment at the following extra cost:

<i>Spear</i>	1 pt
<i>Horse</i>	6 pts

The Dúnedain, or Rangers of the North, are forbidding men, grim of face and worn like weathered rocks, that patrol the lands of Eriador and keep them safe from all creatures of Evil. Proficient with sword, spear and bow, they ride sturdy horses. They are considered men of disreputable character by the people of the Shire and Bree.



ÉOMER'S RAGE

*"Mourn not overmuch! Mighty was the fallen,
meet was his ending. When his mound is raised,
women then shall weep. War now calls us!"*

Théoden's glorious charge has shattered the front lines of the Haradrim. Spears shiver as the Rohirrim throw down the Southron's chieftains and send their foes reeling. But evil acts are afoot and the Lord of the Nazgûl sweeps down in darkness to slay the mighty King of Rohan. Through deeds both mighty and courageous, Éowyn, Shield Maiden of Rohan, and Meriadoc Brandybuck banish the mighty Ringwraith, but fall beside their king, wounded almost unto death. Such a scene of woe does Éomer come upon after marshalling his warriors and setting out for the road to the river. The silver swan of Dol Amroth is borne out of the city of Minas Tirith, together with all the strength of Men that is in it. And not a moment too soon, as Gothmog, Lieutenant of Morgul, unleashes a host of evil from Osgiliath – Orcs, Trolls, Uruk-hai and Easterlings – as Haradrim footmen regroup around the great Mûmakil. Great is Éomer's rage and, without taking counsel or awaiting the arrival of the Knights of Dol Amroth, the son of Théodwyn charges headlong towards the mighty host of evil. But even as he rakes back his spurs, the billowing sails of Black Ships are spied approaching the Harlond...

In this scenario, the Evil player must try to destroy Éomer's badly outnumbered warriors before the Knights of Dol Amroth can come to his rescue and the Black Ships dock to reveal who they carry to war.

PARTICIPANTS

GOOD

Prince Imrahil of Dol Amroth
Aragorn (with Elven cloak and Andúril)
Legolas
Gimli
Halbarad
2 Elven Captains
9 Rangers of the North
Éomer
2 Captains of Rohan
8 Knights of Dol Amroth with lances and on horseback
8 Knights of Minas Tirith
4 Rohan Royal Guard with throwing spears
6 Warriors of Rohan with bows
6 Warriors of Rohan with throwing spears and shields
6 Warriors of Rohan with shields

One Warrior of Rohan must carry a banner.

All Good models, other than Imrahil and the Knights, are on foot.

The Elven Captains represent Elladan and Elrohir, the twin sons of Elrond; you may use their rules from the *Shadow & Flame* supplement if you wish.

EVIL

Gothmog, Lieutenant of Morgul
1 Orc Shaman
1 Easterling Captain
1 Uruk-hai Captain
1 Troll Chieftain
1 Haradrim Chieftain
8 Orc Warriors with hand weapons and shields
8 Orc Warriors with spears
4 Orc Warriors with two-handed weapons
4 Orc Warriors with Orc bows
6 Easterling Warriors with spears and shields
6 Easterling Warriors with shields
6 Haradrim Warriors with bows
6 Haradrim Warriors with spears
4 Mordor Uruk-hai Warriors with swords
4 Mordor Uruk-hai Warriors with two-handed weapons
2 Mordor Trolls

1 Mûmak with tusk weapons and Mahûd Chieftain
12 Haradrim Warriors with bows (in the howdah)

Up to two Evil models may carry banners.

LAYOUT

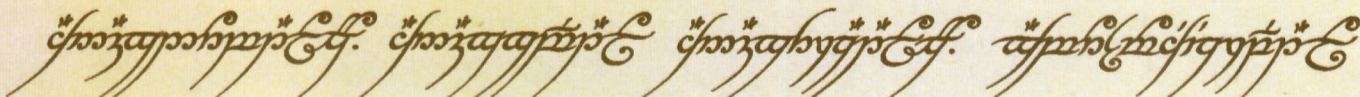
The scenario is played on a board 48"/112cm by 48"/112cm. This encounter takes place at the edge of the Pelennor Fields not far from the harbour of Harlond. As such, the ground is largely flat, though there will be the odd, low patch of scrubby bushes or clusters of rocks strewn about. To the south are the docks and in the exact centre of the table is a green hillock.

STARTING POSITIONS

The Good player places Éomer and all the Rohan models first, in the centre of the board on the green hillock, with no model further than 6"/14cm from the centre of the table. The Evil player divides his warriors into four forces of as near equal number of models as possible and deploys one force in each of the deployment zones. No Evil model may be deployed more than 6"/14cm onto the board. The Mûmak and 12 Haradrim Warriors in the howdah are not deployed at the start of the game.

OBJECTIVES

The Evil player has cut off Éomer from the city of Minas Tirith and seeks to destroy him before any rescue may be attempted. To win this scenario, the Evil player must kill every model in the Good player's initial force. If he fails to kill Éomer's force before his own is reduced to 25% of its total numbers, then the Good player wins as warriors pour from the Black Ships and more knights sally forth from Minas Tirith to drive the forces of Evil back to the river.



SPECIAL RULES

Reinforcements. The hosts of Minas Tirith, led by Prince Imrahil of Dol Amroth ride eastwards to the succour of Éomer and fight to reach the new King of Rohan with great fervour. On Turn 3, Prince Imrahil, the Knights of Dol Amroth and the Knights of Minas Tirith move on from the western table edge in the Move phase.

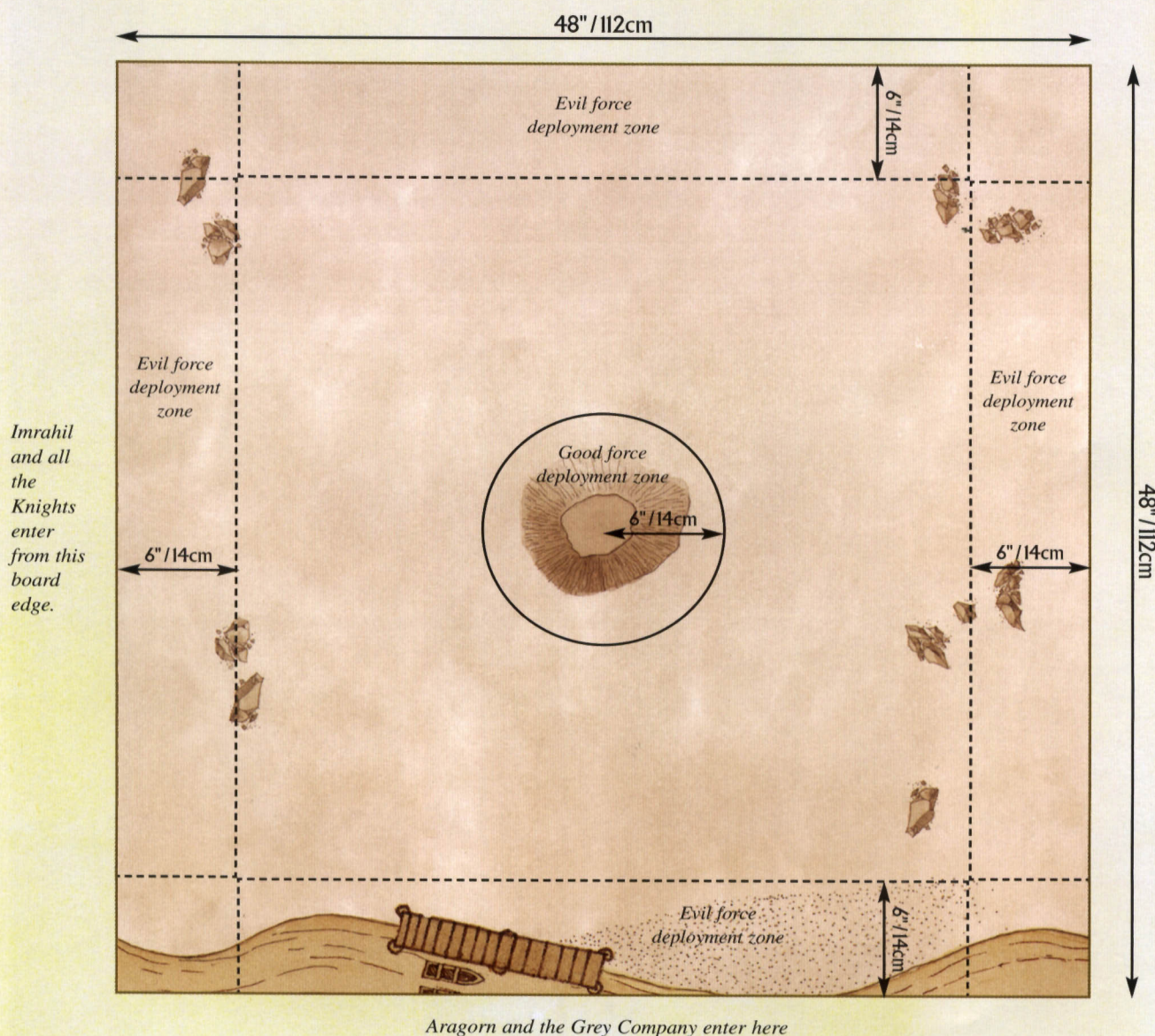
On Turn 5, the Black Ships dock on the Harlond and the remainder of the Good forces move on from the southern table edge in the Move phase. On this turn, the Mûmak and transported Haradrim also arrive.

The Tide has Turned. A black dread falls upon the hosts of Morgul when the heir of Isildur and his warriors leap from the Black Ships, and their courage falters in the face of the sign of Elendil. Once Aragorn arrives on the battlefield, no Evil models may benefit from the Stand Fast! rule.

Shield Wall. Éomer and his men are resigned to die. All Rohan models will automatically pass all Courage tests they are required to take, but may not move more than 12" away from the centre of the table.

POINTS MATCH: LAST STAND!

If you want to play this scenario with other forces, choose two forces of equal points value. The Good player chooses 25% of his force to represent the force he deploys at the beginning of the scenario and splits the rest into two roughly equal halves, designating which half is the first wave of reinforcements and which is the second. Each side must include at least one Hero and the player attempting to destroy the force making its last stand may not equip more than 33% of his models with bows or crossbows or include more than one siege engine.





...Aragorn and the Grey Company arrive at the Harlond.



...just in time to save Éomer from the unstoppable Mûmakil.

ժողովրդիս լի. ժողովրդիս ժողովրդիս լի. ախարհիցս լի

SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules
Suladân	5/4+	4	5	3	3	5	3/3/1	Poisoned Arrows, Ascendant
Hâsharin	5/3+	4	4	3	2	4	1/1/3	The Bane of Kings; Stalk Unseen, Preternatural Agility
Haradrim Chieftain	4/4+	4	5	2	2	4	2/1/1	Poisoned Arrows
Haradrim	3/4+	3	4	1	1	3	–	Poisoned Arrows
Imrahil	6/-	4	7	3	3	6	3/3/3	The Lineage of Númenor
Knight of Dol Amroth	4/-	3	6	1	1	4	–	Dol Amroth for Gondor!
Mûmak	4/-	9	7	3	10	2	–	See below
Howdah	-	-	9	-	5	-	-	
Mahûd Chieftain	4/-	4	5	2	2	5	3/2/2	
Halbarad Dunádan	5/3+	4	5	2	2	6	3/2/1	The Banner of Arwen Evenstar
Ranger of the North	4/3+	4	5	1	1	5	1/1/1	
Armoured Horse	0	3	5	0	1	3		
Horse	0	3	4	0	1	3		

MÛMAK RULES SUMMARY

MOVING THE MÛMAK

1. Rotate the base towards the intended direction of travel. Models are pushed aside to leave enough space for the base to turn.
2. Move the Mûmak up to 8"/20cm directly forward.
3. Trample: When the Mûmak moves into contact with a model (friend or enemy), the models suffers three Strength 9 hits. If the model dies, the Mûmak can continue to move and complete its move. If the model survives, the Mûmak stops and will fight as normal in the Fight phase.
4. Mûmakil cannot enter difficult ground or cross barriers higher or wider than 2"/4cm.

SHOOTING FROM/ AGAINST THE MÛMAK

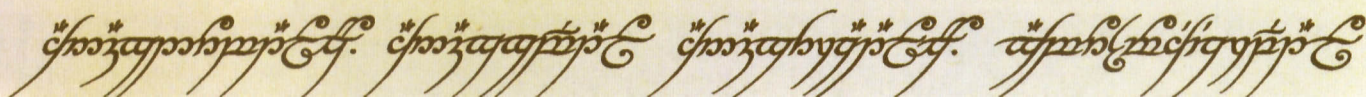
1. Models in the howdah can fire normally regardless of the Mûmak's move.
2. Enemies can choose to aim their shots at either visible models in the howdah, the howdah itself, or the Mûmak. The howdah also counts as an obstacle in the way of the shots directed at the models inside it.
3. When shot at by siege engines or volley fire, the models in the howdah, the howdah itself and the Mûmak count as separate battlefield targets (the Mûmak always counts as within 6"/14cm of the other battlefields targets it is carrying on its back).

FIGHTING THE MÛMAK

1. In the Fight phase, only the the Mûmak fights, the models in the howdah are ignored.
2. The Mûmak counts as a monstrous mount in fights.
3. If a charging Mûmak wins a fight, all of its opponents are knocked to the ground, including other monstrous mounts. Mûmakil themselves can never be knocked down, not even by other Mûmakil.
4. If a Mûmak loses a fight, it will not back away and can therefore never be trapped. Its opponent must back away after striking their blows.

STAMPEDE!

1. The model controlling the Mûmak must take a Courage test every time the Mûmak suffers a wound. If the test is failed, the Mûmak will stampede at the beginning of the next Evil Move phase (after Heroic moves are resolved).
2. When stampeding, the Mûmak must attempt to make a full move. It cannot voluntarily move less than its full 8"/20cm move, trampling everything along its path.
3. The direction of this stampede move is chosen by the Good player!
4. After a Stampede move, all models in the howdah must roll a dice. On a result of 1, they fall from the howdah, suffering normal falling damage.
5. Models in the howdah cannot fire their bows in the Shoot phase immediately after a Stampede move.





"Up Eorlingas! Fear no darkness!"



The battle for Harondor begins.

၎င်းတို့သည် နတ်ဘုရား၏ အမိန့်အတိုင်း လုပ်ကြကောင်းကို ပြောဆိုပါသည်။

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

*"Out of doubt, out of dark to the day's rising
I came singing in the sun, sword unsheathing.
To hope's end I rode and to heart's breaking:
Now for wrath, now for ruin and a red nightfall!"*

Éomer, The Return of The King

This supplement is an invaluable guide to collecting, modelling and gaming with Games Workshop's detailed The Lord of The Rings miniatures. Within its colourfully illustrated pages you will find essential rules, information and inspiration to bring the battles of Middle-earth to your own tabletop.

RULES

New Warriors and Heroes for the forces of Good and Evil, including the dour-handed Rangers of the North, the courageous Knights of Dol Amroth, the deadly Hâsharii and the fearsome might of the Mûmakil.

SCENARIOS

Seven linked scenarios that tell of the prologue to the Battle of the Pelennor Fields, from the rise of Suladân the Serpent Lord and Imrahil's desperate defence of Harondor to the manipulations of the Hâsharii. A further four scenarios – allow players to reenact key scenes from the book and film as the Haradrim arrive upon the Pelennor.

MODELLING TIPS

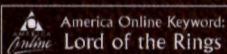
Detailed advice on creating scenery for your games, as well as painting guides for the Haradrim and the Mûmakil.

ENGLISH

ISBN 1 84154 464 7
PRODUCT CODE 60 04 14 99 008



Visit: www.lordoftherings.net



NEW LINE CINEMA

You must possess a copy of The Lord of the Rings strategy battle game to use the contents of this book.

GAMES WORKSHOP

PRINTED IN CHINA

All materials pertaining to the New Line theatrical productions: The Fellowship of The Ring; The Two Towers; and The Return of The King. © MMIV New Line Productions, Inc. All Rights Reserved. All materials solely pertaining to the Tolkien literary works being: The Fellowship of The Ring; The Two Towers; and The Return of The King. © MMIV the Saul Zaentz Company d/b/a Tolkien Enterprises. All Rights Reserved. The Lord of The Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All other materials, including specific game rules, strategy and augmented materials, copyright © Games Workshop Limited 2004. All Rights Reserved. Games Workshop and the Games Workshop logo, Heavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All Rights Reserved.