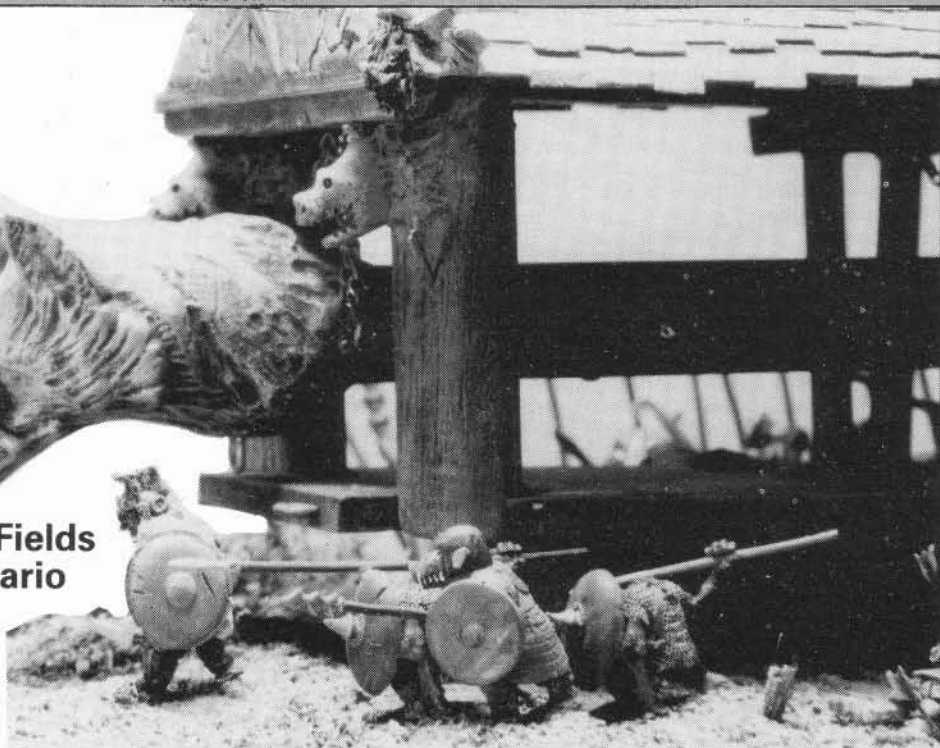


# Minas Tirith

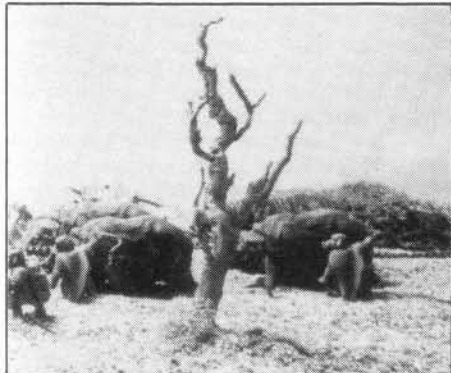
**The Battle of the Pelennor Fields  
A Warhammer Mega-Scenario  
from J R R Tolkien's  
Lord of the Rings  
by Joe Dever**



## BACKGROUND

The greatest battle of the *War of the Ring* was fought upon the Pelennor fields before the indomitable walls of the citadel of Gondor. No doubt most readers are familiar with the *Lord of the Rings*, therefore this introduction will

*The beast-train of Grond.*



serve as a synopsis of the two days prior to the battle.

The Witch King of Angmar and the

Armies of Morgul had overrun Faramir's small garrison at Osgiliath, captured the causeway between the defensive wall known as Rammas Echor and the River Anduin, and pursued the tattered remnants of Faramir's rangers back to the great city itself. Faramir was severely wounded during the rout and was only saved from a brutal death by the valiant charge of Prince Imrahil and his Knights of Dol Amroth.

For two days and nights, the orcs of the Morgul host dug lines of trenches. They surrounded the city in a huge ring just out of bowshot from the walls. Siege catapults were positioned and incendiaries together with the heads of those men slain at Osgiliath, were hurled high over the first wall to rain down upon the city streets. During the second night, the Witch-King launched his major assault against the walls to test the strength of the defenders and to keep them stretched and distracted. Mumakil from Harad dragged forward siege towers and catapults to the wall; but these were not designed to afford access to the city. Under cover of the assault, a huge battering ram, over one hundred feet in

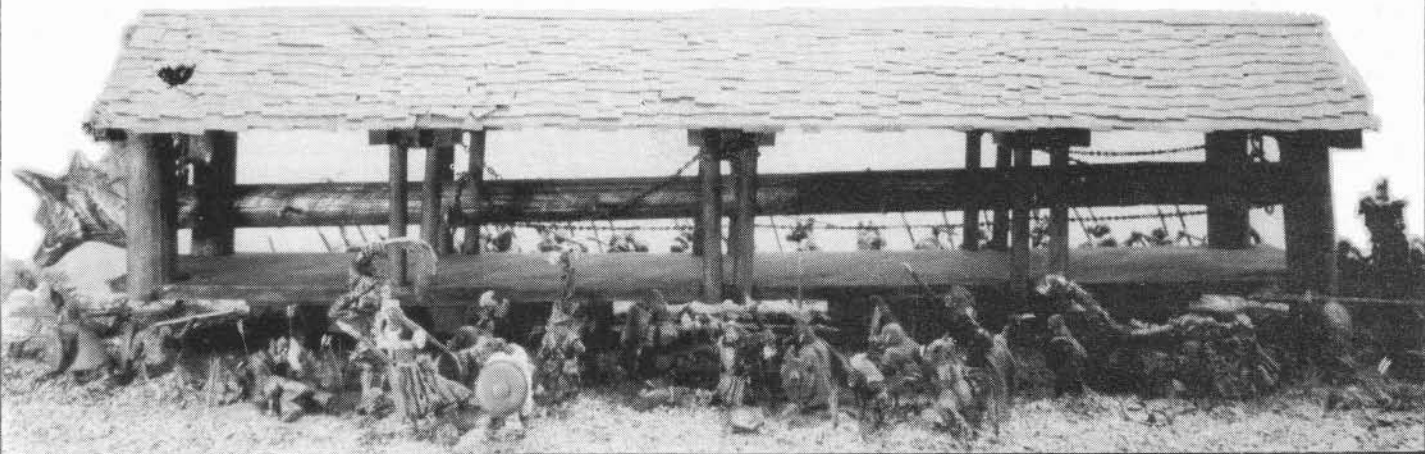
length, was brought to bear on the gate. The head of the ram (which the orcs had named *Grond*) bore runes of destructive power. These were activated by the Witch-King as the third stroke of the ram fell upon the gates, and the doors 'tumbled in riven fragments to the ground'.

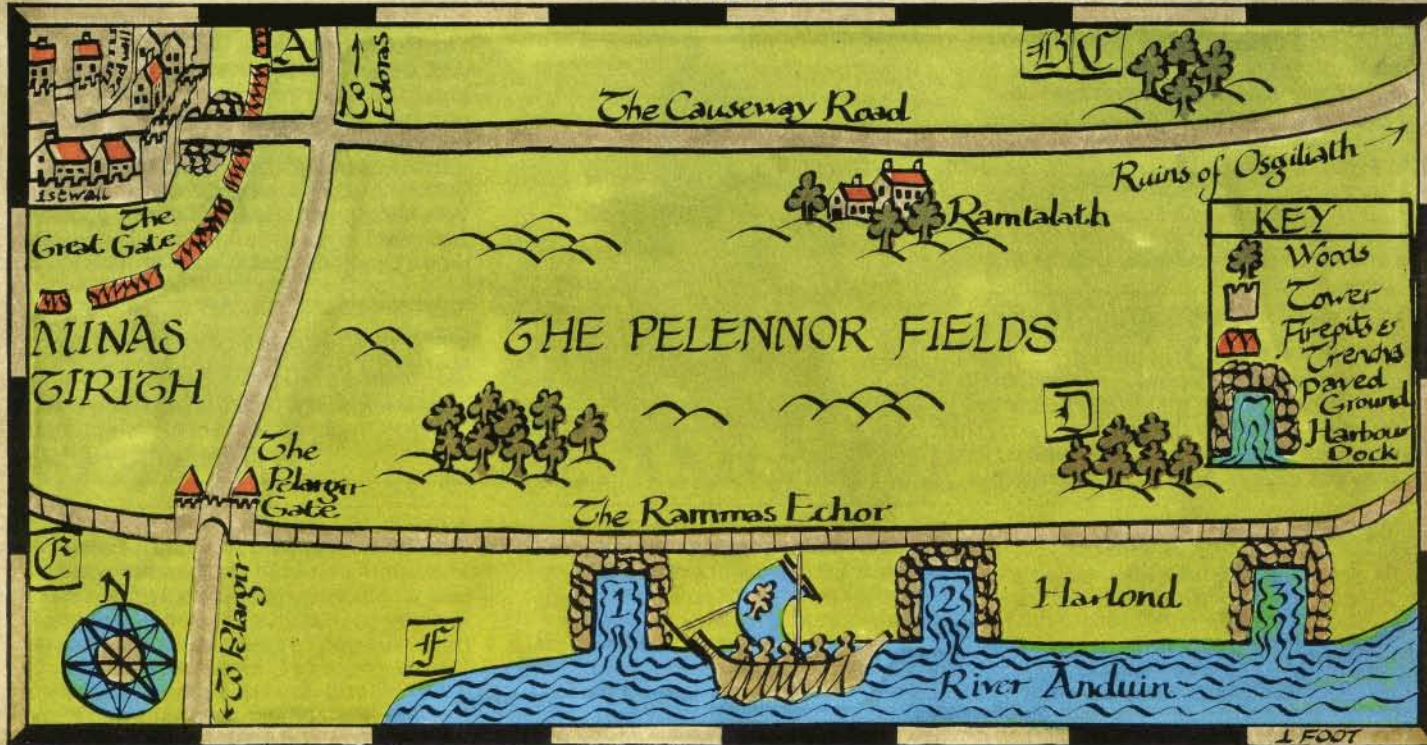
*Come not between the Nazgul and his prey! Or he will not slay thee in thy turn. He will bear thee away to the houses of lamentation, beyond all darkness, where thy flesh shall be devoured, and thy shrivelled mind be left naked to the Lidless Eye.*

*Witch-King of Angmar to Eowyn*

In rode the Witch-King to be confronted by Gandalf. A desperate fight would have undoubtedly ensued had it not have been for the timely arrival of both the dawn and the Rohirrim. It is at this point – dawn of the third day of siege – that this scenario is designed to represent. The optimum number of players is six; three per side, plus one umpire.

*Grond surrounded by Orcs of the Eye and Olog-hai trolls.*





**UMPIRE'S BRIEFING**

This scenario has been designed to fit on a standard table-tennis table of 4' x 8'. The suggested figure scale is 100:1 with heroes represented on a 1:1 basis. This gives a total figure requirement of 369 (110 Allies: 259 Sauron troops).

Only the first two of the seven walls of Minas Tirith need to be placed on the table. The three harbours of Harland have been stretched out to cover most of the southern edge of the table. The reason for this is that this battle is perhaps the best known of all fantasy clashes, and as such it is virtually impossible to simulate the surprise of Aragorn's corsair ships when most players will be expecting his arrival. To prevent a reception committee being organised by the Witch-King and friends, choose one of the three harbours at random prior to the start of the game. Having noted the harbour at which he will dock, throw 2d4 to determine on which game move this will take place and pass this information on to the Aragorn player. The Rammas Echor counts as an obstacle with a standard 1/2-move reduction to cross. The firepits and trenches can only be passed via the narrow paths that separate them. The city walls can only be passed through the gates.

Familiarise yourself with the Army Lists of all players before the game and ensure that they adhere to their starting positions!

**Denethor, Faramir and Pippin**

At the start, all three are in the citadel, which takes one move to reach from anywhere within the city walls. Denethor orders that Faramir be prepared for his funeral pyre and also makes similar arrangements for himself (throw 1d4 to determine how many moves this preparation will take). Pippin is under your control. He must remain with Denethor until the lyre is ready and then he will attempt to locate Gandalf in order to persuade him to prevent

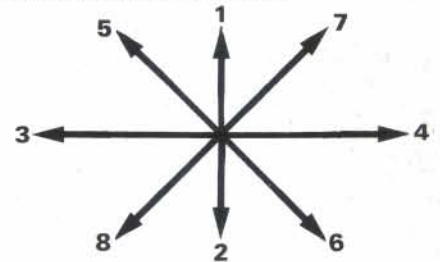
Faramir's death. If Pippin then moves into base-to-base contact with Gandalf within 6 moves, the wizard must retreat to the citadel and prevent the cremation.

Each round throw 1d6. If a 1 is thrown, the Citadel Guard have been recalled by Denethor and will leave the table for two rounds, after which they will return to the 1st wall. On their return, they will reduce the morale of all troops within a 5" radius by -1 for 1d4 rounds.

**Mumakil**

These gigantic elephants are invulnerable to missiles, except for their eyes. Only missile attacks and magic launched at them from the front stands any chance of penetrating. All 'kills' will be eligible for a saving throw at +2 due to the heavy armour and size of the target area. Should a Mumakil receive an eye wound, it will run amok for 1d8 rounds trampling friend and foe alike. Consult

the following chart to determine its movement whilst berserk:

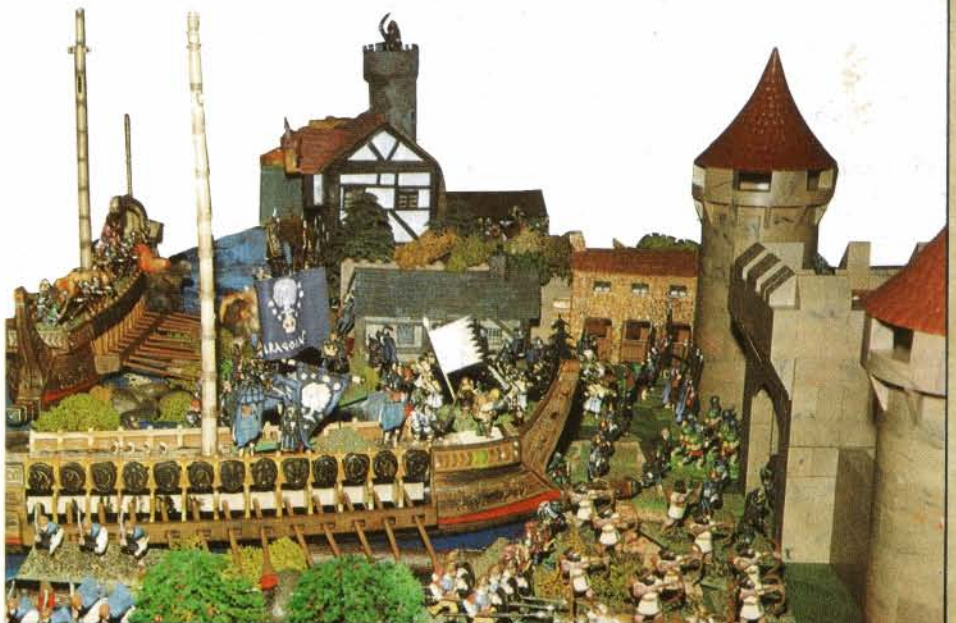


No horses will approach within a 5" radius of any Mumakil.

**The Witch-King of Angmar**

The only characters that can kill the Lord of the Nazgul with normal weapons are Eowyn, Merry or Pippin. Aragorn may slay him using the sword *Narsil*, and Gandalf may kill him using *Glamdring* or with the use of magic.▷

*Aragorn's arrival at Harland.*



**NOTES AND OBJECTIVES FOR THE ALLIES**

The Command of the Allies should be divided as follows:

**The Army of Gondor**

All forces as detailed below, plus Gandalf. Due to Denethor's state of despair and Faramir's incapacitation, Gandalf is the effective commander-in-chief of this

*The Darkness has begun. There will be no dawn.*

Gandalf

Army group. Neither Denethor nor Faramir should be placed on the table, as they are in the Citadel located within



Gandalf

the seventh level of the city. All troops that come into contact with either Denethor or Faramir suffer -1 to their morale status. You may place your troops within the first and second walls of Minas Tirith, but remember that the great gate is now broken and the first wall is open to attack. Your battle objective is to prevent the Morgul host from taking the second level of the city.

**The Rohirrim**

At the start of the game, your troops may enter the table anywhere between points A and B (see map) but no more than 6 inches in from your baseline. In addition, you also command Merry of the Fellowship. Your objective is to kill the Witch-King and the Chief of the Southrons, and to hold the causeway road between Osgiliath and Minas Tirith.

*Even in the heart of our stronghold the Enemy has power to strike us: for his will it is that is at work.*

Gandalf to Pippin

**The Fellowship and Aragorn's Forces**

The umpire will tell you exactly when and where you are to arrive on the table in order to preserve an element of surprise. Aragorn possesses *Narsil*, the re-forged sword of Elendil. This weapon is +2 to hit and does full damage vs undead. Your objective is to link up with the Rohirrim and push the army of the Witch-King back towards Osgiliath.

**Gondor Army List**

Character/Unit	No of Figures	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Steward Denethor	1	2	6	3	2	B	2	8 (1)	1
Faramir	1	-	8	4	1	A	1	7 (1)	1
Guard of the Citadel	2	3	6	5	2	B	2	5	1
Rangers of Ithilien	3	4	5	6	2	B	2	4	1
Men of Lossarnach	2	3	4	3	2	B	1	3	1
Men of Ringlo Vale	3	4	3	3	2	B	1	3	1
Men of Morthond	5	4	4	5	2	B	1	3	1
Militia of Anfalas	6	4	3	3	2	B	1	2	1
Hillmen of Lamedon	1	4	2	2	2	B	1	2	1
Fisherfolk of Ethir	1	4	2	2	2	B	1	1	1
Men of Pinneth Gelin	3	4	4	3	2	B	1	3	1
Imrahil, Prince of Dol Amroth	1	8	8	4	3	C	3	6	2
Knights of Dol Amroth	1	8	6	4	2	B	2	5	1
Men at Arms of Dol Amroth	7	3	6	4	2	B	2	4	1

NB: The scores in brackets refer to Denethor and Faramir's initiative, due to their states of mind and body.

Gandalf the White \* (12 on Shadowfax)  
Gandalf is immune to *Fear* and *Terror*. He has the ability to negate *Fear* and *Terror* within a radius of 6". As long as he wears *Narya*, he cannot be killed outright but only banished from the table for 2d6 rounds. He is a level 4 magician with 20 Constitution.

**Gandalf's Spells:** Level 1: *Alarm, blessing, bless blade, cure light injury, detect hidden doors, detect life, far sight, fireball, flight, gift of tongues, lock, magic light, hammerhand, aura of mighty resistance, wind blast.* Level 2: *Aura of fearsome aspect, aura of protection, aura of steadfastness, droop, hold door, lightning, bolt, mystic mist, skirrik's pentagram, smash door, telepathy, thunderhand, turn to fog.* Level 3: *Aura of command, aura of invulnerability, banish undead, inspiration, invisibility, magic bridge, mask shape, pentacle pillar of light, slam doors, turn someone to frog, walk on water.* Level 4: *Blast, hurricane, mind control, wall shaker.*

**Fellowship and Aragorn's Forces List**

Character/Unit	No of Figures	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Aragorn	1	4	10	8	4	C	4	10	2
Merry	1	3	3	2	2	B	2	6	1
Pippin	1	2	3	2	2	B	2	6	1
Legolas	1	4½	7	10	3	C	3	8	2
Gimli	1	3½	8	3	3	C	3	7	2
Rangers of the North	5	4	5	6	2	B	2	4	1
Men of Lebennin	5	3	4	3	2	B	1	3	1
Men of Lamedon	6	3	4	3	2	B	1	3	1
Fiefs of the South	4	3	4	3	2	B	1	3	1

Talismans: *Glamdring* (elven-sword): Negates all magic attacks. Hit at +2. Full effect vs undead. *Narya* (the great): Elven ring of power. Negates all magic attacks. Maintains immortality of wearer as long as the *One Ring* exists. Binds wearer to the power of the *One Ring*. *Staff of Light*: Gandalf must retain this staff in order to use any of the spells listed above.

Legolas Gimli



**Rohirrim Army List**

Character/Unit	No of Figures	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Theoden	1	8	8	3	3	C	2	7	1
Eomer	1	8	7	4	2	B	1	6	1
Eowyn	1	8	8	4	3	C	2	8	2
Rohirrim Cavalry	55	8	5	3	2	B	1	4	1

**NOTES AND OBJECTIVES FOR THE ARMY OF THE WITCH-KING**

The Morgul host should be divided up between three players.

*Player One* as the Witch-King and Winged Beast, plus the Variags and Easterlings. Your force begins the game anywhere between C and D (see map), up to 24" in from the eastern edge of the table.

*Player Two* as Gothmog in command of the Army of Mordor – the Olog-hai, Orcs of the Eye, Trolls of Mordor and the Uruk-hai. Your force begins the game anywhere in the centre of the table bounded by the trenches in the west, the causeway road to the north, the village of Ramtalath to the east and the Pelennor woods to the south.



*Player Three* as Chief of the Southrons commanding the Haradrim Cavalry and Infantry, the Mumakil and the Far Harad. Your start-position is anywhere between points E and F (see map), south of the Pelargir gate.

*I fear that Minas Tirith shall fall. Night comes. The very warmth of my blood seems stolen away.*

*Beregond*

The primary objective for the Army of the Witch King is to take and hold the second wall of Minas Tirith and to prevent Aragorn linking up with the Rohirrim. Secondary objectives are to kill Theoden and Gandalf. □

**The Witch-King of Angmar Army List**

Character/Unit	No of Figures	Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
Nazgul's Winged Beast	1	12	3	-	5	D	6	3	3
Gothmog,									
Lieutenant of Morgul	1	8	8	4	3	C	3	6	2
Chief of the Southrons	1	8	5	3	2	B	2	5	1
Haradrim Cavalry	60	8	4	3	2	B	1	3	1
Haradrim Infantry	35	3	4	4	2	B	1	3	1
Mumakil	3	2½	3	-	5	E	4	1	3
Variags of Khand	20	3	4	3	2	B	1	3	1
Easterlings of Rhun	25	3	4	3	2	B	1	4	1
Olog-hai Trolls	8	6	5	3	4	D	4	4	2
Uruk-hai	12	4	5	3	2	C	1	3	1
Orcs of the Eye	60	3	3	3	2	B	1	2	1
Trolls of Mordor	8	6	2	-	4	B	3	1	3
The Far Harad	25	3	4	4	2	B	1	3	1

**NB:** A Nazgul's winged beast causes *Fear* within 12" and *Terror* within 4" of an enemy, due to its nauseous body odour. No horses, including those of the Haradrim, will approach within a 5" radius of the Mumakil. The hide of the Mumakil is impervious to arrows; they can only be wounded in the eyes. Any Mumakil thus wounded will run amok under the control of the umpire. The Easterlings of Rhun will give and expect no quarter during battle.

The Witch-King of Angmar,									
Lord of the Nazgul	1	6*	9	6	5	E	4	12	3

\* (12 on Winged Beast)  
The Witch-King can cause *Fear* within 48" and *Terror* within 20". He is immune to all attacks from men and non-enchanted weaponry. He is a Level 4 magician with 20 Constitution.

**Saving Throw vs Black Breath**

Toughness	A	B	C and D	E and F
Saving Throw	6	5,6	4,5,6	3,4,5,6

**Witch-King's Spells:** Level 1: *Alarm, curse, cause light wound, detect life, detect object, far sight, fireball, flight, hammerhand, aura of mighty resistance, wind blast.* Level 2: *Aura of fearsome aspect, aura of protection, aura of steadfastness, blood-lust, cause severe wound, lightning bolt, mystic mist, rooted to the spot, telepathy, thunderhand.* Level 3: *Aura of command, aura of invulnerability, banish undead, inspiration, mask shape, summon demons.* Level 4: *Blast, mind control, wall shaker (Only for Grond).* Necromantic Spells: *Raise recent dead, hold undead, command undead, raise zombie, steal life energy.* Black Breath: Range 8". Those affected must save vs Toughness or lose 1 point of strength every 2 rounds until dead. Failure to save on first throw, each subsequent attempt is at -1. Black Mace of Morgul: +2 all attacks; *poisoned* hits.

**PAINTING SUMMARY**

The following guide is to help you in the painting and preparation of the forces involved. Further detail regards uniforms and organisation can be found in Chapter 6: Part Three, of the Ring trilogy.

**The Allies**

*Gandalf* – White robes and staff with white horse 'Shadowfax'; *Guards of the Citadel* – Silver helmets, black robes and shields with white tree emblem; *Men of Lossarnach* – Black helmets, chainmail and battleaxes; *Men of Pinneth Gelin* – Green leather jerkins and breeches; *Prince Imrahil and Knights of Dol Amroth* – Blue surcoats and banners bearing a ship and silver swan motif. All horses were grey; *The Rohirrim* – Silver helmets and chainmail, green shields with a sun device, green banners with a white horse emblem. Their horses were either white or grey; *Aragorn* – banner depicting a crown set above a white tree with seven stars about it (see illustration).

**The Mordor Host**

*Witch-King* – Black robes, black iron crown and mace; *Gothmog* – black plate armour bearing the red eye device on the helm; *Haradrim* – Brown skinned, black-eyed men. Scarlet tunics and cloaks with gold collars. Yellow and black shields studded with steel spikes. Crimson spear-heads. Their banner is a black serpent on a scarlet field; *Mumakil* – Lamellar armour with harness of gold and brass. Large towers mounted upon their backs bearing archers and banners of scarlet; *Olog-Hai and Trolls of Mordor* – Green skins branded with the 'eye' device;

*Orcs of Mordor and Uruk-Hai* – Grey skinned, black-bloodied. Dull red and black clothing bearing the 'eye' emblem; *Far Harad* – Black-skinned with white eyes and red tongues. Also known as 'Black Numenoreans'; *Easterlings* – bearded and armed with black axes.

**FIGURE RECOMMENDATIONS**

**Army of Gondor**

Gandalf	Citadel CO2/1d (foot) or C33/2a (mounted)
Guard of the Citadel	Ral Partha PO1/1d
Rangers of Ithilien	Ral Partha PO9/2g and h
Men of Lossarnach	Essex ASX2
Men of Ringlo Vale	Citadel C37/2a
Men of Morthond	Citadel C38/2d (DA52)
Militia of Anfalas	Citadel C37/3e
Hillmen of Lamedon	Ral Partha PO9/1e
Fisherfolk of Ethir	Citadel C32/1e
Men of Pinneth Gelin	Citadel CO5/3a
Imrahil: Prince of Dol Amroth	Essex M1, swan helm and shield
Knights of Dol Amroth	Essex RPO15
Men at Arms of Dol Amroth	Essex F11

**The Rohirrim**

Theoden	Essex F40
Eomer	Essex AN1
Eowyn	Citadel C33/3a (mounted), Ral Partha PO9/3a (foot)
Rohirrim Cavalry	Essex AN2

**Fellowship/Aragorn's Troops**

Aragorn	Essex ASX10
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Merry Pippin	Ral Partha PO3/1g
Legolas	Ral Partha PO3/1e
Gimli	Citadel CO9/1a
Rangers of the North	Citadel CO8/1a
Men of Lebennin	Citadel CO5/3c
Men at Lamedon	Denizen FA28
Fiefs of the South	Any new Citadel Viking heroes
	Citadel C37/2a

**Army of the Witch-King**

The Witch-King	Rider from Ral Partha P12/1a
Winged Beast	Asgard Winged Reptile
Gothmog	Citadel C33/3f
Chief of the Southrons	Essex AAS7
Haradrim Cavalry	Essex AK3
Haradrim Infantry	Any of Q7 Models Ch'n Chinese Infantry
Mumakil	Britain's African Elephants (Plastic)
Variags of Khand	Citadel C38/5b
Easterlings of Rhun	Citadel CO1/4c with axes
Olog-hai Trolls	Any Citadel C20 range
Uruk-hai	Any Citadel C15 armoured orcs
Orcs of the Eye	Chronicle Orc Army
Trolls of Mordor	Ral Partha P10/2g and h
The Far Harad	Essex CO2 and 3

Figure Collection: Gary Chalk, Joe Dever and Gary Keep. Photographs: Joe Dever. Scale Model: Joe Dever.