

# FARAMIR'S CHARGE

**U**pon returning to Minas Tirith following his narrow escape from the clutches of the Nazgûl, Faramir brings news of Osgiliath's fall to his father. Yet Faramir's safe return brings no sense of joy and relief to the lord Denethor. Instead, the Steward has little regard for his son's endeavours and only expresses anger.

Believing his youngest son to be weak-willed, and failing to keep the lands his favoured son, Boromir, protected, Denethor decrees that the city of Osgiliath must be retaken and that Gondor will not yield her outer defences unfought. Though some try to reason with him, as the city has been overrun by the forces of Mordor, the Steward will not be swayed. In an attempt to prove himself to his father, Faramir accepts his lord's will and readies himself to charge upon Osgiliath

Fully armoured upon his steed, and with a band of loyal knights at his side, Faramir begins the charge across the Pelennor. Yet as the cavalry of Gondor draw near, the Orcs within the ruins of Osgiliath ready their bows to fire. Even as Faramir rides towards Osgiliath, he is aware that his mission is all but futile and that he, along with his men, shall most likely be killed before he can reach the city.





### LAYOUT

The board represents the plains of Pelennor and the very edges of Osgiliath. The area within 6" of the eastern board edge should be covered in ruins, rubble and the remains of buildings. The rest of the board should remain barren, giving the Knights of Minas Tirith a clear surface to charge across.

### STARTING POSITIONS

The Good player deploys their force anywhere touching the western board edge, with Faramir touching the centre of the western board edge. The Evil player then deploys their forces anywhere within 6" of the eastern board edge.

### OBJECTIVES

Denethor has ordered that Osgiliath be retaken, and this can only be achieved by wiping out the hosts of Mordor that lie within it. The Orcs see the advancing knights as a small inconvenience – one they can easily dispatch with a few volleys of arrows.

This battle continues until one force is wiped out, at which point their opponent is declared the winner.

### SPECIAL RULES

**Volley Fire** – By firing their arrows high into the air, the Orcs can hit targets that would usually be out of range of their bowfire.

Any Orc Tracker can choose to shoot their Orc bow at a target up to 36" away, rather than the usual 18". However, any Orc Tracker that targets an enemy model over 18" away will only hit on the roll of a 6.

**Lethal Shot** – As the Knights of Minas Tirith charge towards the ruins of Osgiliath, the Orcs within ready their bows for the kill.

Orc Trackers gain a bonus of +1 To Wound when firing their Orc bow against an enemy model within 12".

### PARTICIPANTS

**Good:** Faramir, Captain of Gondor with bow on horse; 12 Knights of Minas Tirith with shield.

**Evil:** Gothmog, Lieutenant of Sauron; 12 Orc Trackers; 12 Morannon Orcs: 3 with shield, 3 with spear, 3 with spear & shield, 3 with no additional wargear.

**Designer's Notes:** On paper, this Scenario may seem far more in favour of the Evil player, and the fact is that it is. In the films, Faramir and his Knights don't even get close to Osgiliath before they are peppered by Orc arrows – hopefully in this Scenario the Good player will have a bit more luck!

