

# THE DOCKS OF HARLOND

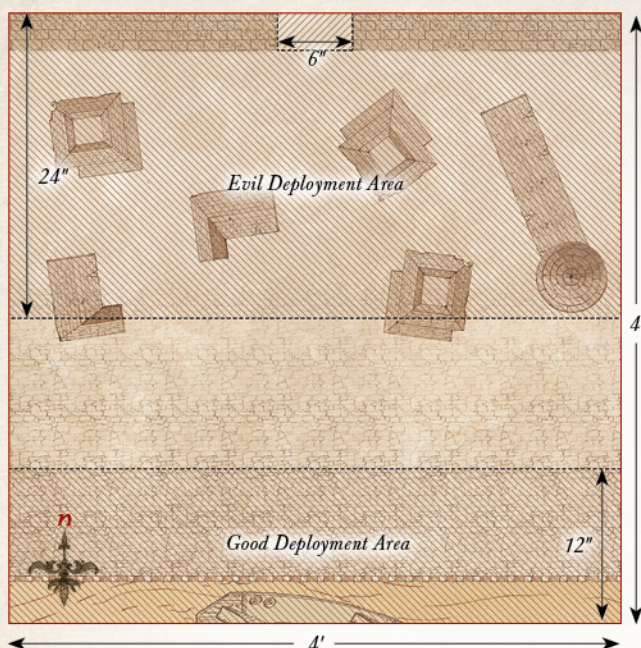
**A**s the Battle of Pelennor Fields rages on, the Orcs that have garrisoned the docks of Harlond await the arrival of their Corsair allies that they expect to be sailing up the Anduin. As the black-sailed ships of Umbar pull into the docks, the awaiting Orcs jeer and insult them, berating their allies for arriving late, as usual.

However, no Corsairs are present to hear the abuse. Instead it is Aragorn, along with Legolas and Gimli, who leap from the side of the ships and onto the stone docks. While at first the sight of three ragged travellers seems to startle the Orcs stationed at Harlond, their surprise soon turns to sneers; there is no way that three lone warriors can stand against a whole garrison of Orcs.

As Aragorn begins his charge towards the Orcish lines, he summons forth an army more deadly than any other in Middle-earth. Under the command of the heir of Isildur, the Dead of Dunharrow spring into battle; a terrifying spectral-green force intent on slaying all who stand against their liege, delivering victory to Aragorn and finally being at peace, having fulfilled a millennia-old oath.







### LAYOUT

The board represents the docks of Harlond. It should contain a few buildings, ruins and piles of rubble dotted around the board. The southern board edge represents the edge of the docklands, whilst the northern board edge represents the wall that surrounds Harlond. In the centre of the northern board edge there should be a 6" gap that represents the gates between the docks and the fields of Pelennor.

### STARTING POSITIONS

The Evil player deploys all of their models anywhere in the northern half of the board. The Good player then deploys all of their models within 12" of the southern half of the board.

### OBJECTIVES

Aragorn and his followers are trying to make their way to the Battle of Pelennor Fields, and now a garrison of Morannon Orcs stands between them and the White City.

The game lasts until Aragorn is removed from the battlefield. The Good player wins if Aragorn and either Legolas or Gimli can move off of the northern board edge via the gates of Harlond. If this has been done, but at least half of the named **Hero** models have been slain, the game is a draw. In any other result, the Evil player is the winner.

### SPECIAL RULES

**The Heir of Isildur** – *Such is the relentless determination with which Aragorn fights that those around him are inspired to battle to the last.*

Good models within 6" of Aragorn count as being in range of a banner.

### PARTICIPANTS

**Good:** Aragorn – Strider with Andúril, Flame of the West; Legolas Greenleaf; Gimli, son of Glóin; The King of the Dead; 20 Warriors of the Dead; 6 Riders of the Dead.

**Evil:** Guritz, Master of the Reserves; 3 Morannon Orc Captains with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear.

**Designer's Notes:** *This Scenario depicts the scenes as they are shown in the movies. If you wish to play this Scenario as it appears in the books, simply swap the King of the Dead, the Warriors of the Dead and the Riders of the Dead for Elladan & Elrohir, Halbarad with the banner of Arwen Evenstar, Angbor the Fearless, 12 Rangers of the North and 12 Clansmen of Lamedon.*

