

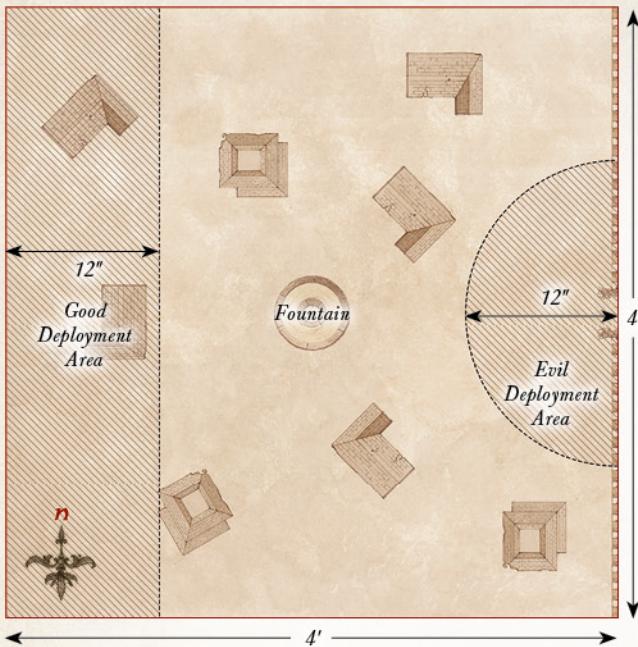
# THE GATE IS BREACHED

**A**s hordes of Mordor Orcs spill over the walls of Minas Tirith, other Orcs attempt, in vain, to break down the city's huge gates. Under the orders of Gothmog, Grond, the giant wolf's head battering ram, is marched towards the gates. If there is anything that could breach them, it is undoubtedly Grond.

The crash of Grond upon the city gates alerts those within Minas Tirith to their immediate predicament, and as the forces of Gondor gather within the courtyard, Gandalf commands all to hold their ground in the face of whatever manner of evil breaks through the gates.

The gates of Minas Tirith splinter as Grond delivers one final blow, showering the courtyard with shards of wood and metal. From the gaping wound in the side of the city, a sea of Orcs and a number of hulking Mordor Trolls pour in, intent on bringing death to the people of Minas Tirith. Those within must now stand and fight against the hordes of Mordor. If they cannot hold them back, then the first level of the city will fall.





## LAYOUT

The board represents the courtyard of Minas Tirith. In the centre of the eastern board edge are the remains of the city's gates. The board should be relatively bare around the centre, perhaps with a few small piles of rubble and debris, whilst around the edges of the board there should be a few buildings. In the centre of the board is a fountain with a diameter of 3". The fountain is shallow water.

## STARTING POSITIONS

The Good player deploys all their models within 12" of the western board edge. The Evil player then deploys all of their models within 12" of the centre of the eastern board edge.

## OBJECTIVES

The forces of Mordor must capture the courtyard, securing a foothold before the rest of the city can fall; if they can overwhelm the lower levels they can make their way into the rest of the city.

The game lasts for eight turns, after which whoever has the most models within 6" of the centre of the board is the winner. If both sides have the same number of models within 6" of the centre of the board then the game is a draw. If Gandalf is slain, the best result the Good player can achieve is a draw.

## SPECIAL RULES

**The Hordes of Mordor** – Countless Orcs have swarmed the gates of Minas Tirith, and more constantly flood through to join the battle.

Each time an **Orc Warrior** is slain, keep it to one side. At the end of each Evil Move phase, any models kept aside in this manner may move onto the board from the centre of the eastern board edge.

**You will Stand your Ground!** – Under the command of the White Wizard, the men of Gondor will fight to the last to protect their city.

Good models do not have to take Courage tests to Charge a **Mordor Troll**.

## PARTICIPANTS

**Good:** Gandalf the White on Shadowfax; Húrin the Tall, Warden of the Keys; Ingold, Warden of the Rammas Echor; Irolas, Captain of the Guard; Beregond; 36 Warriors of Minas Tirith: 12 with shield, 12 with spear & shield, 12 with bow.

**Evil:** Goroth, Captain of the Morannon; Zagdûsh, Orc Captain; 2 Morannon Orc Captains with shield; 36 Morannon Orcs: 9 with shield, 9 with spear, 9 with spear & shield, 9 with no additional wargear; 3 Mordor Trolls.

