

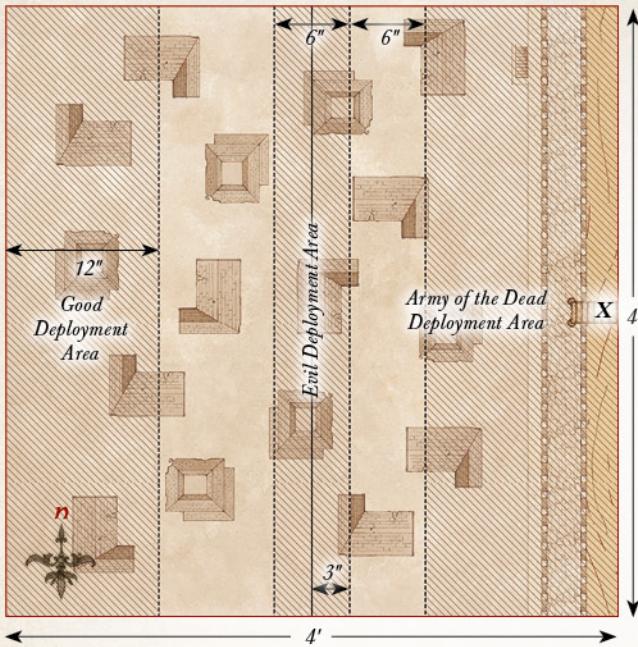
THE BATTLEFOR PELARGIR

Upon emerging from the paths of the Dead, Aragorn is greeted with the sight of the city of Pelargir in flames, the Corsairs of Umbar having set it ablaze as they ransacked it and twisted it to their own ends. Upon this fell sight, Aragorn and his companions make haste in order to prevent the Corsairs from sailing up the Anduin and invading the kingdom of Gondor.

As they make their way towards the city, Aragorn and his companions encounter the Men of Lamedon and their leader, Angbor the Fearless. After fighting against the Corsairs in the city, the Clansmen of Lamedon had ultimately been driven back, unable to halt the relentless advance of the southern invaders. However, with the heir of Isildur and an army of long-dead warriors, the Men of Lamedon ready themselves to rejoin the fight for Pelargir.

Catching the Corsairs of Umbar unawares, the Shadow Host and Grey Company assault Pelargir to deliver it from its pirate captors and desperate battle erupts in its streets; if Aragorn can lead his companions to victory then they can sail to the aid of Minas Tirith. If the Corsairs can put an end to the rightful king, then the realm of Gondor shall surely fall.





LAYOUT

The board represents the city of Pelargir, and as such should be covered with buildings, roads and other terrain to give it the feel of a city. The area within 6" of the eastern board edge is the port, and should be made of walkways with barrels and crates rather than buildings. In the centre of the eastern board edge is a walkway onto one of the Corsair ships, as shown on the map.

STARTING POSITIONS

The Evil player deploys their force anywhere within 3" of the centre line of the board that runs from north to south. The Good player then deploys the King of the Dead; the Heralds of the Dead and all Warriors of the Dead anywhere within the eastern half of the board but at least 6" away from any Corsair model. The Good player then deploys the remainder of their models anywhere within 12" of the western board edge.

OBJECTIVES

The arrival of the Shadow Host has struck fear into the Corsairs of Umbar – they must leave the city of Pelargir at once if they are to survive and sail up the Anduin to raid Minas Tirith. With their foes on the run, Aragorn commands his followers to stop the Corsairs from fleeing up-river and bring their leaders to their knees.

The game lasts until there are no **Corsair Hero** models left on the board. The Evil player wins if at least three **Corsair Hero** models can move off the board via the point shown on the map (marked X), including either Dalamyr or Delgamar. The Good player wins if they can prevent this from happening. If at least three **Corsair Hero** models escape the board, but both Dalamyr and Delgamar have been slain, the game is a draw.

SPECIAL RULES

The King of the Dead has come! – *The sight of the long-dead king strikes untold fear into the hearts of the Corsairs.*

Corsair models within 6" of the King of the Dead suffer a -1 penalty to all Courage tests.

PARTICIPANTS

Good: Aragorn – Strider with Andúril, Flame of the West; Legolas Greenleaf; Gimli, son of Glóin; Harbarad with Banner of Arwen Evenstar; Elladan & Elrohir; The King of the Dead; 2 Heralds of the Dead; Angbor the Fearless; 20 Warriors of the Dead; 12 Clansmen of Lamedon.

Evil: Dalamyr, Fleetmaster of Umbar; Delgamar, Gatekeeper of Umbar; 2 Corsair Captain; 2 Corsair Bo'suns; 36 Corsairs of Umbar: 12 with shield, 12 with spear, 12 with bow; 12 Corsair Arbalesters; 12 Corsair Reavers.